Chapter 1

INTRODUCTION

1.1 Project Overview

Online project report submission and evaluation system enables the student to submit their project report online without submitting any physical file. Before the submission, the student needs to update their progress to the system and the lecturer is able to view their progress and give comments online.

Online project report submission and evaluation system is providing an online discussion and document sharing for student and lecturer. The pre-existing systems didn't have the functionalities such as notifying the student when he/she is being added to the project group, online automatic generation of the certificate after the completion of the entire project and many more which are being implemented in this version of the system.

The proposed system will take away the biggest risk out of the picture i.e. the manual transmission of all the tasks related to the project report and also the design is formulated in such a way that the impersonation will be reduced to a greater level.

With the increase in technology the needs of systems are constantly increasing. What is new today will be old tomorrow. Our system at present will help to overcome the drawbacks of the previous versions of the system as per mentioned in the literature survey. Smooth in access and a more user friendly UI will help the users to get a home like environment.

A special feature has been inculcated into the system as a result of which the notifications will be received by the faculty as well as the students on their respective registered mobile numbers. The faculty who will be added to the portal as well as to the students who will be allotted to them will all get an individual notification that they have been allotted under which group and to which project they have been entitled with. No submission is permitted by the system after the deadline has been crossed. The upload report button will be automatically disabled by the system itself so that no reports can be uploaded once the deadline has been crossed.

1.2 Objectives

- The system provides online processing of the reports.
- Accurate result can be obtained.
- The proposed system is used to reduce the chaos and manual errors.
- By viewing the reports the management can improve the institutional facilities.

1.3 Motivation

- As the society is developing and new trends are emerging in the education sector every coming day.
- The 'Online project report submission and evaluation system' approach is all about managing project reports online for institutional and educational practices
- Intelligence is used for the automatic generation of the certificates once the project report has been finalised or deadline is crossed.
- The motivation is to propose an intelligent system that can be implemented in any organization.

Chapter 2

LITERATURE SURVEY

Final year supervision management system as a tool for monitoring Computer Science projects [1]. In this work the prototype of the students and lecturers profile module, schedule monitoring module and appointments module have been successfully developed. Other modules such as the log book module were currently under development. This module was brought into development as in the last five years, an increasing number of students failed to complete prototype development within the allocated time. The current practice was using a log book to document meetings and discussions between supervisors and students which was laggy and had many human errors. Hence this prototype was designed. The system is still an incomplete piece.

An electronic supervision system architecture in education environments [2]. In this work the author presented the On-line Supervision (e-supervision), which gives only quantitative assessment, is recording automatically all teachers' activities by log agent that account towards assessing teaching abilities. This system gives only quantitative assessment, in recording automatically all teachers' activities by log agent that account towards assessing teaching abilities The information inside web logs is collected from recording, tracking, and analyzing all of activities. This system provides a comprehensive guidance and help to supervise, teachers and head teachers. This system also provides the complete and open access to the supervisors to look after the working of their teachers/employees by using ESSA interface. It will also make less effort to communicate with each other which ultimately reduce the workload and will offer the assistance in their tasks by discussing in more efficient manner. However the feedbacks, questionaries' and many other features were still not implemented.

Design and development of a University portal for the management of final year undergraduate projects [3]. This work prevents the duplication/ replication of final year projects. It has also enabled to automate the allocation of supervisors to students, students are able to communicate with their supervisors and vice versa. Students are able to upload their initial reports and the respective supervisors are able to review and update the reports and send it back to them. Effective clearance of students is made possible because, students do not have access to the clearance paper until they have fulfilled all the requirements to be cleared.

Online Project Evaluation and Supervision System (opens) for final year project proposal development process [4]. Here the author is moving towards paperless documentation system. Data retrieval process by all the parties (involving coordinators, supervisors, evaluation panels and students) is also designed to be more practical and able to save a lot of time. Another important feature of OPENs is the capability of online project evaluation and monitoring of students' project progress. With the integration of all these elements inside OPENs, the execution of FYP1 (Final Year Project) process is more systematic and efficient. Besides preventing wastage by reducing the usage of paper in the FYP1 process, the system developed also is more secure and provide safe storage of project-related information and evaluation marks.

2.1 Problem Statement

- Online project report submission and evaluation system will be in place at educational organizations to provide better facilities with corrective measures to bring the quality in organizations.
- In the existing system, the students are supposed to submit the reports manually. The proposed system is a lot time consuming and also includes many human errors as well. Also it causes delay in the submission sometimes as many students fail to submit the reports before the deadline.
- This type of system needs a lot of man work and it takes time for analyzing the submitted reports.
- The proposed work aims to reduce the manual work and also help in analyzing it online to some extent. Here the students are supposed to upload their respective reports phase wise and further evaluations will be done accordingly. Since the system highlights the hidden relationships between different parameters that exist, it can be also called as an intelligent system.

2.2 Solution Strategy

In the proposed system, access is provided to the authenticated users. The students are allowed to submit their individual reports.Resubmission of reports is only permitted till the deadline is not crossed. The certificates are generated only after the successful submission of the respective reports before the deadline is crossed.

The system aims to develop a system of improved facilities. The proposed system can overcome the limitations of the existing system. It provides proper security and reduces manual work.

- Security of data.
- Ensure data accuracy.
- Proper control of the higher officials
- Minimize manual data entry.
- Minimum time needed for the various processing.
- Greater efficiency.
- Better service.
- User friendliness and interactive.

Chapter 3

METHODOLOGY

The proposed system is developed using Agile Methodology which is an incremental and iterative approach. Here the process is broken down into individual modules to make it easy to work on.

Agile methodology is a practice that promotes continuous iteration of development and testing throughout the software development lifecycle of the project, where both development and testing activities are concurrent, unlike the Waterfall model.

The agile software development emphasizes on four core values.

- Individual and team interactions over processes and tools.
- Working software over comprehensive documentation.
- Customer collaboration over contract negotiation.
- Responding to change over following a plan.

3.1 System design

There are three users in the proposed system: The admin, the faculty and the students.

The admin is the first user.

- The admin can add and view students as well as faculty.
- He has the responsibility to maintain the updated project titles, phases and all the parameters.
- Only the students of that particular batch are allowed access to their respective projects by the batch no and password as allotted by the admin.
- The Admin adds the facilities to the system like education, infrastructure, digital infrastructure and general.
- The admin can add, update and delete project titles.

- For example, if a new project has to be added or a new student is to be allotted to any group then it can be done by the admin.

- The admin is allowed to allocate and DE allocate faculty member as well.

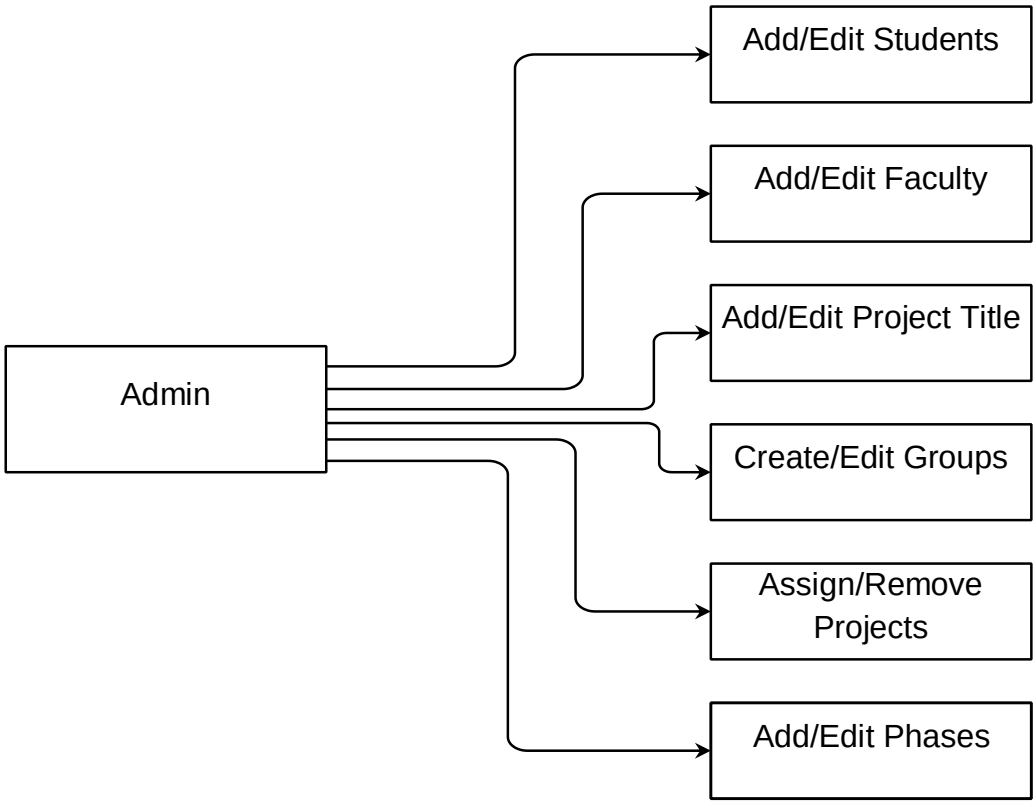

Figure 3.1: System Architecture for Admin

The faculty of the institution are the second user.

- To view any submitted report the faculty first must log in the system using his/her credentials for the respective batch they have been allotted to.
- The faculty can view the project and the details after he/she has logged in successfully.
- Thereafter the faculty can also evaluate the report for marks as well as download a copy of the same into their system so that they can verify it and upload it back to the portal back into the students side with the respective changes to be made marked in as notes so that the students can correct it and upload the final report back again with corrections.
- After the deadline is crossed, the marks allotted by the faculty automatically gets finalized.

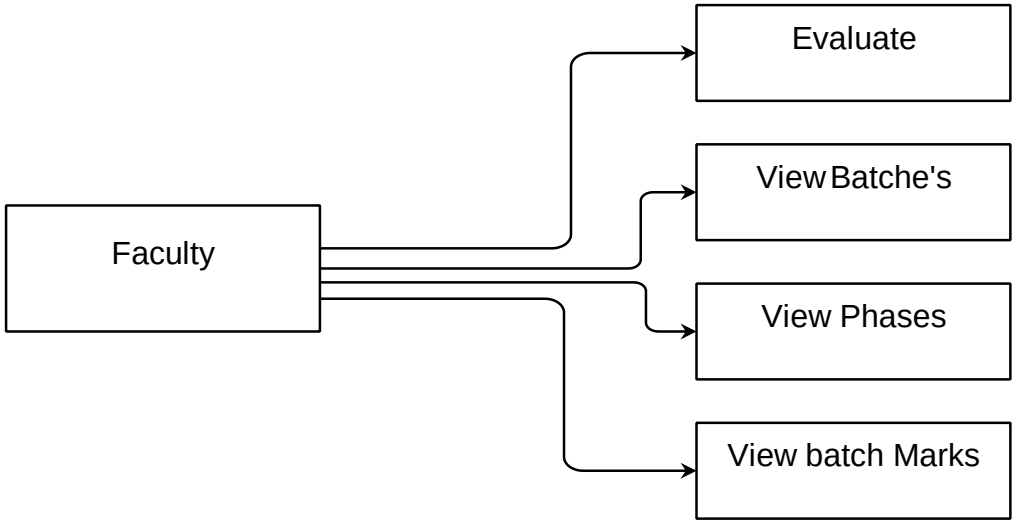

Figure 3.2: System Architecture for Faculty

The students of the institution are the third user.

