A Project Report On

SCHOOL MANAGEMENT SYSTEM

Submitted in partial fulfilment of the

MASTER OF COMPUTER APPLICATION

By

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Enrolment No. AJU/210993

Under the esteemed guidance of

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ARKA JAIN UNIVERSITY, JHARKHAND

Jamshedpur

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<u>CERTIFICATE</u>

This is to certify that the project entitled, **" School Management System"**, is bonafied work of **Vikash Shit** bearing **Enrolment no- AJU/210993** submitted in partial fulfilment of the requirements for the award of degree of MASTER OF COMPUTER APPLICATION (MCA) from ARKA JAIN UNIVERSITY, JHARKHAND.

Internal Guide

HOD

Date: 23-07-2022

University Seal

ABSTRACT

A school management system can be defined as a platform designed to enable the efficient running of your institution through digitization and automation of various academic and administrative operations. The software will play the role of a school data management system and allow you complete jobs involving bulk data management flawlessly and quickly.

The pandemic has changed the way the world used to operate. The biggest change has possibly been experienced by educational institutions. This has made it mandatory for all schools to use intelligently designed school management software.

A well-designed school management system will reduce the workload of staff, help both students and teachers to save time, enable cost reduction, and also enhance data security. All these will eventually increase your institution's cost-effectiveness and productivity.

ACKNOWLEDGEMENT

It is a genuine pleasure to express my profound gratitude and deep regard to my guide "**Ms. Alka Singh**" for their exemplary guidance, monitoring and constant encouragement.

I would like to specially thank "**Dr. Arvind Kumar Pandey**" our Head of the Department who gave me the golden opportunity to do this wonderful project on the topic "School Management System", which helped me in research and I came to know about so many things.

DECLARATION

I hereby declare that the project entitled, "**School Management System**" done at "**Arka Jain University"**, has not been in any case duplicated to submit to any other university for the award of any degree. To the best of my knowledge other than me, no one has submitted to any other university.

This project is done in partial fulfillment of the requirements for the award of degree of **MASTER OF COMPUTER APPLICATION** to be submitted as second semester project as part of our curriculum.

Vikash Shit

_____

Name of the Student and signature

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Ch.1 INTRODUCTION

1.1 OVERVIEW

School Management Systems Plays an essential role in the current educational system. School authorities all over the world are engaged in a lot of day-to-day administrative and academic activities to manage and provide a better academic experience to students effectively. However, maintaining and keeping track of school administrative activities is not an easy process in the fast-growing world. It requires hard work and often it is time-consuming.

To better perform the school administrative activities of educational institute and to assure parents the real-time progress and security of their children, educational institutes utilizes School Management software nowadays. Such applications often offer many features that help to enhance the performance of schools with minimum efforts. School Management software does it by avoiding the manual paper works and automation of many academic and administrative activities. Now let us take a look at why institutes need to implement it.

1.2. OBJECTIVES

The main objective of the School Management System is **to manage the details of Schools, Students, Classes, Teachers, Registrations**. It manages all the information about Schools, Courses, Registrations, Schools. The project is totally built at administrative end and thus only the administrator is guaranteed the access. To develop a software application that supports Specific to the project Travel Agency Automation that can solve all tedious tasks related to ticket booking in a travel agency.

1.3. BENEFITS OF EXISTING SYSTEM

The project is identified by the merits of the system offered to the user. The merits of this project are as follows: -

1- Saves time.
2- Very beneficial in report making
3- It handles the lifetime data of students.
4- Timetable management.
5- It provides safety for students.
6- Information Management. ...
7- Program Management and Class Scheduling.

1. 4. DEMAND OF SCHOOL MANAGEMENT SYSTEM

- Track student performance and progress. ...
- Keep a check on student attendance. ...
- Availability of the exam schedule at regular intervals.
- Help in two way interaction with students as well as their parents. ...

1. 5. PROBLEM STATEMENT

The academic achievement for many student has decline, because of lake of care of them for their parents, and this refer to that their parents do not have a free time to come to school. Headmaster and teacher are facing problem at the start of every new academic year, because of distribution process for course and classes, in addition to this ,through and at the end of the year another problem is facing them which is complexity of grade entry process for their students.

1. 6. MOTIVATION

The importance of school education system lies in the fact that the children of today will become adult citizen of tomorrow. The growth and future of our country highly depends upon the quality of the present school education system. And in a good school the chief objective is to stimulate interested and curiosity in the student and provide all possible facilities for headmaster, teacher, and parents to achieve the desired goal which is a better and easier educational ways for student.

So the motivational for our project came from that it has been for that purpose, and for trying hardly to achieve all the previous goals.

1.7. CONTRIBUTION

We went to near secondary school in rafah, and got some requirements that helped us in our system and we found solution for problem that for them

1. 8. REQIREMENTS OF SCHOOL MANAGEMENT SYSTEM

1. Keep a change in student attendance.

2. New room facility feature to boost school's recognition

Ch.2 SURVEY OF TECHNOLOGY

2.1. SOFTWARE DESCRIPTION

Visual studio Code

Visual Studio Code combines the simplicity of a source code editor with powerful developer tooling, like IntelliSense code completion and debugging.

First and foremost, it is an editor that gets out of your way. The delightfully frictionless edit-build-debug cycle means less time fiddling with your environment, and more time executing on your ideas.

Languages

HTML

HTML stands for **Hypertext Markup Language**. It allows the user to create and structure sections, paragraphs, headings, links, and blockquotes for web pages and applications.

HTML is not a programming language, meaning it doesn't have the ability to create dynamic functionality. Instead, it makes it possible to organize and format documents, similarly to Microsoft Word.

CSS

Cascading **S**tyle **S**heets, fondly referred to as CSS, is a simple design language intended to simplify the process of making web pages presentable.

CSS handles the look and feel part of a web page. Using CSS, you can control the color of the text, the style of fonts, the spacing between paragraphs, how columns are sized and laid out, what background images or colors are used, layout designs,variations in display for different devices and screen sizes as well as a variety of other effects.

JavaScript

JavaScript is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities.

2.2 Why Using PHP?

There are a lot of reasons to know and love PHP, probably the most potent and valid of which is this: it's used and runs everywhere the web does. Your cheap little $3 per month hosting account may let you run a web application in Python or Ruby if you shop carefully. But it'll definitely run PHP. This means that you can count on it wherever you are.

And because it runs everywhere, and is easy to get started with, a lot of very popular software is written in PHP. **WordPress** is the example that's both largest and most familiar to me, but tools like Joomla, Drupal, Magento, ExpressionEngine, vBulletin (yep, that's still around), MediaWiki, and more are all running PHP on the server.

2.3 Why using MYSQL?

Many of the world's largest and fastest-growing organizations including Facebook, Google, Adobe, Alcatel Lucent and Zappos rely on MySQL to save time and money powering their high-volume Web sites, business-critical systems and packaged software.

Since then, the performance & scalability, reliability, and ease of use of the world's most **popular** open source database, characteristics that made **MySQL** the #1 choice for web applications, have relentlessly been improved.

Ch. 3 REQUIREMENT AND ANALYSIS

3.1. FEASIBILITY STUDY

To evaluate feasibility, a feasibility study is performed, which determines whether the solution considered to accomplish the requirements is practical and workable in the software. Information such as resource availability, cost estimation for software development, benefits of the software to the organization after it is developed and cost to be incurred on its maintenance are considered during the feasibility study. The objective of the feasibility study is to establish the reasons for developing the software that is acceptable to users, adaptable to change and conformable to established standards.

System analysis

Gather, analyze, and validate the information.Define the requirements and prototypes for new system.

Hardware and software study

The hardware and software is developed or maintained for the smooth running of the project.

System design

The design phase comes after a good understanding of customer's requirements, this phase defines the elements of a system, the components, the security level, modules, architecture and the different interfaces and type of data that goes through the system.

System testing and implementation

Testing is becoming more and more important to ensure customer's satisfaction, and it requires no knowledge in coding, hardware configuration or design.In this phase, the system is ready to be deployed and installed in customer's premises.

