

Web Application on Student Portal

by

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Supervised by

Sabrina Tasnim

Submitted in partial fulfillment of the requirements for the degree of Bachelor of Science
in Computer Science and Engineering



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
SONARGAON UNIVERSITY (SU)**

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APPROVAL

The project titled “**Web Application on Student Portal**” submitted by Samrat Mandal(CSE1901016055) and Tanvir Islam Tanim (CSE1901016039) to the Department of Computer Science and Engineering, Sonargaon University (SU), has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science in Computer Science and Engineering and approved as to its style and contents.

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DECLARATION

We, hereby, declare that the work presented in this report is the outcome of the investigation performed by us under the supervision of **Sabrina Tasnim**, Assistant Professor, Department of Computer Science and Engineering, Sonargaon University, Dhaka, Bangladesh. We reaffirm that no part of this [thesis or project] has been or is being submitted elsewhere for the award of any degree or diploma.

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ABSTRACT

Portal is a specially designed website that helps to bring information's together from different sources in a uniform way. "**Web Application on Student Portal**" (WAOSP) is a web application which is mainly focused on one who are trying to learn known as students and the one who trying learner known as teachers. The members in this portal can exchange information's in different formats such as video, images, pdf etc. This application's will be very useful for students to get updated to latest information and to communicate with worldwide learners. Online Student Portal provides services like online bookshop, online courses, forums, communities, study materials, news and events.

ACKNOWLEDGMENT

At the very beginning, we would like to express my deepest gratitude to the Almighty Allah for giving us the ability and the strength to finish the task successfully within the schedule time.

We are auspicious that we had the kind association as well as supervision of **Sabrina Tasnim**, Assistant Professor, Department of Computer Science and Engineering, Sonargaon University whose hearted and valuable support with best concern and direction acted as necessary recourse to carry out our project.

We would like to convey our special gratitude to **Bulbul Ahamed, Associate Professor and Head**, Department of CSE for his kind concern and precious suggestions.

We are also thankful to all our teachers during our whole education, for exposing us to the beauty of learning.

Finally, our deepest gratitude and love to my parents for their support, encouragement, and endless love.

LIST OF ABBREVIATIONS

CSS	Cascading Style Sheet
HTML	Hyper Text Markup Language
HTTP	Hyper Text Transfer Protocol
HTTPS	Hyper Text Transfer Protocol Secure
PHP	Hypertext Preprocessor
SQL	Standard Query Language
URL	Uniform Resource Locators
XAMPP	Cross-Platform Apache MYSQL PHP Perl

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CHAPTER 1

INTRODUCTION TO STUDENT PORTAL

1.1 INTRODUCTION

A website is a collection of web pages, thus a portal is a collection of links to different websites. The student portal is a gateway to connect many web applications which is useful for doing student activities. The portal web page provides access to many applications such as online courses and links to different websites. Online student portal is a web application which is useful for learners to choose right information. OSP works like, initially the one who needs to get access only after his or her registration to the application. The membership is only provided by the admin after checking the correctness of information provided by the user. This application can be implemented in a specified organization or with a world wide access. Only the members can make use of services provided in OSP. Thus a guest user can only view the home page of the web application. After the successful registration the user can make use of the services easily.

1.2 PROJECT OBJECTIVES

- To develop a system that have user-friendly Graphical User Interface (GUI).
- The develop system that displays Home, Student, Teacher, Search Option, Hire me and About menu.
- To develop a system that have registration and log in form.
- To provide system that have downloadable learning materials for student.
- To develop a system that allows the students to view their schedule.
- To develop a system that have evaluation every end of classes.
- To provide system that have auto suggest when using the search function.

1.3 PROJECT BACKGROUND

In today's age of digital technology, we have to utilize this modern technology to our advantage in order to maximize our efficiency and productivity. This is especially true for students, whose lives can be very hectic and all over the place if they do not organize their responsibilities and activities properly. This calls for the role and creation of a digital student planner to help students manage and organize their daily tasks and events, with features that allows students to take advantage of modern technology in order to better manage and organize their daily tasks.