- To submit the report, the students must log in using their credentials as per issued to them by the admin.
- The student can view the project and the details after he/she has logged in successfully.
- Each student is supposed to submit their individual reports phase wise within the deadline embarked.
- Once the report has been submitted and the student wishes to submit the updated copy of the same, it's possible to do so only within the deadline.

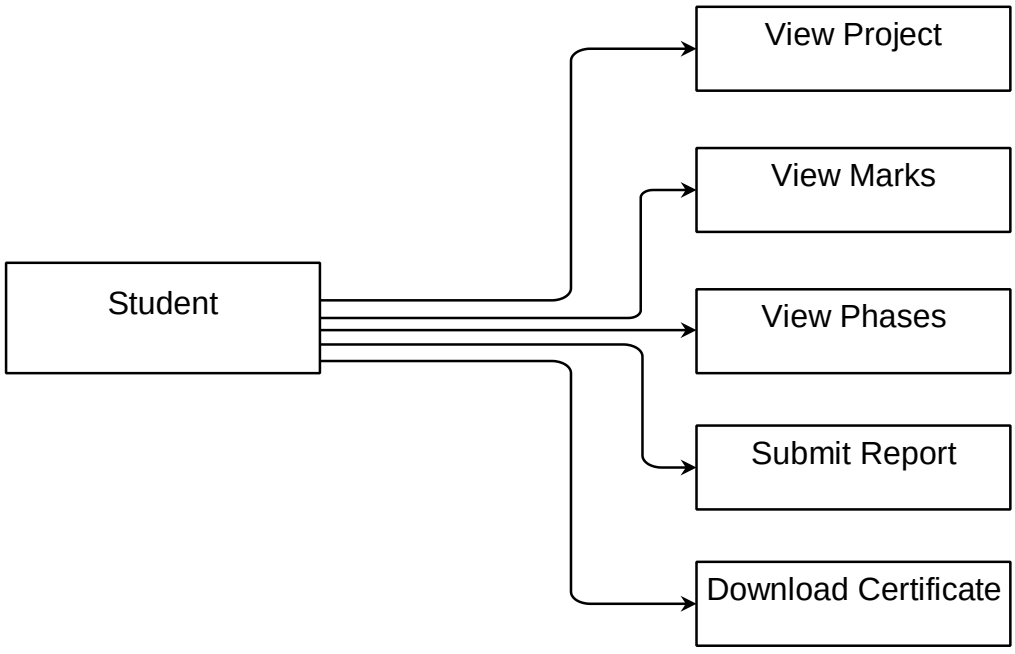

Figure 3.3: System Architecture for Student

3.1.1 Use case diagram

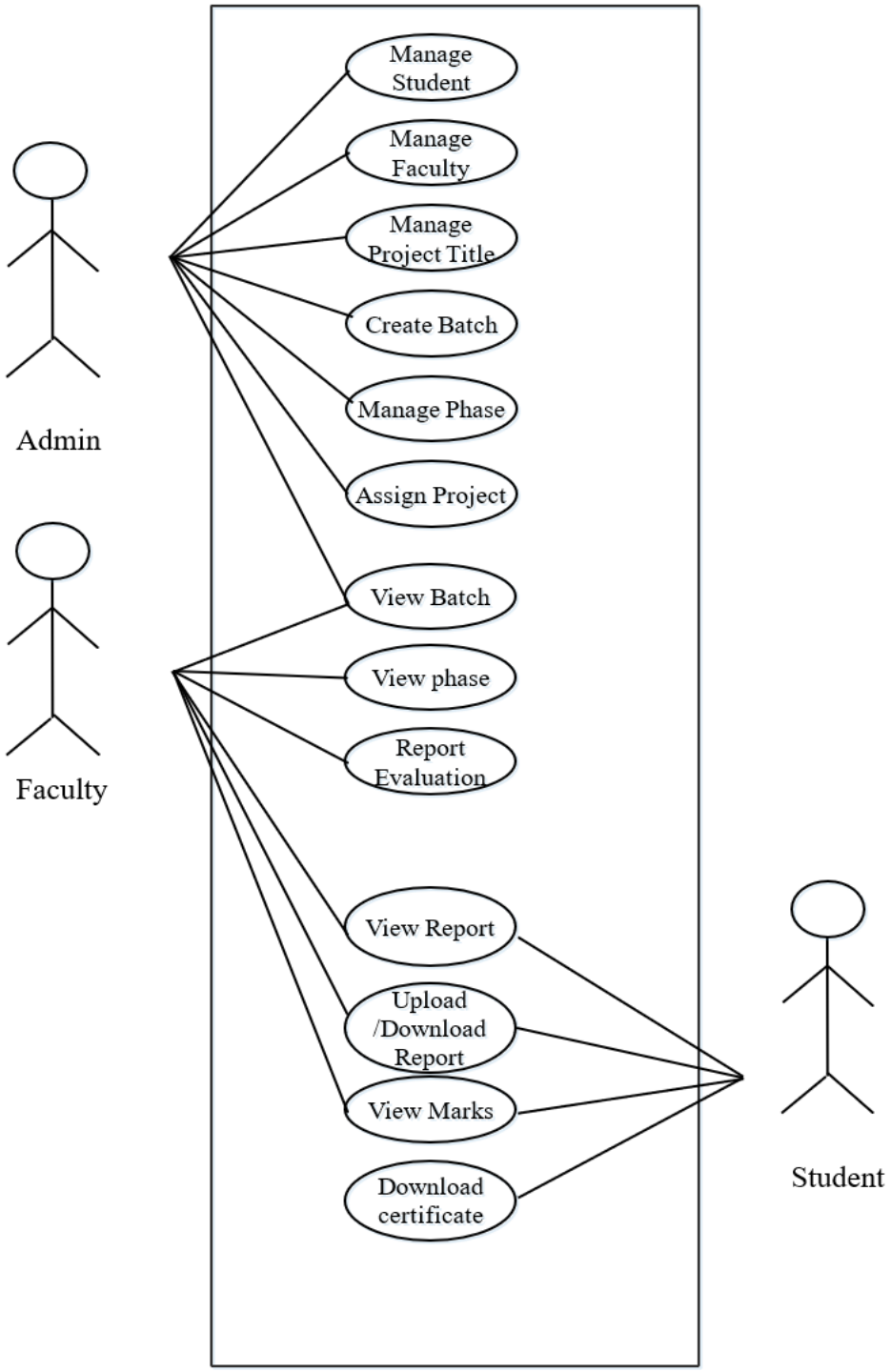

Figure 3.4: Use Case Diagram for the Proposed System

The above use case shows a very clear picture of the functionalities that can be executed by the individual actors of the scene. The stakeholders are affected accordingly.

3.2 Database Design

The word database [5] is used to describe everything from a single set of data, to a complex set of tools, such as SQL server, and a whole lot in between. The term data model to mean the conceptual description of the problem space. This includes the definition of entities, their attributes, and the entity constraints. The data model also includes a description of the relationships between entities and any constraints on those relationships. It is the translation of the conceptual model into a physical representation, which shall be implemented using a database management system. The main advantages of this software is to reduce the manual work. The system also does the required calculations, maintains error free reports and validates the final report within a short period of time.

The DBMS provides flexibility in the data storage and retrieval of data and production of information. It determines what type of data, is needed and how they are processed, and the operating system of the computer is responsible for placing the data on the storage devices.

The database design in the proposed system consists of tables like admin, faculty, students, batch, batch group, phase, phase year, project batch, group, title, upload. The admin table contains the details of the admin like username, password etc. Faculty table consists of details of the faculties like name, age, gender, qualification, experience, phone number, address, etc. the table batch group contains the details like batch number, batch id and batch password. Table group consist of the student id which signifies to which group the student belongs to. Table phase consists of all the phases that are included for that particular year. the table project batch group consist of the batch no, faculty assigned to that particular group, the title of the project they are assigned to and also the start date and the end date for the submission of the report. Table student consists of all the details of the students. Finally, table uploaded consists of the details regarding the uploaded report and also if resubmission is made or not is also clearly indicated.

3.2.1 Entity-Relationship Diagram

The basic objective of the ER model representation is an entity which is a thing in a real world with an independent existence. Entities are physical items or aggregations of data items that are important to the business we analyze or to the system; we intend to build. An entity represents an object defined within the information system about which you want to store

information. Figure. 3.4 is an ER diagram for online project report submission and evaluation system.