Evalutaion

This phase identifies whether the system meets the initial requirements and objectives. This is when the system is evaluated for weaknesses. The objective of the evaluation phase of the systems development life cycle is to deploy the system and train the system end users.

Maintenance and modification

In this phase, periodic maintenance for the system will be carried out to make sure that the system won't become obsolete, this will include replacing the old hardware and continuously evaluating system's performance, it also includes providing latest updates for certain components to make sure meets the right standards and the latest technologies to face current security threats.

3.2. HARDWARE AND SOFTWARE REQUIREMENTS

Hardware Requirement :-

- Dual core processor and above
- 2GB of RAM & above
- 20GB of hard disk & above

Software Requirement :-

- PHP
- Any Operating System
- Apache Server
- MySQL Databases
- HTML, CSS, Javascript
- Any Web Browser

3.3 DATA FLOW DIAGRAM

DFD is an important tool used by system analysis. A data flow diagram model, a system using external entities from which data flows through a process which transforms the data and creates output data transforms which go to other processes external entities such as files. The main merit of DFD is that it can provide an overview of what data a system would process.
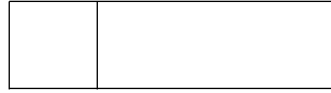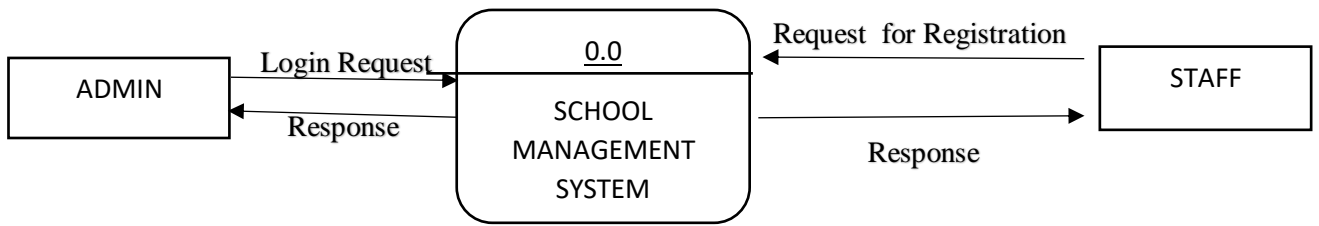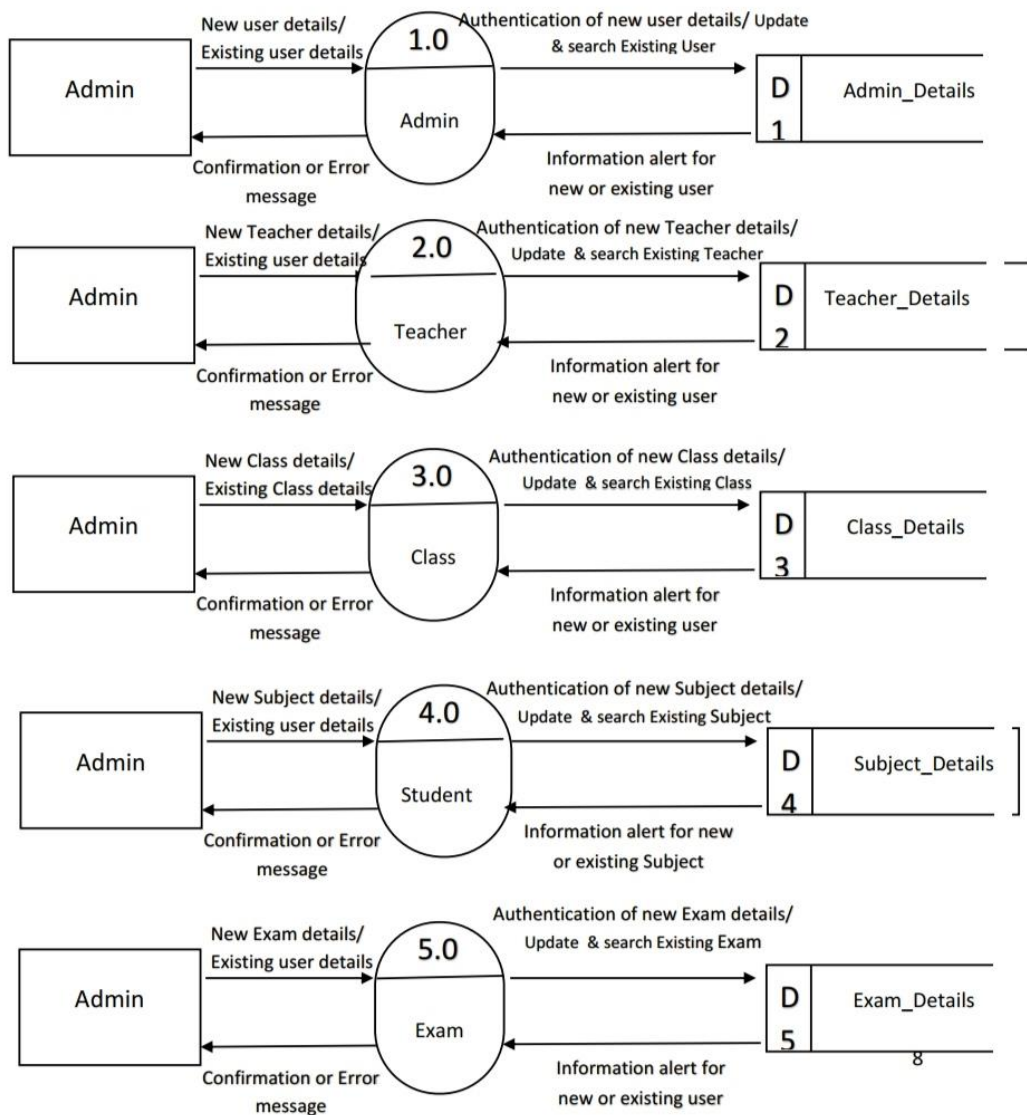
Symbols:
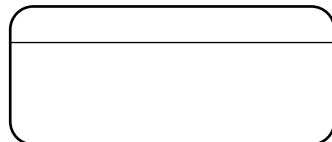
Process