Being a student myself, to be able to properly manage and organize tasks and events has always been a key factor in maintaining a healthy and productive student life. I have always utilized the tools available in disposal, particularly student planners and platforms similar to this project, to achieve this goal. Having experience with various kinds of student platforms, each of them has their own advantages and disadvantages that comes with the platform. Because of this, I am determined to make my own form of a student platform that would try to solve those disadvantages of other platforms and maximize student efficiency and productivity, as well as adding additional features of my own that would enhance the functionality of the platform, making it become an application that I would personally gladly use and benefit greatly from.

One of which is the addition and integration of the school portal section in the proposed student platform, which could serve as an information gateway between the student and the school by being able to view and interact with school-related information. Typically, school information portals are kept separate and do not necessarily include student helper/planner applications and functionalities. This requires the student to sometimes cycle back and forth when dealing with school-related applications and platforms. The intended purpose of this proposed project is to combine the two separate platforms into one centralized, integrated platform that could serve as a single platform for students to use when managing and dealing with school-related tasks and information.

1.4 WHY THIS PROJECT

Students can make the most out of portals as it provides:

- Easy user-interface with every information about courses and all.
- Instant communication with faculty.
- Too many learning options and scope.
- Personalized/customized student service.
- Teachers can be easily hired as needed.

Faculty & Staff can use the portal for:

- Live communication with students.
- Instant knowledge base to guide their students.

Management/Administration can use the portal for:

- Portals can play an important role in managing the staff, faculty, students, and rest of the workforce right from your desk.
- Portal is the best way to attract more students and users.
- It can improve community engagement.
- Offers distance learning.

1.5 SCOPE AND DELIMITATION OF THE PROJECT

Scope:

- The system that has online requests of requirements.
- The system allows the students easily access student login panel and Teacher menu.
- The system enables the students to view their books and required teacher for the lesson.
- The system that allows the student to view the materials given by the admin.
- The system that allows the admin to add and delete subjects.

Delimitation:

- The Student portal is personalized and designed for students.
- The system will not cover payments.
- The students cannot edit and delete grades without admin's permission.
- The students cannot view books without sign up.
- The students cannot delete subjects without admin's permission.
- The system is not available in offline accessing.

CHAPTER 2

BACKGROUND AND RELATED WORK

2.1 INTRODUCTION

Collect information about the technological requirements that need to develop the software Ex:, front end development, client/server architecture, data modelling, database management, system security, system modelling and prototyping tools, software development tools and software testing tools etc.

Collect information about various project management techniques which can help to develop the software more efficiently. Ex: project planning (WBS), scope management, risk management, cost management, time/staff managements etc.

2.2 LANGUAGE AND TOOLS



Fig-2.2: Language and Tools

2.2.1 HTML

HTML stands for **Hyper Text Markup Language**. HTML is a markup language that web browsers use to interpret and compose text, images, and other material into visual or audible web pages. Default characteristics for every item of HTML markup are defined in the browser, and these characteristics can be altered or enhanced by the web page designer's additional use of CSS. Many of the text elements are found in the 1988 ISO technical report TR 9537 Techniques for using SGML, which in turn covers the features of early text formatting languages such as that used by the RUNOFF command developed in the early 1960s for the CTSS (Compatible Time-Sharing System) operating system: these formatting commands were derived from the commands used by typesetters to manually format documents. However, the SGML concept of generalized markup is based on elements (nested annotated ranges with attributes) rather than merely print effects, with also the separation of structure and markup; HTML has been progressively moved in this direction with CSS.

2.2.2 CSS

Cascading Style Sheets, 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.

CSS is easy to learn and understand but it provides powerful control over the presentation of an HTML document. Most commonly, CSS is combined with the markup languages HTML or XHTML.

CSS is created and maintained through a group of people within the W3C called the CSS Working Group. The CSS Working Group creates documents called specifications. When a specification has been discussed and officially ratified by the W3C members, it becomes a recommendation.

2.2.3 JAVA SCRIPT

JavaScript is a lightweight, interpreted programming language. It is designed for creating network-centric applications. It is complimentary to and integrated with Java. JavaScript is very easy to implement because it is integrated with HTML. It is open and cross-platform.

JavaScript is a lightweight programming language that web developers commonly used to create more dynamic interactions when developing web pages, applications, servers, and or even games.