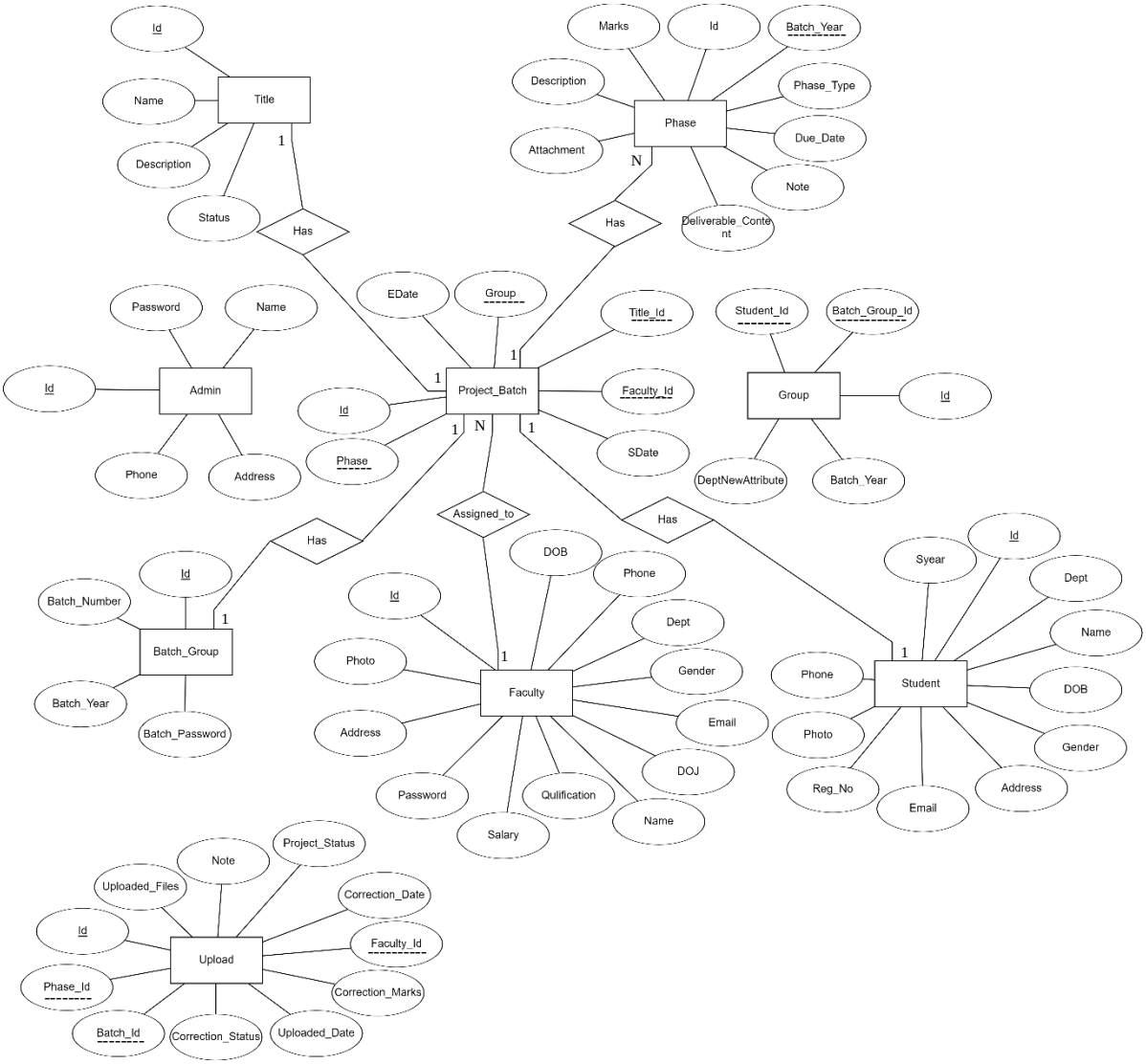

Figure 3.5: Entity Relationship Diagram

3.3 Flow charts

A flowchart is a type of diagram that represents an algorithm, workflow or process. Flowchart can also be defined as a diagrammatic representation of an algorithm.

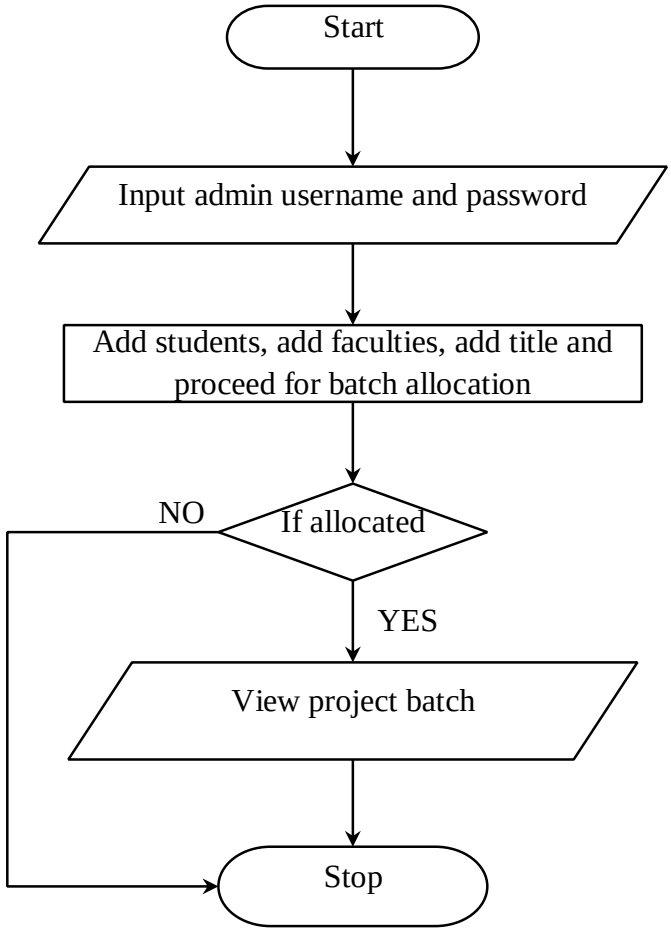

Figure 3.6: Batch Allocation

To create a batch, the admin must first login using the credentials i.e., username and password. After logging in, the admin opts to add students, faculty's and project titles, then the group is created by assigning the faculty and project title to it. If the group is successfully created then it is added to the list otherwise it is discarded.

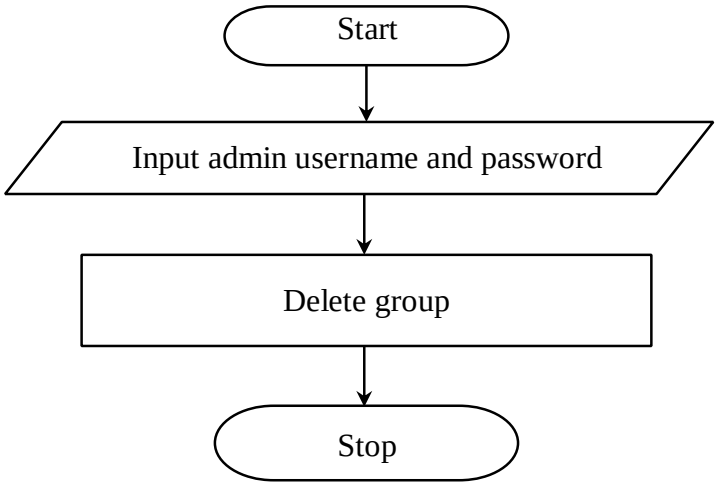

Figure 3.7: Delete Group

The admin first logs in by giving username and password as inputs and then the project groups will be displayed. The admin selects the group which is to be deleted and deletes the project group.

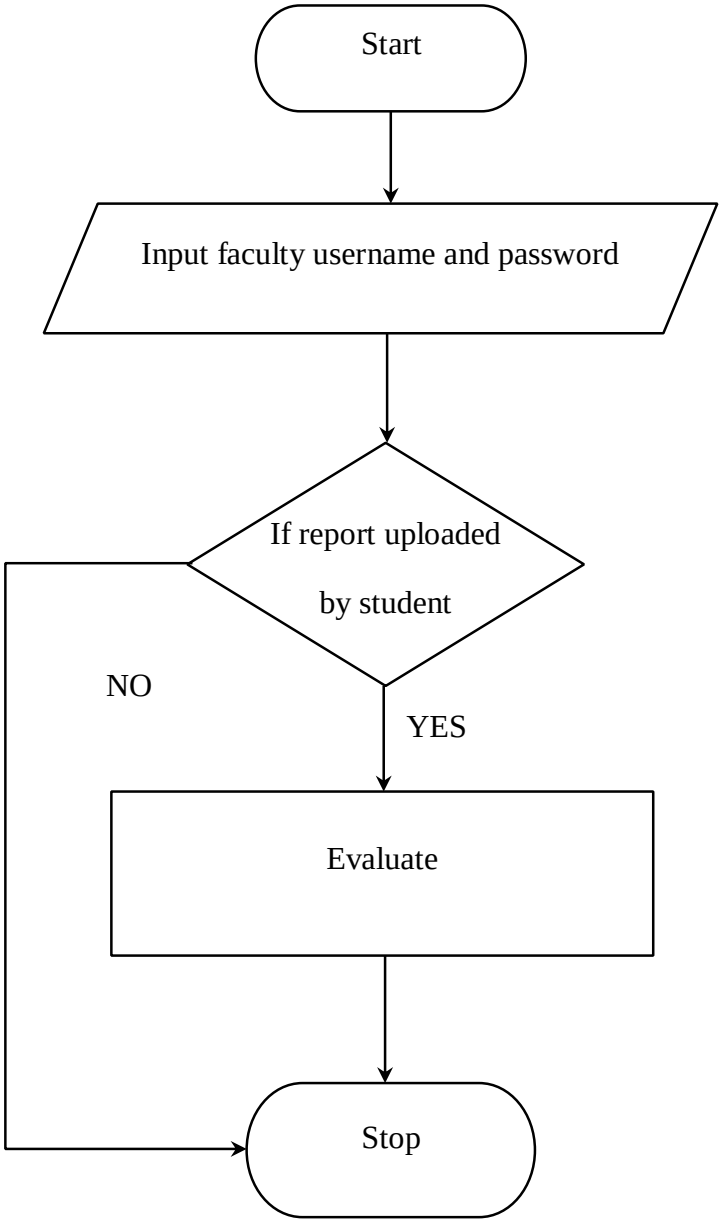

Figure 3.8: Report Evaluation

The credentials are used to login as faculty, once the student uploads the report the faculty can view and evaluate the report.

Chapter 4

SYSTEM REQUIREMENTS

4.1 Functional Requirements

4.1.1 Software Requirements

Table 4.1: Software Requirements

Front-end	JS, CSS, HTML
Back-end	PHP, MySQL
Web Browser	Mozilla Firefox, Google Chrome or later.
Operating System	Linux, Ubuntu, Windows 10.
Application Server	XAMPP Server

4.1.2 Hardware Requirements

Table 4.2: Hardware Requirements

Processor	Pentium® dual core or above
Memory	2GB RAM or more
Hard disk drive	50GB or more
Input Devices	Mouse, Keyboard
Output Devices	Monitor, Printer

4.2 Back-end

4.2.1 PHP

Hypertext Pre-processor (or simply PHP) [6] is a general-purpose programming language originally designed for web development. It was originally created by Rasmus Lerdorf in 1994; the PHP reference implementation is now produced by The PHP Group. PHP originally stood for Personal Home Page, but it now stands for the recursive initialism PHP: Hypertext Pre-processor.

PHP code may be executed with a command line interface (CLI), embedded into HTML code, or it can be used in combination with various web template systems, web content management systems, and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in a web server or as a Common Gateway Interface(CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP can be used for many programming tasks outside of the web context, such as standalone graphical applications and robotic drone control.

The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.

The PHP language evolved without a written formal specification or standard until 2014, with the original implementation acting as the de facto standard which other implementations aimed to follow. Since 2014, work has gone on to create a formal PHP specification.

4.2.2 MySQL

MySQL [7] is an open-source relational database management system (RDBMS). Its name is a combination of "My", the name of co-founder Michael Widenius's daughter, and "SQL", the abbreviation for Structured Query Language.

MySQL is free and open-source software under the terms of the GNU General Public License, and is also available under a variety of proprietary licenses. MySQL was owned and sponsored by the Swedish company MySQL AB, which was bought by Sun

Microsystems (now Oracle Corporation). In 2010, when Oracle acquired Sun, Widenius forked the open-source MySQL project to create MariaDB.

MySQL is a component of the LAMP web application software stack (and others), which is an acronym for Linux, Apache, MySQL, Perl/PHP/Python. MySQL is used by many database-driven web applications, including Drupal, Joomla, phpBB, and WordPress. MySQL is also used by many popular websites, including Facebook, Twitter, Flickr, and YouTube.