Entity
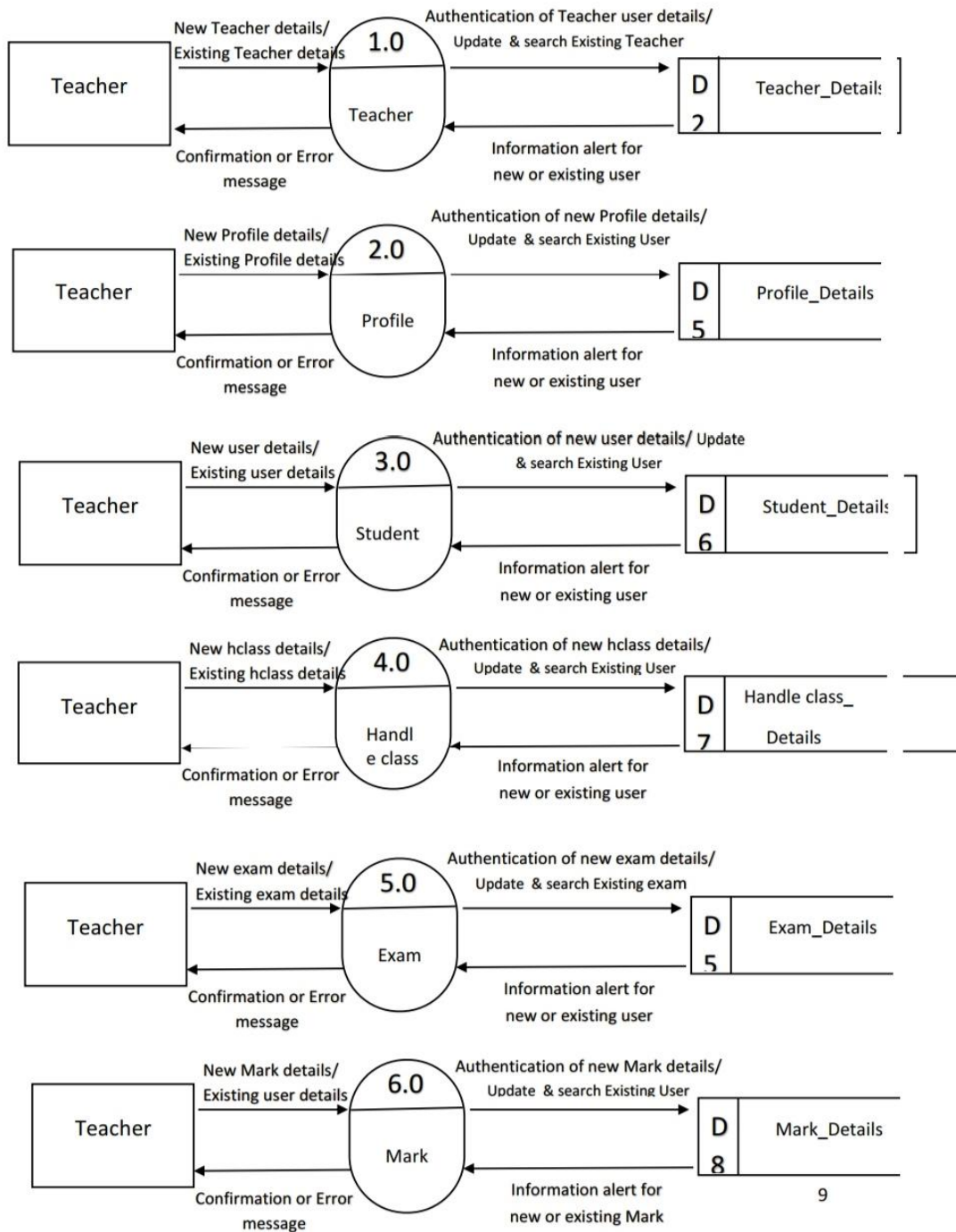
Data Flow

Data Store

3.3.1. CONTEXT LEVEL DFD

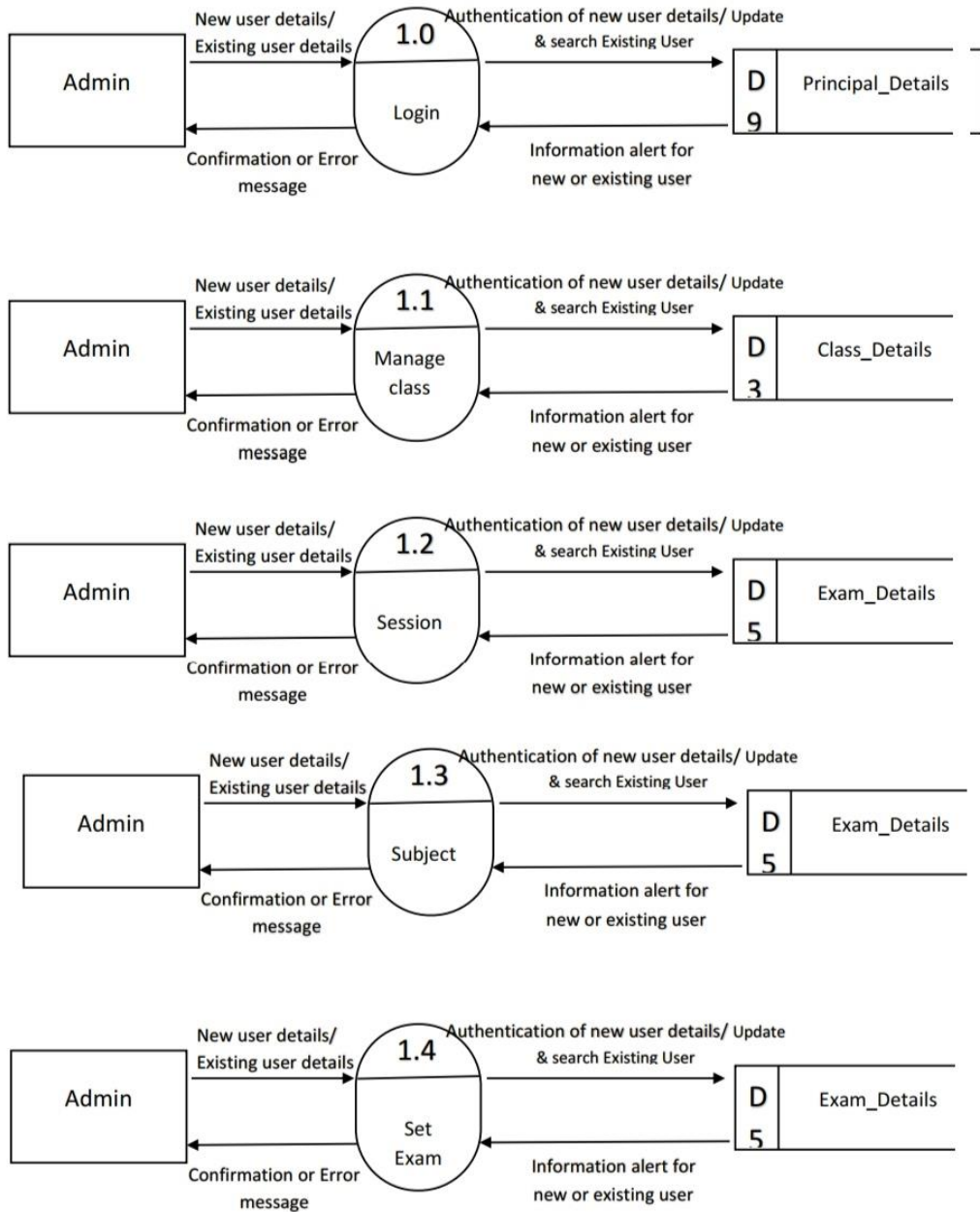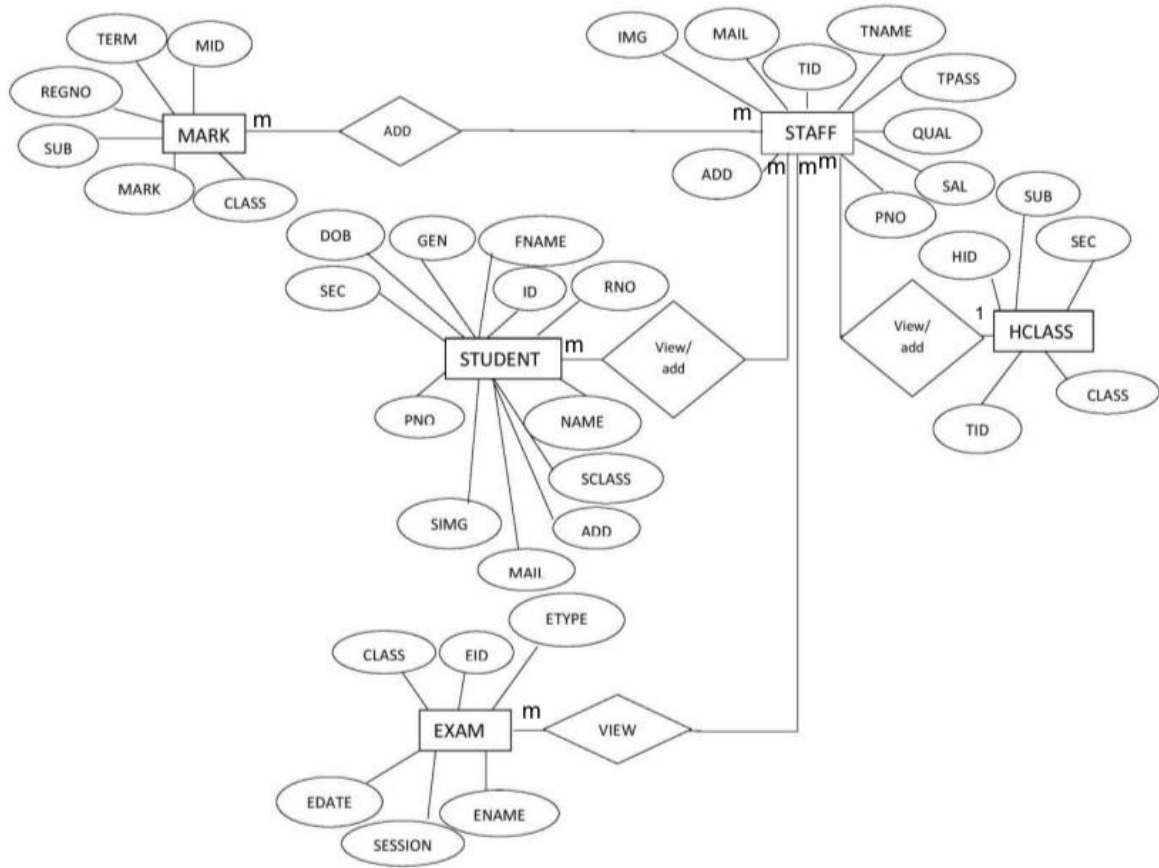## 3.3.2. LEVEL 1 DFD (PRINCIPAL)