4.3 Front-End

4.3.1 JS (JavaScript)

JavaScript [8], often abbreviated as JS, is a high-level, interpreted programming language that conforms to the ECMAScript specification. JavaScript has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions.

Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. JavaScript enables interactive web pages and is an essential part of web applications. The vast majority of websites use it, and major web browsers have a dedicated JavaScript engine to execute it.

As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative (including object-oriented and prototype-based) programming styles. It has APIs for working with text, arrays, dates, regular expressions, and the DOM, but the language itself does not include any I/O, such as networking, storage, or graphics facilities. It relies upon the host environment in which it is embedded to provide these features.

Initially only implemented client-side in web browsers, JavaScript engines are now embedded in many other types of host software, including server-side in web servers and databases, and in non-web programs such as word processors and PDF software, and in runtime environments that make JavaScript available for writing mobile and desktop applications, including desktop widgets.

The terms Vanilla JavaScript and Vanilla JS refer to JavaScript not extended by any frameworks or additional libraries. Scripts written in Vanilla JS are plain JavaScript code.

Although there are similarities between JavaScript and Java, including language name, syntax, and respective standard libraries, the two languages are distinct and differ greatly in design. JavaScript was influenced by programming languages such as Self and Scheme.

4.3.2 CSS (Cascading Style Sheet)

Cascading Style Sheets [9] is a style sheet language used for describing the presentation of a document written in a mark-up language like HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript. Cascading Style Sheets (CSS) is a simple mechanism for adding style (e.g., fonts, and spacing) to Web documents. These pages contain information on how to learn and use CSS and available software. They also contain news from the CSS working group.

4.3.3 HTML

Hypertext Mark-up Language (HTML) [10] is the standard mark-up language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript, it forms a triad of cornerstone technologies for the World Wide Web.

Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as <img/> and <input/> directly introduce content into the page. Other tags such as <P> surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behaviour and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), maintainer of both the HTML and the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

Chapter 5

IMPLEMENTATION

The implementation details and reasons for choosing language, platforms and also the coding guidelines used are presented below. A fundamental phase in the system development life cycle is a successful implementation of a new system design. Implementation is converting new system design into operation. The proposed system uses MySQL for the database, HTML, JS and CSS for the front-end, PHP for back-end.

The proposed system analyses the reports that is, the reports submitted by the students and accordingly the certificates will be generated. The certificate is generated automatically once the deadline is crossed and is issued only to the students who submitted their reports in a proper phase wise format in the specified time span.

5.1 Coding Guidelines

- The name of the folder that contains all the file is RSE.
- The folder app contains the entire code that is used to link the front end to the database.
- The admin folder contains all the functionalities of the admin.
- The faculty folder contains all the functionalities of the faculty.
- The student folder contains all the functionalities of the student.

5.2 Pseudo Code

Pseudo code is an informal high-level description of the operative principles of the algorithm and computer programs.

The pseudo code for the 3 users are given below.

5.2.1 Admin

Step 1: Login as Admin using the credentials.

Options like ‘Add Faculty’,’ Add Student’, ‘Assign Projects’ etc. are provided.

Step 2: The admin clicks on ‘Add Student’ button.

A new window will be displayed asking for the details of the same.

Step 3: The admin enters the details and proceeds.

Step 4: The admin sees another option asking to “Import Students”.

The admin can also add an entire class of students here by importing a “.csv” file

Step 5: After all the relevant information are added the admin can now create project batches and also assign the students as well as faculty to them which he/she has added earlier.

Step 6: the phases for the particular year for which the report is to be submitted by the students is also created by the admin.

Step 7: The admin logs out of the application.

5.2.2 Faculty

Step 1: Login as Faculty using the credentials.

Options like ‘View Batches’, ‘View Phase’ and ‘Logout’ are provided.

Step 2: When the faculty clicks on the ‘View Batches ' button, the new windows appears where there is a list of all the batches that are under the respective faculty members.

The faculty here can view all the marks allotted as well as can also carry out phase wise evaluation of the uploaded reports and assign marks accordingly.

Step 3: The report can be either sent back to the student with note on corrections to be made or the marks can be finalized there itself.

Step 4: The faculty logs out from the application.

5.2.3 Student

Step 1: Login as Student using the credentials.

Options like ‘View Project Details’, ‘View Phase Marks’ and ‘Logout’ are provided.

Step 2: When the student clicks on the ‘View Project Details' button, the new windows appears where the options like “PDF” and “Submit document” appears.

The student first views the format in which he/she should submit the report through the “PDF” which has been sent by the admin and later on they upload their report through the “Submit document” button.

Step 3: The report is sent successfully to the faculty.

Step 4: If it’s the second time the upload is being made then the “Resubmission” button appears instead of the “Submit” button and functions the same.

Step 5: The student logs out from the application.

Chapter 6

SOFTWARE TESTING

Software testing aims in evaluating an attribute or capability of a program or system and determining that it meets its required results. The purpose of testing can be quality assurance, verification and validation, or reliability estimation. Software testing is nothing but subjecting a piece of code to both, controlled as well as uncontrolled operating conditions, in an attempt to observe the output and examine whether it is in accordance with certain pre-specified conditions.

This chapter presents the testing of the implemented software along with all the test cases.

6.1 Testing Environment

The software was tested on the following platform:

CPU Speed: 1.80 GHz

RAM: 8 GB

Hard Disk Capacity: 12 GB

OS Used: Windows 10

6.2 Unit Testing

Singular part are tried to guarantee that they work accurately. Every part is tried freely, without other framework segment. This framework was tried with the arrangement of legitimate test information for every module and the outcomes were checked with the normal yield. Unit testing centers around confirmation exertion on the littlest unit of the product outline module. This is otherwise called Module testing. This testing is done amid stages, every module is observed to work agreeable as respects to the normal yield from the module.

6.2.1 Testing strategy

The manual unit testing approach is followed. It involves providing a range of inputs which include both valid and invalid inputs and checking the response of the unit. Advantage of manual approach is that it is highly visible to the current developer. Since the code is fresh in the developers' minds, any bugs can usually be fixed rather quickly. Each test case includes many features describing the input output transformations.

6.2.2 Test Cases

Table 6.1: Unit Test Case for Adding Faculty

Serial No. of test case	UTC1.1
Module under Text	Add Faculty.
Sample Input/ Test Procedure	Enter the faculty details and click add button.
Expected Output	Faculty is added.
Actual Output	Faculty is added as expected.
Remarks	PASS

Table 6.2: Unit Test Case for Importing Student List

Serial No. of test case	UTC1.2
Module under Text	Import Students list.
Sample Input/ Test Procedure	Import Students list in the form of a ".csv" file.
Expected Output	Students list is imported.
Actual Output	Students list is imported as expected.
Remarks	PASS

Table 6.3: Unit Test Case for Adding Project Title

Serial No. of test case	UTC1.3
Module under Text	Add Project Title.

Sample Input/ Test Procedure	Enter the name and description of project click Add button.
Expected Output	Project Title is added.
Actual Output	Project Title is added as expected.
Remarks	PASS

Table 6.4: Unit Test Case for Adding Phase

Serial No. of test case	UTC1.4
Module under Text	Add Phase.
Sample Input/ Test Procedure	Select the phase year and select how many phases required.
Expected Output	Display a form to fill the details of each phase.
Actual Output	The form was displayed as expected.
Remarks	PASS

Table 6.5: Unit Test Case for Adding Group

Serial No. of test case	UTC1.5
Module under Text	Add Project Group.
Sample Input/ Test Procedure	Select the Dept and assign a batch name and password for the group and select how many members in a group and click Add button.
Expected Output	Display a dropdown menu to select the students.
Actual Output	Dropdown menus are displayed as expected.

Remarks	PASS

Table 6.6: Unit Test Case for Viewing Project Group

Serial No. of test case	UTC1.6
Module under Text	View Project Group.
Sample Input/ Test Procedure	View Project Groups.
Expected Output	Displays the Name of the student groupwise.
Actual Output	Displays Project Groups as expected.
Remarks	PASS

Table 6.7: Unit Test Case for Assigning Project

Serial No. of test case	UTC1.7
Module under Text	Assign Project.
Sample Input/ Test Procedure	Select the group, faculty and the project title and click add button.
Expected Output	Assign Project to the Project Groups.
Actual Output	Assign Project to the Project Groups as expected.
Remarks	PASS

6.3 Integration Testing

Once individual program components have been tested, they must be integrated to create a partial or complete system. This integration process involves building the system and testing the resultant system for problems that arise from component interactions.

6.3.1 Testing Strategy

The manual integration testing approach to integration where low-level components are integrated and tested before the high level components have been developed. This approach does not require the architectural design of the system to be complete so it can start at an early stage in the development process. It may be used where the system reuses and modifies components from other systems. It may be necessary to create an artificial environment so that the execution of the lower level components can be observed.

6.3.2 Test Cases

Table 6.8: Integration Test Case for Adding Student, Adding Faculty, Add Group and Assign Project

Serial No. of test case	ITC1.1
Module under Text	Add Student, Add Faculty, Add Group and Assign Project
Sample Input/ Test Procedure	Create group by adding the student, faculty and assign project to the group and if required delete the student, faculty and project.
Expected Output	A group is created with student, faculty and project.
Actual Output	A group is created with student, faculty and project as expected.
Remarks	PASS

Table 6.9: Integration Test Case for Uploading Report, Download Report, Evaluate Report and Assign Marks

Serial No. of test case	ITC1.2
Module under Text	Upload Report, Download Report, Evaluate Report and Assign Marks
Sample Input/ Test Procedure	Assign marks for student by evaluating the uploaded report.
Expected Output	Faculty evaluates the report and assigns marks if there is no correction in the report.
Actual Output	Faculty evaluates the report and assigns marks if there is no correction in the report as expected.
Remarks	PASS

Table 6.10: Integration Test Case for Uploading report, Download Report, Resubmit Report and View Marks

Serial No. of test case	ITC1.3
Module under Text	Upload Report, Download Report, Resubmit Report and View Marks
Sample Input/ Test Procedure	Upload Report, Download Report, Resubmit Report and View Marks
Expected Output	Students upload their report and if there is any correction in the report, then resubmit else view project marks.
Actual Output	Students upload their report and if there is any correction in the report, then resubmit else view project marks as expected.
Remarks	PASS

Chapter 7

RESULTS AND DISCUSSION

The proposed system provides certificates generated from the system. The output shows the hidden relationships between the different entities of our system. The final certificate is generated automatically once the deadline is over and the report was sent successfully by the individual students. The hidden relationships elaborate the need of improvement in different parameters facilitated by the institution.