3.3.3. LEVEL 1 DFD (TEACHER)

3.3.4. LEVEL 2 DFD

3.3.4 DFD LEVEL2

3.4. ER DIAGRAM

3.5. NORNMALIZATION

3.5.1 NORMALIZATION (ZERO LEVEL)

COLUMN NAME	DATA TYPE
id	Int(11)
a-name	Varchar(150)
a-password	Varchar(150)
c-id	Int(11)
c-name	Varchar(150)
c-type	Varchar(150)
C-date	Varchar(150)
session	Varchar(150)
sub	Varchar(150)
hid	Int(11)
t-id	Int(11)
mid	Int(11)
reg-no	Varchar(150)
term	Varchar(150)
t-name	Varchar(150)
t-pass	Varchar(150)
qual	Varchar(150)
mail	Varchar(150)
address	Int(150)
img	Int(150)
s-id	Int(11)
f-name	Varchar(150)
dob	Varchar(25)
phone-no	Varchar(120)
s-class	Varchar(150)
s-id	Varchar(11)
s-name	Varchar(150)

3.5.2 NORMALIZATION (LEVEL ONE)

Admin table(principal)

Variable	DATA TYPE
id	Int(11)
a-name	Varchar(150)
a-Password	Varchar(150)

Staff table(Teacher)

Variable	DATA TYPE
t_id	Int (11)
t-name	Varchar (150)
t-pass	Varchar(150)
qual	Varchar(150)
salary	Varchar(150)
Phone-no	Varchar(150)
t-add	Varchar(150)
t-img	Varchar(150)

Student table

variable	DATA TYPE
id	Int(11)
s-name	Varchar(150)
s-add	Int(150)
Reg-no	Int(150)
f-name	Varchar(50)
Phone-no	Varchar(150)
Mail	Varchar(150)
gender	Varchar(150)

s-class	Varchar(150)
s-sec	Varchar(150)

Exam table

e-id	Int(11)
e-name	Varchar(150)
e-type	Varchar(150)
Date	Varchar(150)
Session	Varchar(150)
Class	Varchar(150)
sub	Varchar(50)

Staff table

COLUMN NAME	DATA TYPE
User_id	Int(11)
Username	Varchar(50)
Password	Varchar(50)
Email	Varchar(50)
Address	Varchar(20)
Designation	Varchar(20)
Gender	Varchar(10)

NORMALIZITAION (SECOND LEVEL)

Admin table

COLUMN NAME	DATA TYPE
User_id	Int(11)
Username	Varchar(50)
Password	Varchar(50)
Name	Varchar(50)

Attendance table

COLUMN NAME	DATA TYPE
Attandance_id	Int(11)
User_id	Varchar(100)
Curr_date	Text
Curr_time	Text
Present	Tinyint(4)

Class table

variable	DATA TYPE
c-id	Int(11)
c-name	Varchar(150)
c-sec	Varchar(150)

H-class table(handle class)

variable	DATA TYPE
h_id	Int(11)
t-id	Int(11)
class	Varchar(150)
Sec	Varchar(150)
sub	Varchar(150)
Designation	Varchar(150)
Gender	Varchar(150)

Mark table

variable	DATA TYPE
m_id	Int(11)

Reg-no	Varchar(150)
subject	Varchar(150)
Mark	Varchar(150)
term	Varchar(150)
class	Varchar(150)

Subject table

variable	Date type
s-id	Int(11)
s-name	Varchar(150)

Ch. 4 SYSTEM DESIGN

Software design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm and area of application. Design is the first step in the development phase for any engineered product or system. The designer's goal is to produce a model or representation of an entity that will later be built. Beginning, once system requirement have been specified and analyzed, system design is the first of the three technical activities -design, code and test that is required to build and verify software.

The importance can be stated with a single word "Quality". Design is the place where quality is fostered in software development. Design provides us with representations of software that can assess for quality. Design is the only way that we can accurately translate a customer's view into a finished software product or system. Software design serves as a foundation for all the software engineering steps that follow. Without a strong design we risk building an unstable system – one that will be difficult to test, one whose quality cannot be assessed until the last stage.

During design, progressive refinement of data structure, program structure, and procedural details are developed reviewed and documented. System design can be viewed from either technical or project management perspective. From the technical point of view, design is comprised of four activities – architectural design, data structure design, interface design and procedural design.

4.1 INPUT TO THE PROJECT

In order to complete the tasks of the Application and to get output by using this application work, there is need of some input based on the work that is to be carried out by using it. Input required for different purposes are:

1. **Input for admin Login**
   a. Username
   b. Password
2. **Input for staff login**
   a. Name
   b. Username
3. **Input for Add class**
   a. class Name
   b. add section
   c. insert class

4. **Input for staff Profile**
   a. Name
   b. Username
   c. Email
   d. Phone Number
   e. Gender

    f. Address

5. Input for handle class
- a. Add class
- b. Add subject
- c. Select teacher

4.2 OUTPUT TO THE PROJECT

The development of the new system contains the following activities, which try to automate the entire process keeping in view of the database integration approach.

1. User friendliness is provided in the application with various controls.
2. The system makes the overall project management much easier and flexible.
3. There is no risk of data mismanagement at any level while the project development is under process.
4. It provides high level of security with different level of authentication.
5. User friendliness is provided in the application with various controls.
6. The system makes the overall project management much easier and flexible.
7. There is no risk of data mismanagement at any level while the project development is under process.
8. It provides high level of security with different level of authentication

4.3 DATA DICTIONARY

The data in the system has to be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis stage. They are structured and put together to design the data storage and retrieval system.