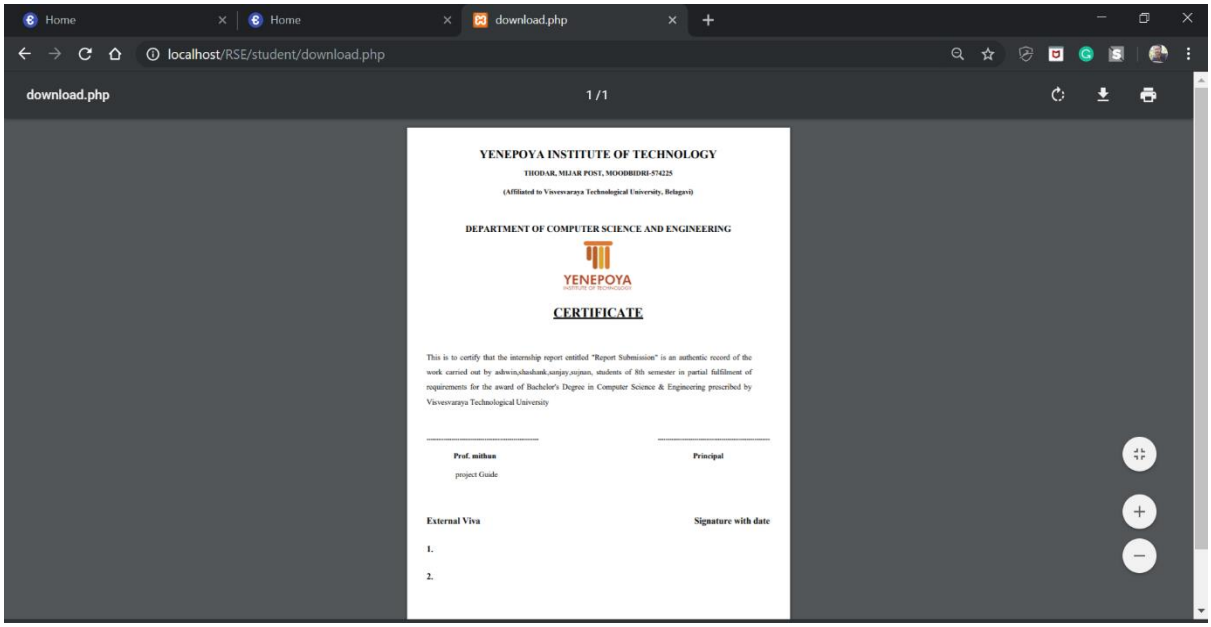

Figure 7.1: Final Certificate Generated

This is the view of the final certificate which is generated once the deadline is crossed and the reports were submitted successfully within the specified deadline. The certificate will be amended accordingly with the names of the students and the branch for which it is being issued automatically.

Chapter 8

SNAPSHOTS

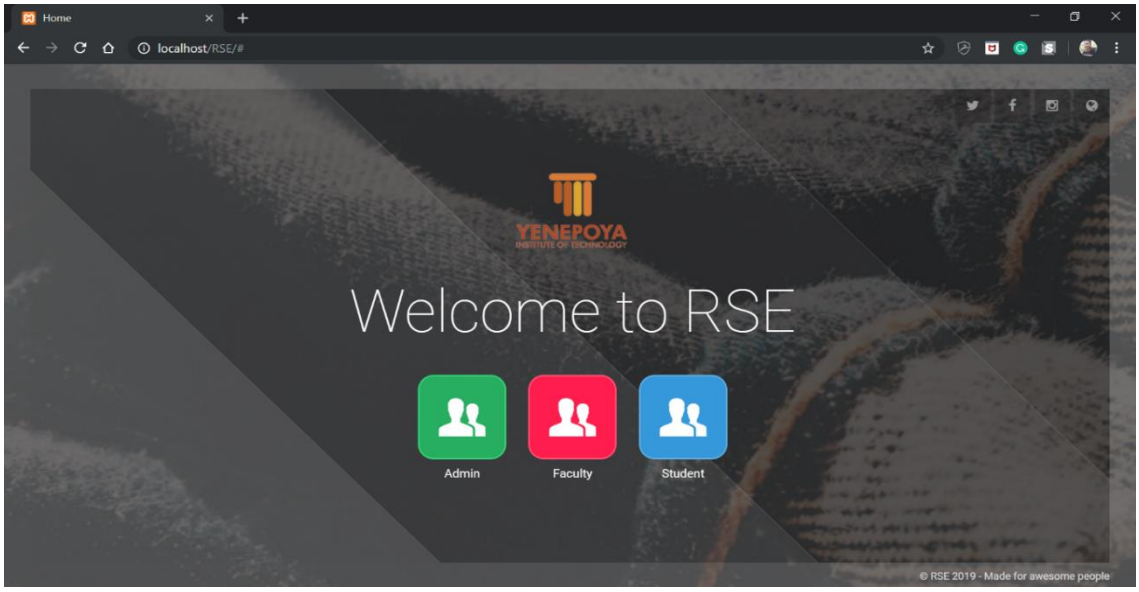

Figure 8.1: Home Page

The home page consists of the login portals for admin, faculty and the student. The respective users can login accordingly and perform the respective tasks

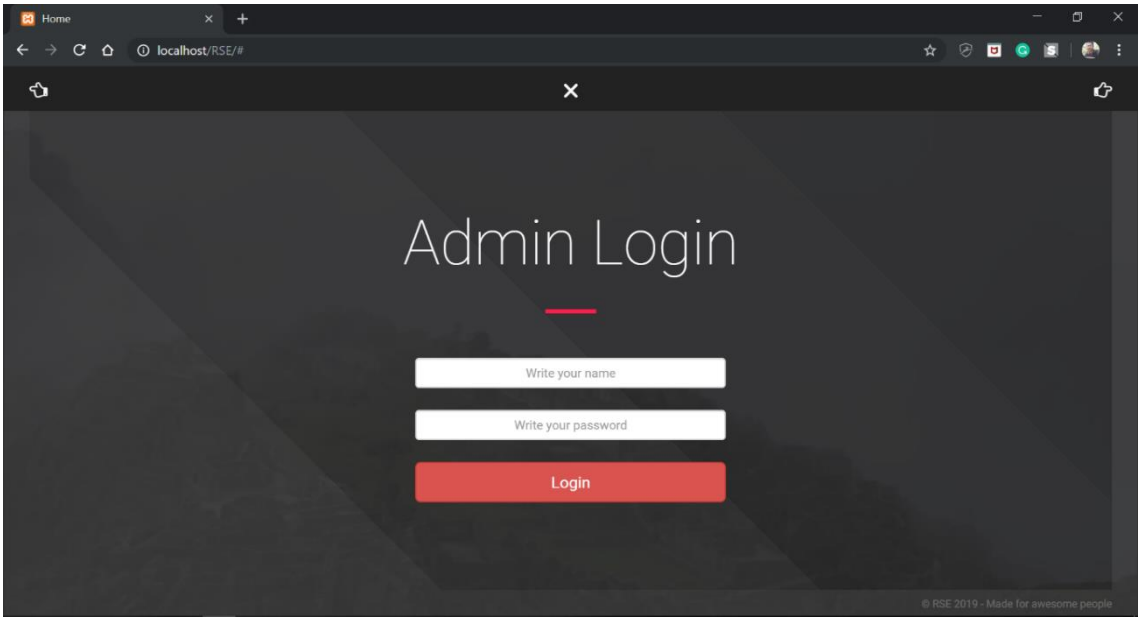

Figure 8.2: Admin Login Page

The above panel shows the login options for both the admin, the student and the faculty separately. The username and the password are the authentication credentials used here. Can switch login by clicking on the back or forward hand pointer on the top sides each.

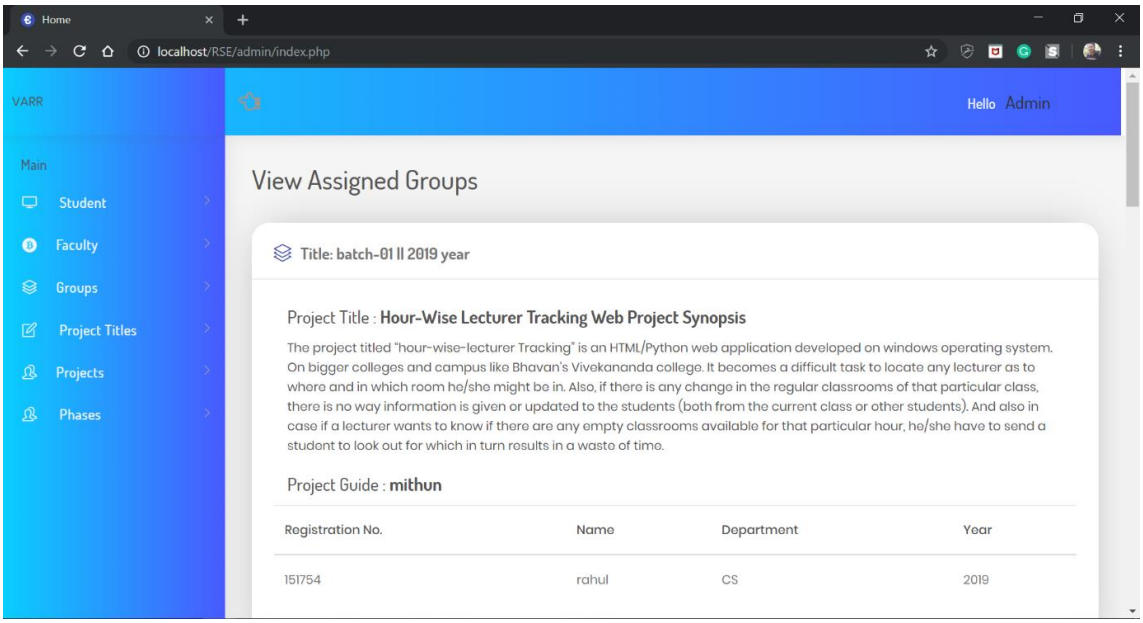

Figure 8.3: Admin Main Page

The above snapshot is of the admin main page. The admin here is given the privilege of adding students, faculty as well as creating phases and adding the students respectively to the respective project groups and also can import the list of entire class of students as under.

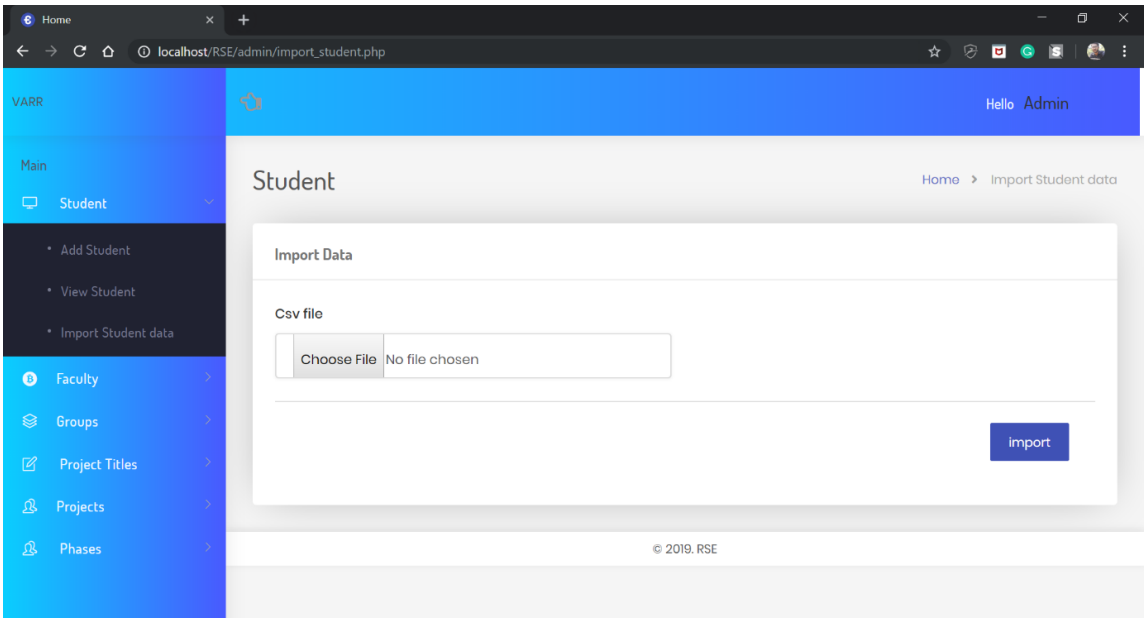

Figure 8.4: Importing Students Data

Here the admin can import the entire list of students in the form of a .csv file and also if some student was not mentioned in the list, he/she can be also manually entered by the admin later on or as preferred.

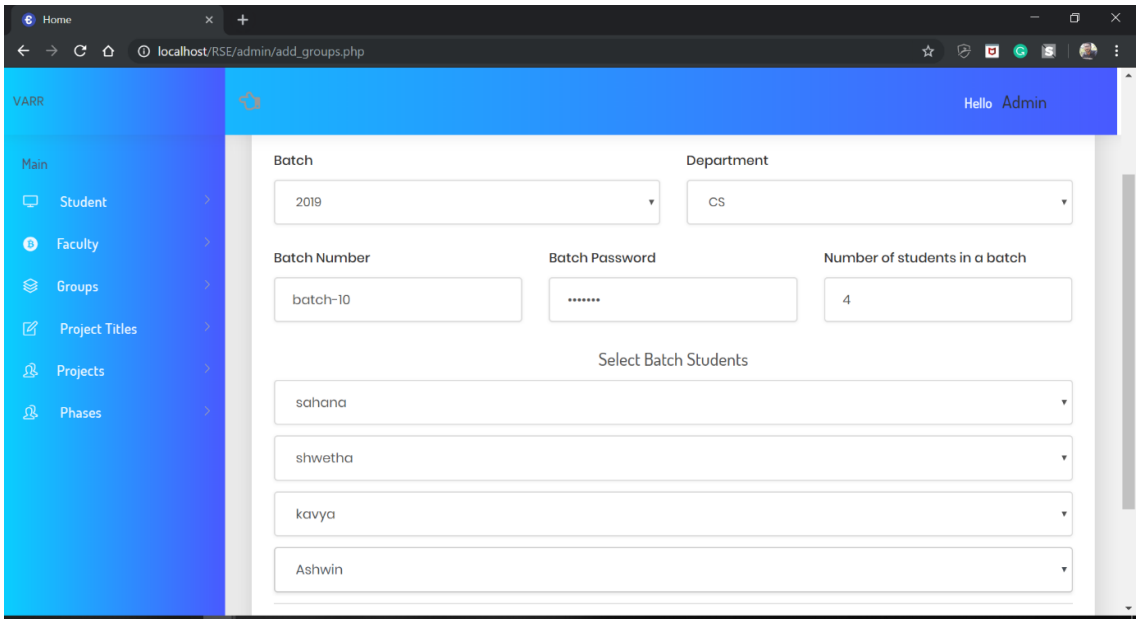

Figure 8.5: Creating Batches

This panel provides a display for creating the project batches and adding the respective student the that project group. here the eye catching feature is that firstly the system does not allows the admin to add more than 4 students in a batch and also the students who are being already allotted to any project group will not be displayed in the selection list.

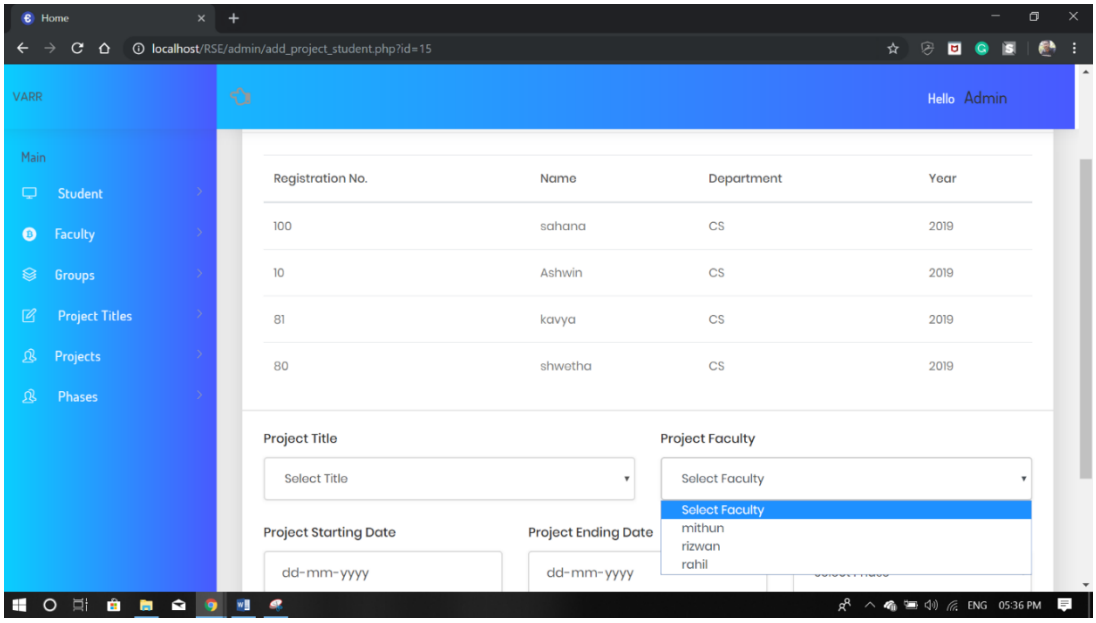

Figure 8.6: Assigning Projects

The batches have been designed and now in the above window the admin will assign the faculty for that particular batch. As soon as the faculty is assigned to that batch the student as well as the faculty member will get an alert message in their phone regarding the same. one faculty can be assigned to more than one projects.

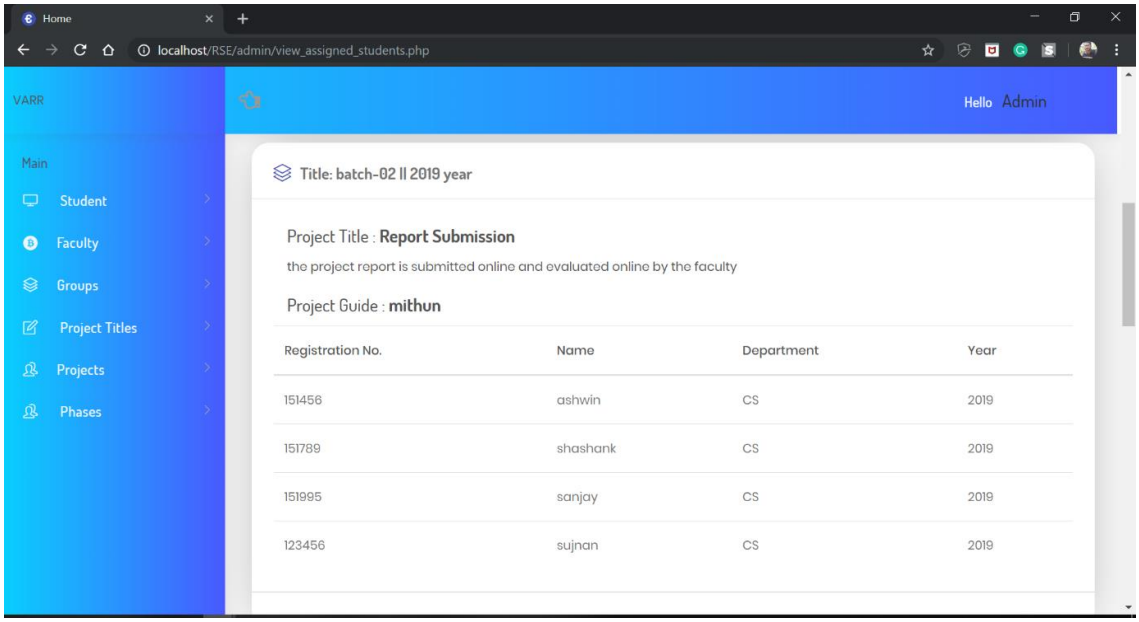

Figure 8.7: View Assigned Projects by Admin

Here the final view can be obtained of the projects along with the faculty assigned to them and the students in that particular project batch.

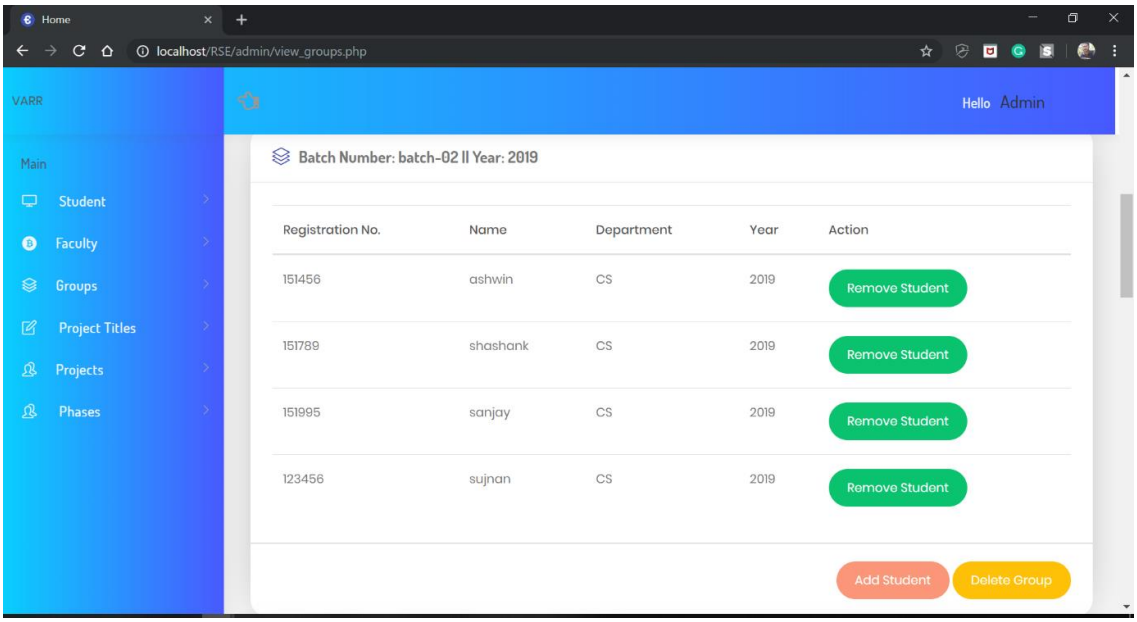

Figure 8.8: View Groups by Admin

If in the previous step some mistake was made by the admin in adding the students, here they can remove the student or students from the batch or they can also delete the entire group as well. If any batch has less than 4 members, extra members can also be added here.