A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database access easy, quick, inexpensive and flexible for the user. Relationships are established between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies and optimizing for updates. The MS Access database has been chosen for developing the relevant databases.
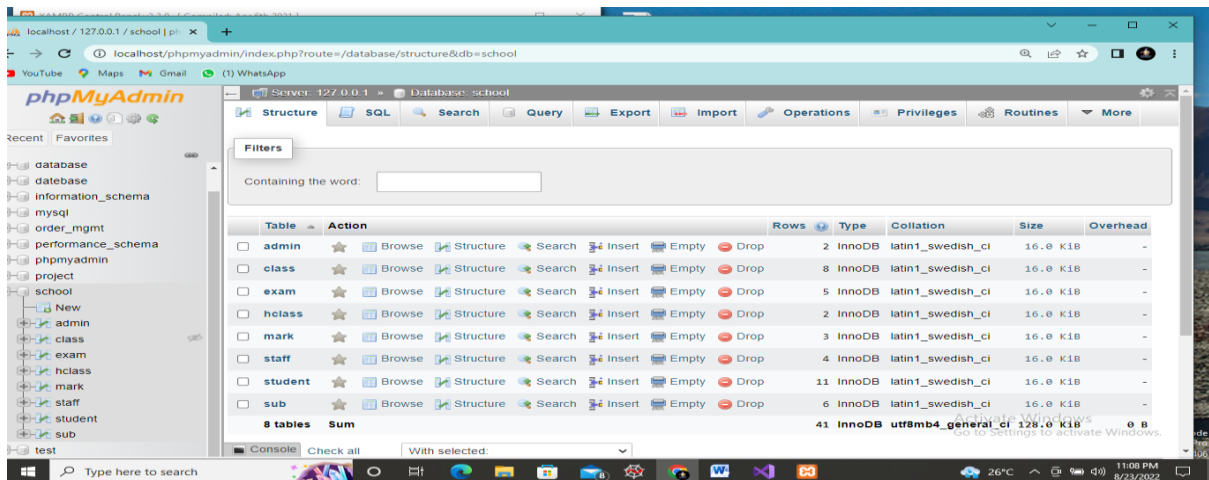
Database tables:

A **table** is a collection of related data held in a table format within a database. It consists of columns and rows.

In relational databases, and flat file databases, a *table* is a set of data elements (values) using a model of vertical columns (identifiable by name) and horizontal rows; the cell is being the
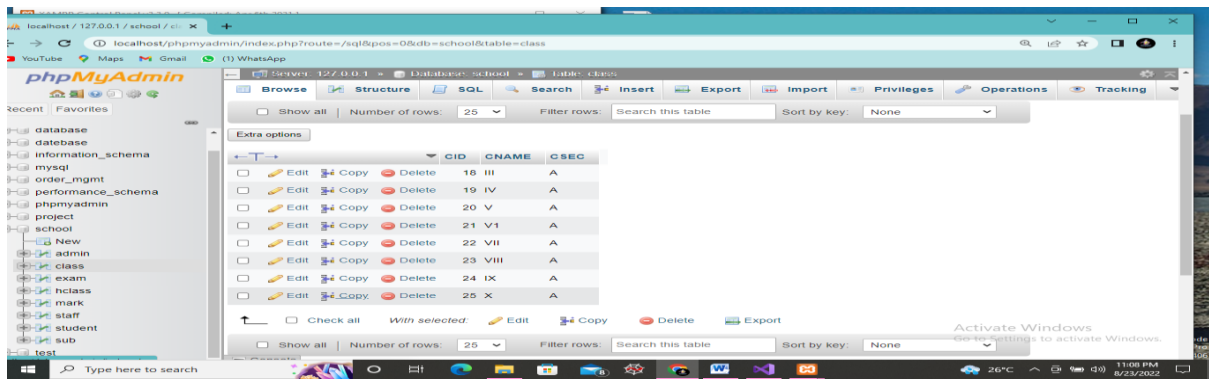
unit where a row and column intersect. A table has a specified number of columns, but can have any number of rows. Each row is identified by one or more values appearing in a particular column subset. A specific choice of columns which uniquely identify rows is called the primary key.

4.5 DATABASE TABLE

Data table

Class table

Staff table

Student table

Ch. 5 PROGRAM CODE

5.1. CODE DETAILS

Index.php

```
<?php session_start();
 include('dbcon.php'); ?>
<!DOCTYPE html>
<html lang="en">
   <!-- Visit codeastro.com for more projects -->
<head>
    <title>Gym System Admin</title><meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <link rel="stylesheet" href="css/bootstrap.min.css" />
    <link rel="stylesheet" href="css/bootstrap-responsive.min.css" />
    <link rel="stylesheet" href="css/matrix-style.css" />
    <link rel="stylesheet" href="css/matrix-login.css" />
    <link href="font-awesome/css/fontawesome.css" rel="stylesheet" />
    <link href="font-awesome/css/all.css" rel="stylesheet" />
        <link href='http://fonts.googleapis.com/css?family=Open+Sans:400,700,800'
rel='stylesheet' type='text/css'>

   </head>

   <body>

     <div id="loginbox">
       <form id="loginform" method="POST" class="form-vertical" action="#">
        <div class="control-group normal_text"> <h3><img src="img/icontest3.png"
alt="Logo" /></h3></div>
          <div class="control-group">
            <div class="controls">
              <div class="main_input_box">
                            <span class="add-on bg_lg"><i class="fas fa-user-
circle"></i></span><input    type="text"    name="user"    placeholder="Username"
required/>
              </div>
            </div>
          </div>
          <div class="control-group">
            <div class="controls">
              <div class="main_input_box">
                            <span class="add-on bg_ly"><i class="fas fa-
lock"></i></span><input   type="password"   name="pass"   placeholder="Password"
required />
              </div>
            </div>
          </div>
```

```php
            <div class="form-actions center">
                    <!-- <span class="pull-right"><a type="submit" href="index.html"
class="btn btn-success" /> Login</a></span> -->
                <!-- <input type="submit" class="button" title="Log In" name="login"
value="Admin Login"></input> -->
                    <button type="submit" class="btn btn-block btn-large btn-info"
title="Log In" name="login" value="Admin Login">Admin Login</button>
            </div>
        </form>
        <?php
            if (isset($_POST['login']))
              {
                $username = mysqli_real_escape_string($con, $_POST['user']);
                $password = mysqli_real_escape_string($con, $_POST['pass']);

                $password = md5($password);

                    $query      = mysqli_query($con, "SELECT * FROM admin
WHERE  password='$password' and username='$username'");
                $row       = mysqli_fetch_array($query);
                $num_row    = mysqli_num_rows($query);

                if ($num_row > 0)
                  {
                    $_SESSION['user_id']=$row['user_id'];
                    header('location:admin/index.php');

                  }
                else
                  {
                    echo "<div class='alert alert-danger alert-dismissible' role='alert'>
                    Invalid Username and Password
                        <button type='button' class='close' data-dismiss='alert' aria-
label='Close'>
                        <span aria-hidden='true'>&times;</span>
                    </button>
                    </div>";
                  }
              }
        ?>
```
admin.php
```php
<?php
session_start();
//the isset function to check username is already loged in and stored on the session
if(!isset($_SESSION['user_id'])){
header('location:../index.php');
}
?>
<!-- Visit codeastro.com for more projects -->
<!DOCTYPE html>
```

```html
<html lang="en">
<head>
<title>Gym System Admin</title>
<meta charset="UTF-8" />
<meta name="viewport" content="width=device-width, initial-scale=1.0" />
<link rel="stylesheet" href="../css/bootstrap.min.css" />
<link rel="stylesheet" href="../css/bootstrap-responsive.min.css" />
<link rel="stylesheet" href="../css/fullcalendar.css" />
<link rel="stylesheet" href="../css/matrix-style.css" />
<link rel="stylesheet" href="../css/matrix-media.css" />
<link href="../font-awesome/css/fontawesome.css" rel="stylesheet" />
<link href="../font-awesome/css/all.css" rel="stylesheet" />
<link rel="stylesheet" href="../css/jquery.gritter.css" />
<link               href='http://fonts.googleapis.com/css?family=Open+Sans:400,700,800'
rel='stylesheet' type='text/css'>
</head>
<body>

<!--Header-part-->
<div id="header">
  <h1><a href="dashboard.html">Perfect Gym Admin</a></h1>
</div>
<!--close-Header-part-->

<!-- Visit codeastro.com for more projects -->
<!--top-Header-menu-->
<?php include 'includes/topheader.php'?>
<!--close-top-Header-menu-->
<!--start-top-serch-->
<!-- <div id="search">
  <input type="hidden" placeholder="Search here..."/>
    <button  type="submit"  class="tip-bottom"  title="Search"><i  class="icon-search
icon-white"></i></button>
</div> -->
<!--close-top-serch-->

<!--sidebar-menu-->
<?php $page="members"; include 'includes/sidebar.php'?>
<!--sidebar-menu-->

<div id="content">
  <div id="content-header">
    <div id="breadcrumb"> <a href="#" title="Go to Home" class="tip-bottom"><i
class="fas  fa-home"></i>  Home</a>  <a  href="#"  class="current">Registered
Members</a> </div>
      <h1   class="text-center">Registered   Members   List  <i  class="fas   fa-
group"></i></h1>
  </div>
  <div class="container-fluid">
    <hr>
```

```
<div class="row-fluid">
 <div class="span12">

 <div class='widget-box'>
    <div class='widget-title'> <span class='icon'> <i class='fas fa-th'></i> </span>
     <h5>Member table</h5>
    </div>
    <div class='widget-content nopadding'>

<?php

 include "dbcon.php";
 $qry="select * from members";
 $cnt = 1;
  $result=mysqli_query($conn,$qry);


    echo"<table class='table table-bordered table-hover'>
      <thead>
       <tr>
        <th>#</th>
        <th>Fullname</th>
        <th>Username</th>
        <th>Gender</th>
        <th>Contact Number</th>
        <th>D.O.R</th>
        <th>Address</th>
        <th>Amount</th>
        <th>Choosen Service</th>
        <th>Plan</th>
       </tr>
      </thead>";

     while($row=mysqli_fetch_array($result)){

     echo"<tbody>

        <td><div class='text-center'>".$cnt."</div></td>
        <td><div class='text-center'>".$row['fullname']."</div></td>
        <td><div class='text-center'>@".$row['username']."</div></td>
        <td><div class='text-center'>".$row['gender']."</div></td>
        <td><div class='text-center'>".$row['contact']."</div></td>
        <td><div class='text-center'>".$row['dor']."</div></td>
        <td><div class='text-center'>".$row['address']."</div></td>
        <td><div class='text-center'>$".$row['amount']."</div></td>
        <td><div class='text-center'>".$row['services']."</div></td>
        <td><div class='text-center'>".$row['plan']." Month/s</div></td>


      </tbody>";
```

```
      $cnt++;  }
       ?>

        </table>
      </div>
     </div>



    </div>
   </div>
  </div>
</div>

<!--end-main-container-part-->

<!--Footer-part-->

<div class="row-fluid">
  <div id="footer" class="span12"> <?php echo date("Y");?> &copy; Developed By
Naseeb Bajracharya</a> </div>
</div>

<style>
#footer {
  color: white;
}
</style>

<!--end-Footer-part-->

<script src="../js/excanvas.min.js"></script>
<script src="../js/jquery.min.js"></script>
<script src="../js/jquery.ui.custom.js"></script>
<script src="../js/bootstrap.min.js"></script>
<script src="../js/jquery.flot.min.js"></script>
<script src="../js/jquery.flot.resize.min.js"></script>
<script src="../js/jquery.peity.min.js"></script>
<script src="../js/fullcalendar.min.js"></script>
<script src="../js/matrix.js"></script>
<script src="../js/matrix.dashboard.js"></script>
<script src="../js/jquery.gritter.min.js"></script>
<script src="../js/matrix.interface.js"></script>
<script src="../js/matrix.chat.js"></script>
<script src="../js/jquery.validate.js"></script>
<script src="../js/matrix.form_validation.js"></script>
<script src="../js/jquery.wizard.js"></script>
<script src="../js/jquery.uniform.js"></script>
<script src="../js/select2.min.js"></script>
<script src="../js/matrix.popover.js"></script>
```

```
<script src="../js/jquery.dataTables.min.js"></script>
<script src="../js/matrix.tables.js"></script>

<script type="text/javascript">
  // This function is called from the pop-up menus to transfer to
  // a different page. Ignore if the value returned is a null string:
  function goPage (newURL) {

     // if url is empty, skip the menu dividers and reset the menu selection to default
     if (newURL != "") {

        // if url is "-", it is this page -- reset the menu:
        if (newURL == "-" ) {
           resetMenu();
        }
        // else, send page to designated URL
        else {
          document.location.href = newURL;
        }
     }
  }

// resets the menu selection upon entry to this page:
function resetMenu() {
   document.gomenu.selector.selectedIndex = 2;
}
</script>
</body>
</html>
```