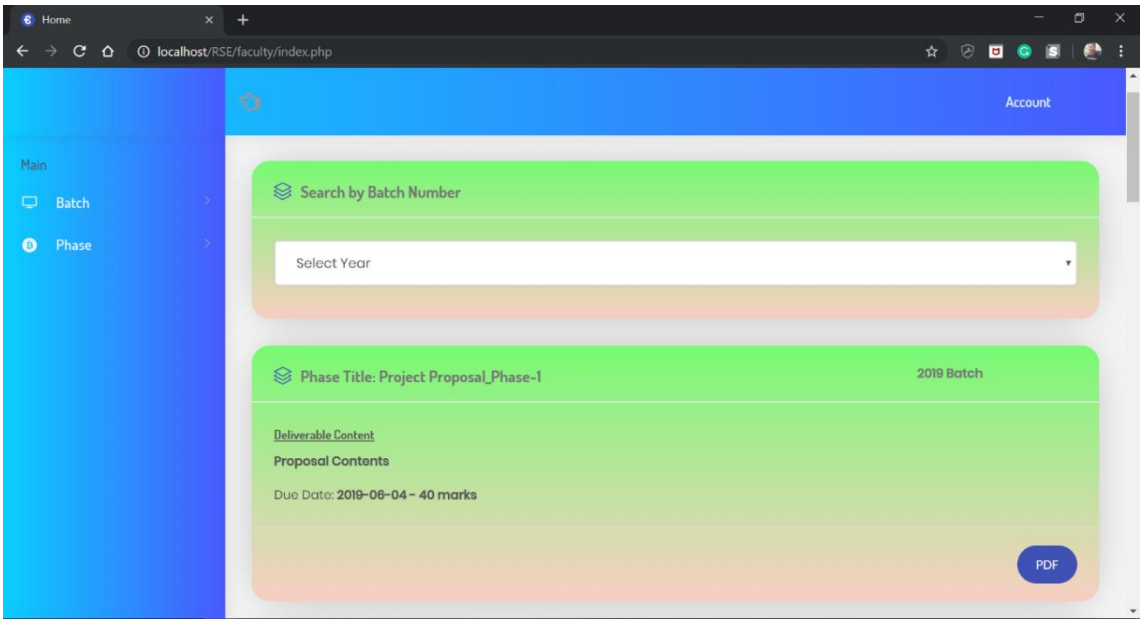

Figure 8.9: Faculty Home Page

The faculty logs in here by using their respective login credentials .As we can see that one faculty can be added to more than one batch ,all the details will be visible here of all the batches he /she is been allotted to .

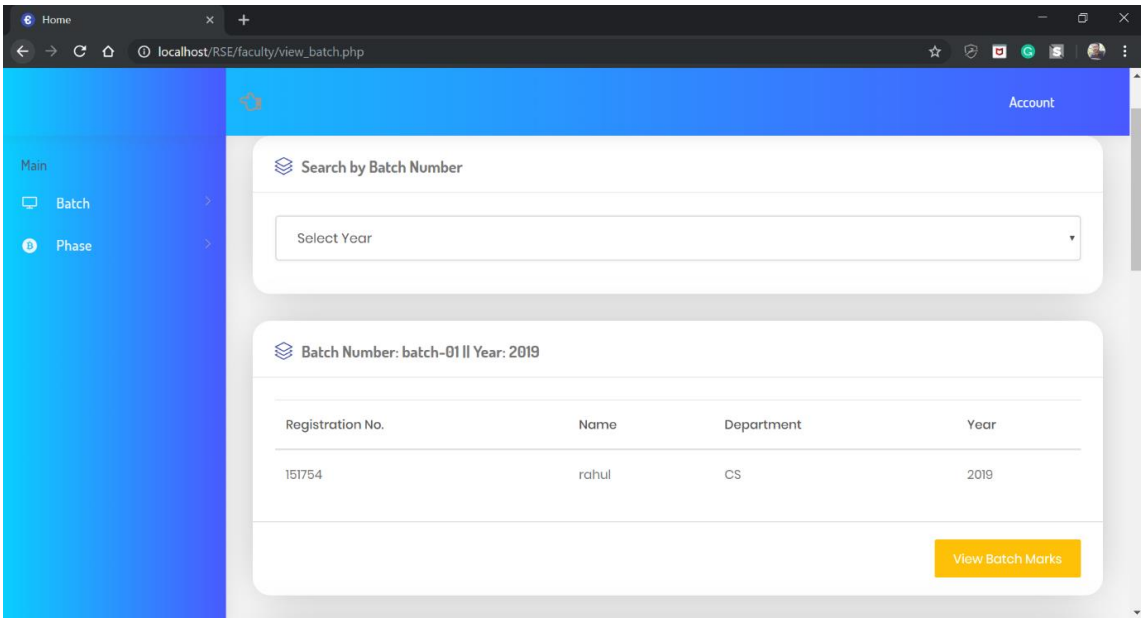

Figure 8.10: View Assigned Batches by Faculty

Here year wise filter exists where in the faculty can view the filtered out detailed allotments to that particular batch and also can view the batch marks assigned to that batch students for their respective report.

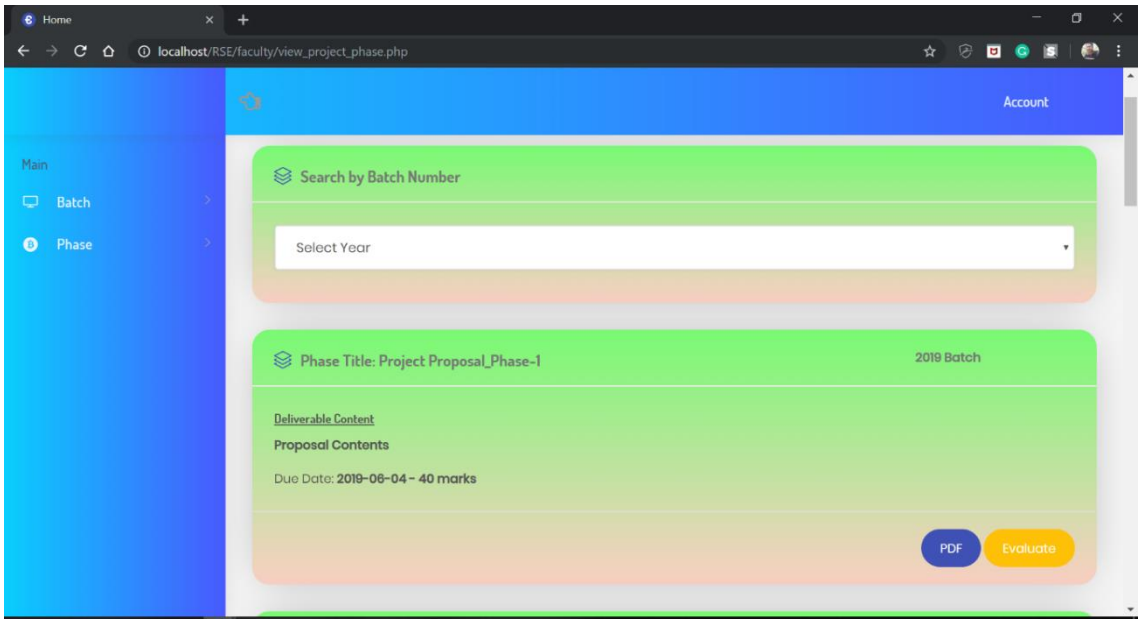

Figure 8.11: View Phases by Faculty

The faculty can view the phases here and can also View a sample copy of PDF uploaded by admin. If already the students have sent the report, the faculty can evaluate in over here.

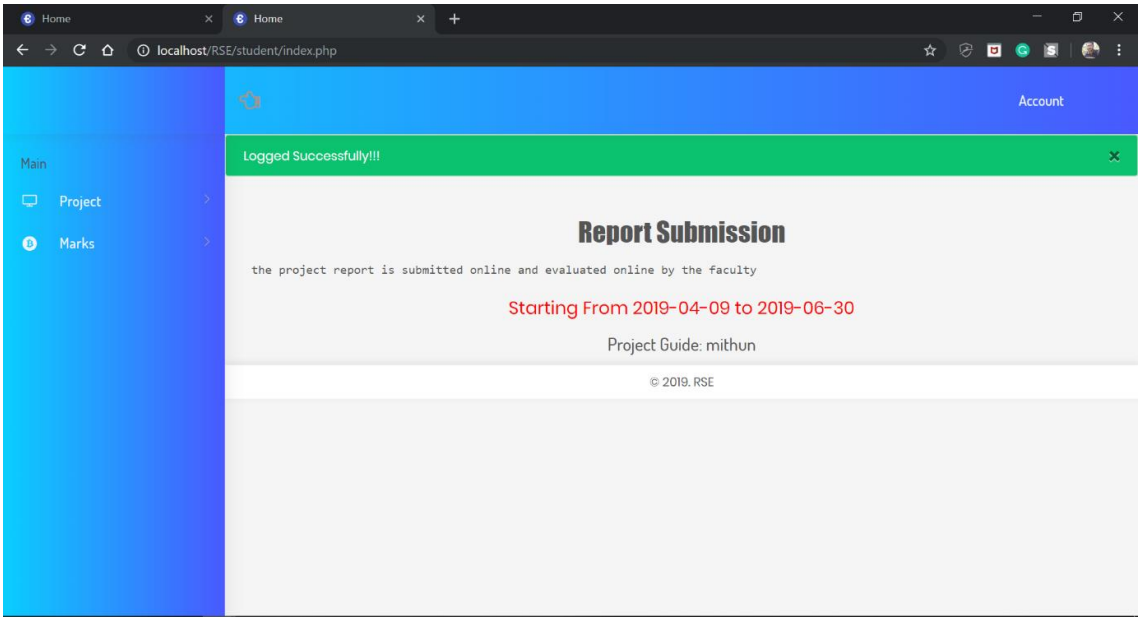

Figure 8.12: Student Home Page

This page is visited when the student logs in with his/her respective batch no and password. They can view only their batch and only their own respective reports here.