Staffs.php
```
<?php
session_start();
//the isset function to check username is already loged in and stored on the session
if(!isset($_SESSION['user_id'])){
header('location:../index.php');
}
?>
<!-- Visit codeastro.com for more projects -->
<!DOCTYPE html>
<html lang="en">
<head>
<title>Gym System Admin</title>
<meta charset="UTF-8" />
<meta name="viewport" content="width=device-width, initial-scale=1.0" />
<link rel="stylesheet" href="../css/bootstrap.min.css" />
<link rel="stylesheet" href="../css/bootstrap-responsive.min.css" />
```

```php
<link rel="stylesheet" href="../css/uniform.css" />
<link rel="stylesheet" href="../css/select2.css" />
<link rel="stylesheet" href="../css/matrix-style.css" />
<link rel="stylesheet" href="../css/matrix-media.css" />
<link href="../font-awesome/css/fontawesome.css" rel="stylesheet" />
<link href="../font-awesome/css/all.css" rel="stylesheet" />
<link            href='http://fonts.googleapis.com/css?family=Open+Sans:400,700,800'
rel='stylesheet' type='text/css'>
</head>
<body>

<!--Header-part-->
<div id="header">
  <h1><a href="dashboard.html">Perfect Gym Admin</a></h1>
</div>
<!--close-Header-part-->

<!--top-Header-menu-->
<?php include 'includes/topheader.php'?>
<!--close-top-Header-menu-->
<!-- Visit codeastro.com for more projects -->
<!--sidebar-menu-->
<?php $page='staff-management'; include 'includes/sidebar.php'?>
<!--sidebar-menu-->

<div id="content">
  <div id="content-header">
    <div id="breadcrumb"> <a href="index.php" title="Go to Home" class="tip-
bottom"><i    class="fas    fa-home"></i>    Home</a>    <a    href="staffs.php"
class="current">Staff Members</a> </div>
    <h1 class="text-center">GYM's Staff List <i class="fas fa-briefcase"></i></h1>
  </div>
  <div class="container-fluid">
    <hr>
    <div class="row-fluid">
      <div class="span12">
          <a    href="staffs-entry.php"><button    class="btn    btn-primary">Add    Staff
Members</button></a>
      <div class='widget-box'>
        <div class='widget-title'> <span class='icon'> <i class='fas fa-th'></i> </span>
         <h5>Staff table</h5>
        </div>
        <div class='widget-content nopadding'>

  <?php

  include "dbcon.php";
  $qry="select * from staffs";
  $cnt=1;
   $result=mysqli_query($conn,$qry);
```

```php
        echo"<table class='table table-bordered table-hover'>
          <thead>
           <tr>
            <th>#</th>
            <th>Fullname</th>
            <th>Username</th>
            <th>Gender</th>
            <th>Designation</th>
            <th>Email</th>
            <th>Address</th>
            <th>Contact</th>
            <th>Actions</th>
           </tr>
          </thead>";

        while($row=mysqli_fetch_array($result)){

        echo"<tbody>
          <tr class=''>
          <td><div class='text-center'>".$cnt."</div></td>
          <td><div class='text-center'>".$row['fullname']."</div></td>
          <td><div class='text-center'>@".$row['username']."</div></td>
          <td><div class='text-center'>".$row['gender']."</div></td>
          <td><div class='text-center'>".$row['designation']."</div></td>
          <td><div class='text-center'>".$row['email']."</div></td>
          <td><div class='text-center'>".$row['address']."</div></td>
          <td><div class='text-center'>".$row['contact']."</div></td>
                                <td><div   class='text-center'><a   href='edit-staff-
form.php?id=".$row['user_id']."'><i  class='fas  fa-edit'  style='color:#28b779'></i>
Edit  |</a>  <a  href='remove-staff.php?id=".$row['user_id']."'  style='color:#F66;'><i
class='fas fa-trash'></i> Remove</a></div></td>
          </tr>

        </tbody>";
          $cnt++;
        }
         ?>

        </table>
       </div>
      </div>

    </div>
   </div>
  </div>
</div>

<!--end-main-container-part-->
```

```
<!--Footer-part-->

<div class="row-fluid">
  <div id="footer" class="span12"> <?php echo date("Y");?> &copy; Developed By
Naseeb Bajracharya</a> </div>
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<script src="../js/jquery.min.js"></script>
<script src="../js/jquery.ui.custom.js"></script>
<script src="../js/bootstrap.min.js"></script>
<script src="../js/jquery.uniform.js"></script>
<script src="../js/select2.min.js"></script>
<script src="../js/jquery.dataTables.min.js"></script>
<script src="../js/matrix.js"></script>
<script src="../js/matrix.tables.js"></script>
</body>
</html>
```