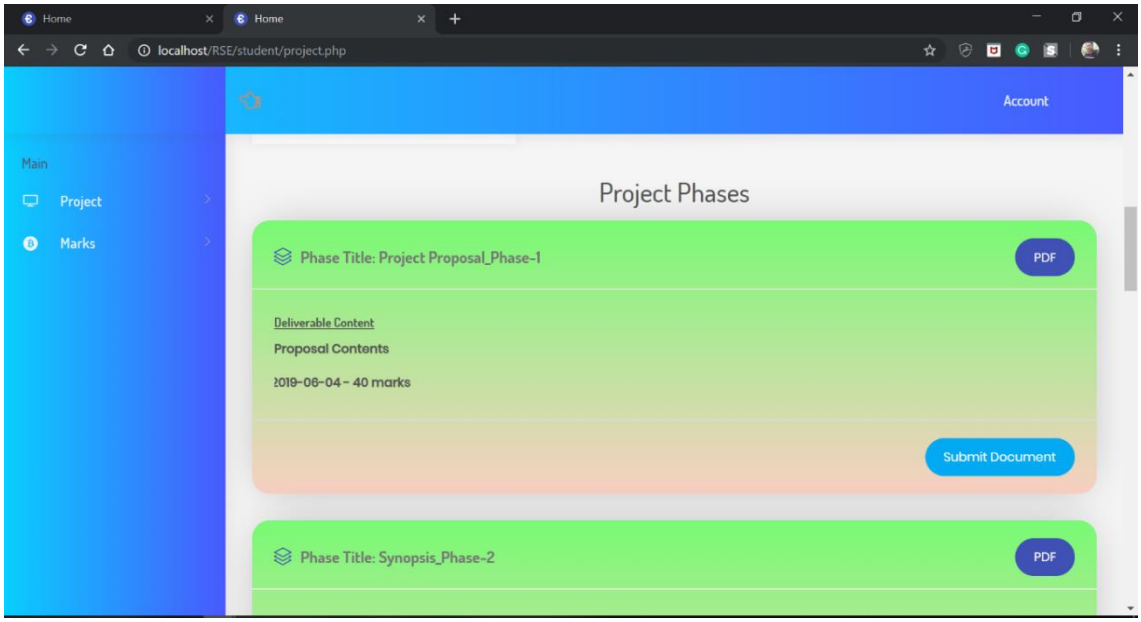

Figure 8.13: View Phase by Student

Here the student can view sample copy of PDF uploaded by admin to and they can refer it to send their individual reports from the “Submit Document” button.

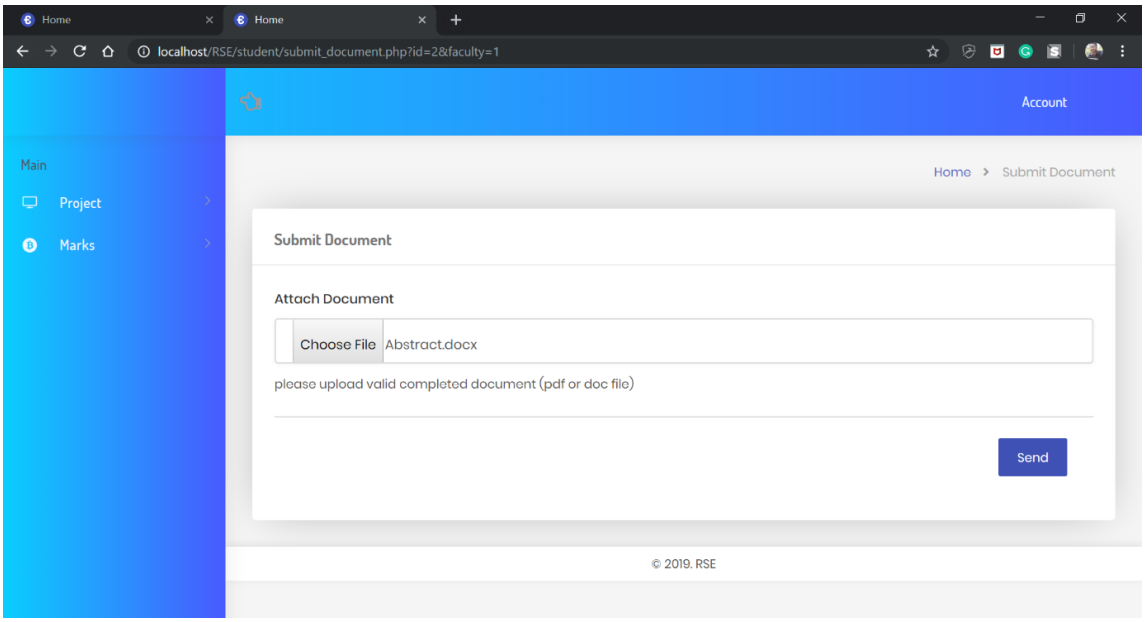

Figure 8.14: Submit Document by Student

Here the student can upload the pdf format file into the portal and click on the send button to send it to the faculty.

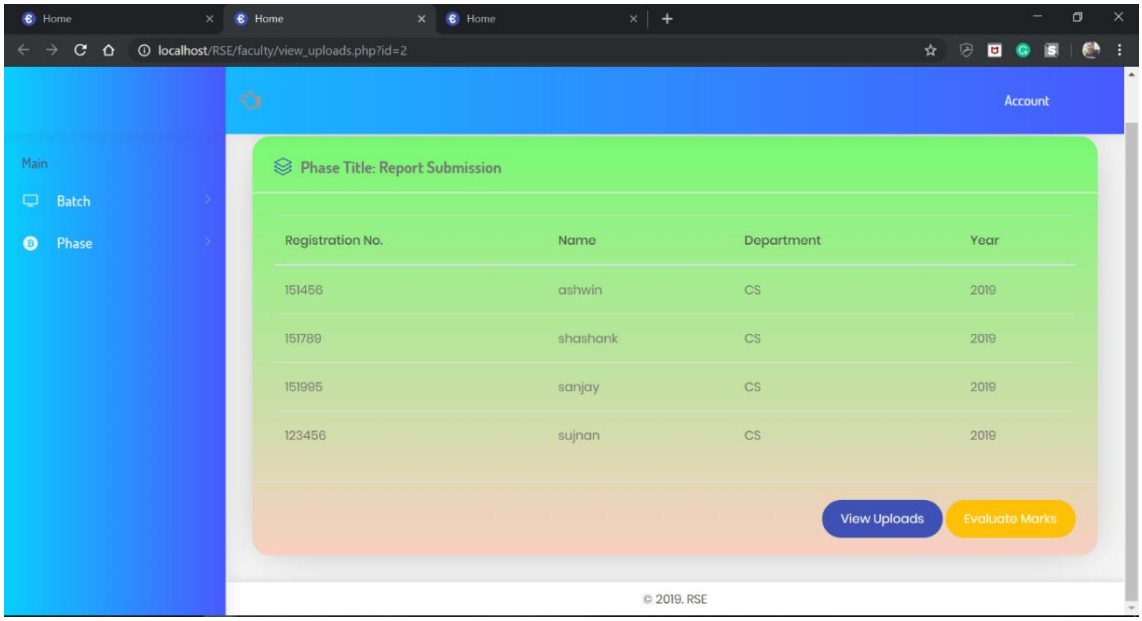

Figure 8.15: Page to View the Uploaded Doc By Faculty

Here the faculty can view the file sent by the students. He/she can evaluate it and also can marks corrections if any. The reports get opened in a new tab from where it's even possible for the faculty to download it on their system or check it there itself.

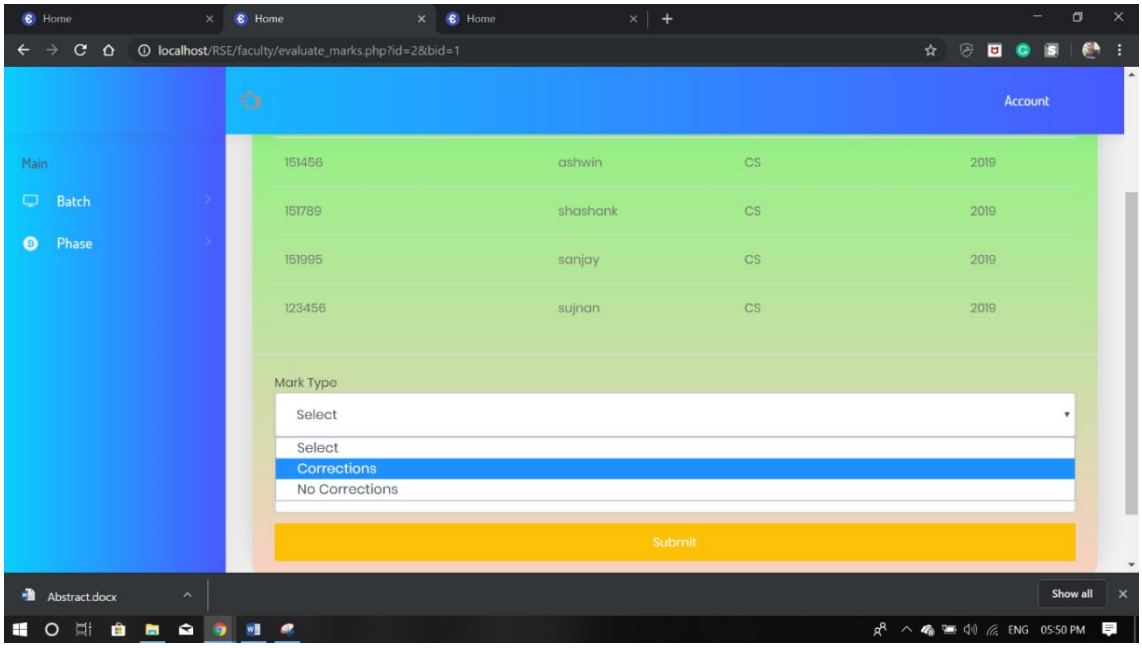

Figure 8.16: Page for Marks Allotment

Here comes the evaluation part by the faculty where he/she can allot the marks to the students and also can mark the corrections to be made as in the form of a note or even upload any file

to be sent to the student for reference purpose. The marks allotted can be changed only till the deadline is not crossed else the same marks get automatically finalized.

CONCLUSION

With the increase in technology the needs of systems are constantly increasing. What is new today will be old tomorrow. The proposed system at present will help to overcome the drawbacks of the previous versions of the system as per mentioned in the literature survey. Smooth in access and a more user friendly UI will help the users to get a home like environment. The electronic marking of student project report will save a lot of time, efforts and energy as well as expenses. It will also more accuracy and reliability for both the students and their instructions. In all it will be a great help at the institutional level.

This application can be implemented under various situations. New features can be added as and when required. Reusability is possible as and when require in the proposed system. There is flexibility in all modules. A very useful functionality from which the students could benefit would be if the system had a forum where any discussion could be opened that is related to the project. In future a useful feature that can be added is a platform to upload the student's project (like applications) to their instructors by the students.