5.2. TESTING APPROACH

Types Of Testing

The system was designed according to the requirement of the system. But we are not 100% confidants. The lack of confidence stems from several things. First the system deals with large number of states, complex logic and activities. So some error might occur in the system. Error may be software, which is known as "SOFTWARE ERROR" i.e. the software doesn't do what the requirement says. So and exhaustive and thorough testing must be conducted to ascertain. Whether the system produces right results. The project guide and the user both did testing.

Module Testing

The testing was done and several stages. First each program module was tested as a single program, which is also known as module testing or unit testing. In unit testing asset of data as input was given to the module and observed what output data is produced. In addition, the logic and boundary condition for input and output data was also checked. The interface between this module and others was checked for correctness. While collecting the input data for testing the program module it was kept in mind that input should be from all classes, so the entire condition of the program could also be checked.

Interogating Testing

When the individual program modules were working properly, we combine the module in the working system. This integration is planned and coordinated so that when an error occurs, we have an idea of what caused it. Integration testing is the process of verifying that the components of a system work together as described in the program design specification. For testing, the system was viewed as a hierarchy of modules. We began with the module at the highest level of design and worked down. The next modules to be tested are those that call previously tested modules.

Function Testing

Once we sure that information is passed among modules according to the design prescription we tested the system to assure whether the function described the requirement specification are actually performed by the integrated system.

Acceptance Test

When the function test completes then we involved the user to make sure that system works according to the user's expectation. Thus, the user did the acceptance test.

Implementation

Once the system was tested (module wise as well as integrated) satisfactorily, and then comes the implementation of the system. Implementation is the process of changing from old system (manual) to the new system (computerized). Some training was also given to the user about how to work on the new system and finally the system was successfully adopted.

5.3. VALIDATION CHECK

The basic objective of the requirement validation activity is to ensure that "School Management System" reflects the actual requirements accurately and clearly. Checking data for appropriateness and accuracy is called validating. Data entry checks can be built into the database packages to present invalid data from being entered. For instance, in database, format checking (determining if the data are in the correct format) is done automatically because at the time of creating a database file.

Range checking (determining if the data fall within an acceptable range) and accuracy checking (making sure that an entry is possible) can be built by writing a simple program in database.
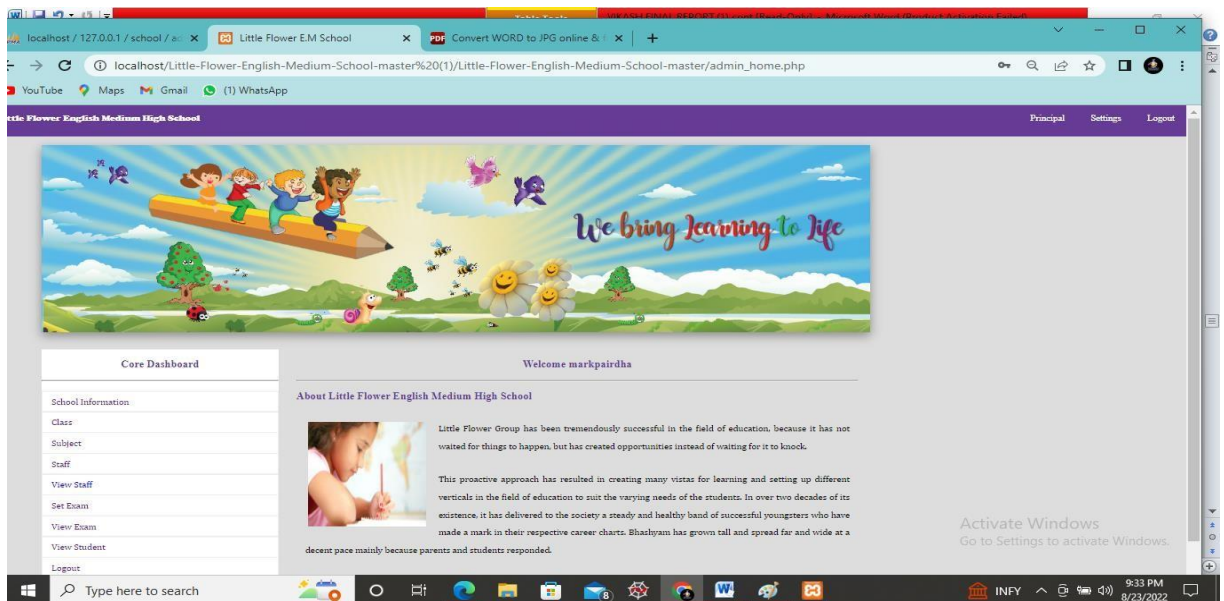
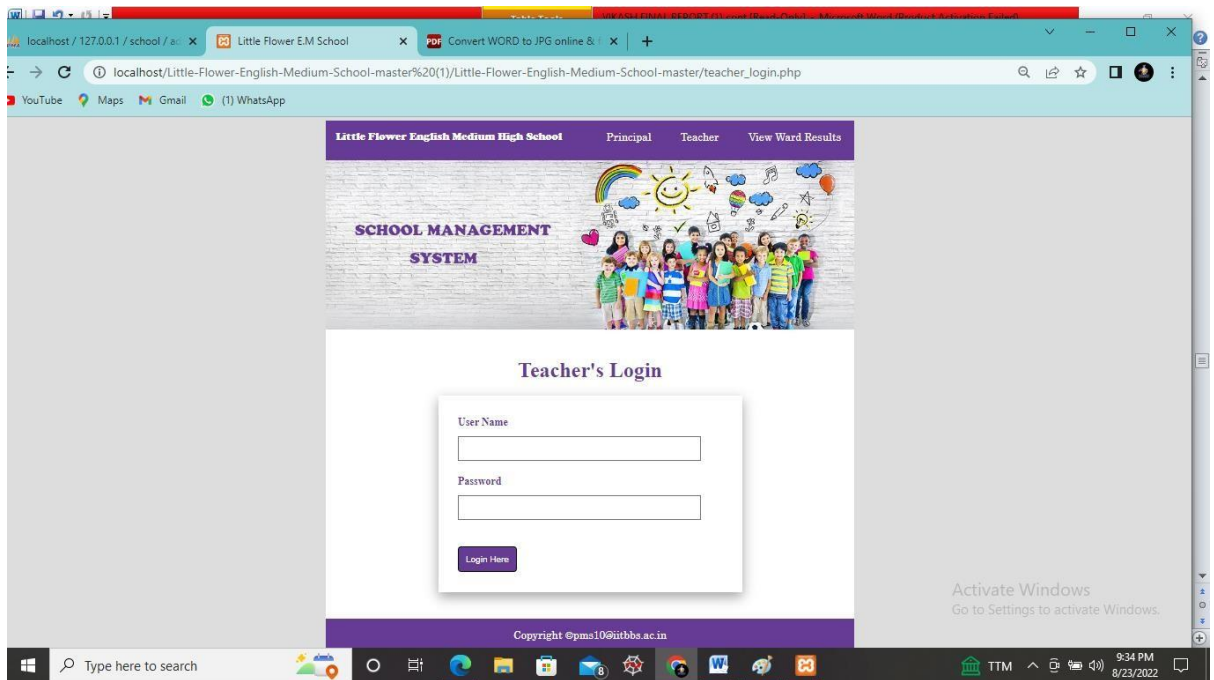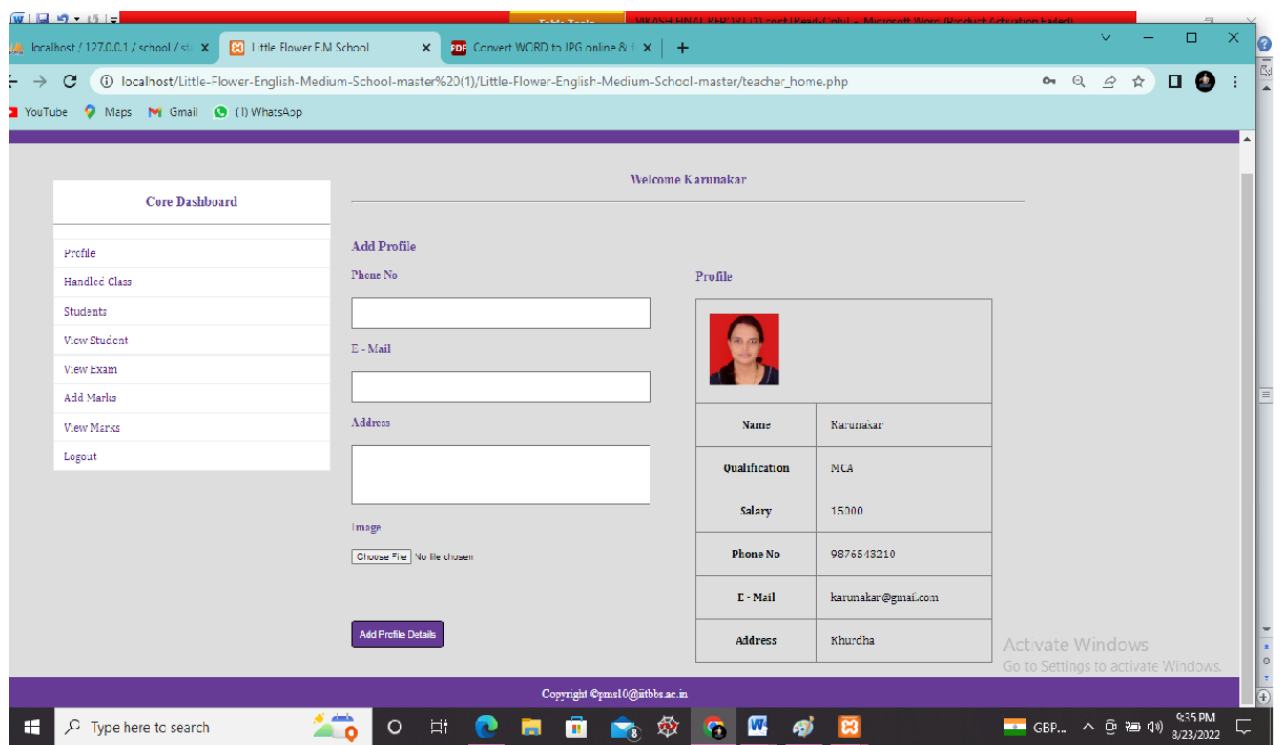# Ch 6. SCREENSHOTS

6.1 USER DOCUMENTATION

Home page
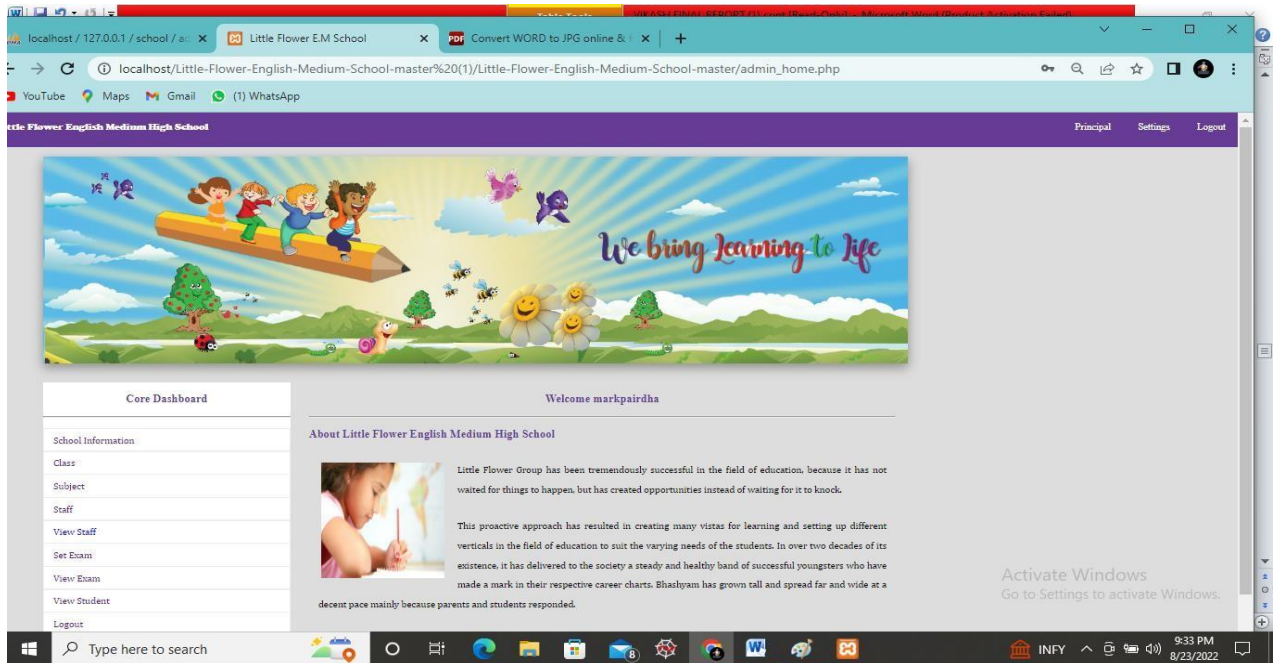
Admin page

Teacher login

Teacher profile

Student details

Exam

Ch 7. CONCLUSION

7.1. LIMITATIONS

The size of the database increases day-by-day, increasing the load on the database back up and data maintenance activity.

Training for simple computer operations is necessary for the   users working on the system.

It don't have any industrial implementation, it is just applicable to be implemented for small shops to main its shops products details and for providing bills to the customer.

7.2. FURTHER SCOPE

We think that not a single project is ever considered as complete forever.Because our mind is always thinking something new and our necessities also are growing day by day.We always want something more than what wehave.Our application also,If you see at the first glance then you find it to be complete but we want to make it still mature and fully automatically. The future perspective of our project can linking our booking system with other centralized bus services so that user has an ease of booking and travelling. Other then this for long route journeys food facility and its variety can beaded With the use of GPS every traveler can get advance map of route to be followed during journey. Making a mobile app for the user is also a first step development.we can also change the security of the software over the time, because by the time software will hav emore and more secure as the data also secure

7.3. CONCLUSION

We think that not a single project is ever considered as complete forever.Because our mind is always thinking something new and our necessities also are growing day by day.We always want something more than what wehave.Our application also,If you see at the first glance then you find it to be complete but we want to make it still mature and fully automatically. The future perspective of our project can linking our booking system with other centralized bus services so that user has an ease of booking and travelling. Other then this for long route journeys food facility and its variety can beaded With the use of GPS every traveler can get advance map of route to be followed during journey. Making a mobile app for the user is also a first step development.we can also change the security of the software over the time, because by the time software will hav emore and more secure as the data also secure

7.4. REFERENCES

For PHP

- https://www.w3schools.com/php/default.asp

- https://www.sitepoint.com/php/

- https://www.php.net/

For MySQL

- https://www.mysql.com/
- http://www.mysqltutorial.org

For XAMPP

- https://www.apachefriends.org/download.html