Developers generally use JavaScript alongside HTML & CSS The scripting language works well with CSS in formatting HTML elements. However, JavaScript still maintains user interaction, something that CSS cannot do by itself.

JavaScript's implementations within the web, mobile application, and game development make the scripting language worth learning. You can do so via learning platforms like BitDegree or by exploring free JavaScript templates and applications on code hosting platforms like GitHub

JavaScript is the most popular programming language in the world and that makes it a programmer's great choice. Once you learnt JavaScript, it helps you developing great front-end as well as back-end software's using different JavaScript based frameworks like jQuery, Node.JS etc.

JavaScript is one of the most widely used **programming languages** (Front-end as well as Back-end). It has its presence in almost every area of software development. Such as Client side validation, Manipulating HTML Pages, User Notifications, Back-end Data Loading, Presentations, Server Applications etc.

2.2.4 PHP

PHP stands for **HypertextPre-processor**. It is a programming language that allows web developers to create dynamic content that interacts with databases. PHP is basically used for developing web-based software applications. This tutorial helps you to build your base with PHP.

PHP started out as a small open-source project that evolved as more and more people found out how useful it was. RasmusLerdorf unleashed the first version of PHP way back in 1994.

PHP is a server-side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites. It is integrated with several popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server. PHP is forgiving PHP language tries to be as forgiving as possible.

Characteristics of PHP

Five important characteristics make PHP's practical nature possible-

- Simplicity
- Efficiency
- Security
- Flexibility
- Familiarity

2.2.5 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.

At its heart, Visual Studio Code features a lightning-fast source code editor, perfect for day-to-day use. With support for hundreds of languages, VS Code helps you be instantly productive with syntax highlighting, bracket-matching, auto-indentation, box-selection, snippets, and more. Intuitive keyboard shortcuts, easy customization and community-contributed keyboard shortcut mappings let you navigate your code with ease.

For serious coding, you'll often benefit from tools with more code understanding than just blocks of text. Visual Studio Code includes built-in support for IntelliSense code completion, rich semantic code understanding and navigation, and code refactoring.

And when the coding gets tough, the tough get debugging. Debugging is often the one feature that developers miss most in a leaner coding experience, so we made it happen. Visual Studio Code includes an interactive debugger, so you can step through source code, inspect variables, view call stacks, and execute commands in the console.

VS Code also integrates with build and scripting tools to perform common tasks making everyday workflows faster. VS Code has support for Git so you can work with source control without leaving the editor including viewing pending changes diffs.

2.2.6 XAMPP

XAMPP is an abbreviation where **X** stands for **Cross-Platform**, **A** stands for **Apache**, **M** stands for **MYSQL**, and the **P**s stand for **PHP** and **Perl**, respectively. It is an open-source package of web solutions that includes Apache distribution for many servers and command-line executables along with modules such as Apache server, MariaDB, PHP, and Perl.

XAMPP is one of the widely used cross-platform web servers, which helps developers to create and test their programs on a local webserver. It was developed by the Apache Friends, and its native source code can be revised or modified by the audience. It consists of Apache HTTP Server, MariaDB, and interpreter for the different programming languages like PHP and Perl. It is available in 11 languages and supported by different platforms such as the IA-32 package of Windows & x64 package of macOS and Linux.

XAMPP helps a local host or server to test its website and clients via computers and laptops before releasing it to the main server. It is a platform that furnishes a suitable environment to test and verify the working of projects based on Apache, Perl, MySQL database, and PHP through the system of the host itself. Among these technologies, Perl is a programming language used for web development, PHP is a backend scripting language, and MariaDB is the most vividly used database developed by MySQL. The detailed description of these components is given below.

CHAPTER 3

METHODOLOGY

3.1 INTRODUCTION

In order to achieve the study goal by investigating the current situation of students' portal and to identify their needs. This study uses quantitative method. An online survey conducted on students who have had experience in using the student portal. The data collection applied in different universities in Saudi Arabia to collect data about student portal issues. It was via online questionnaires by using Google doc and distributed to participants. The online survey sample was 91 participants conducted on the using students' portal from point of view students in different Saudi universities.

3.2 ITERATIVE SOFTWARE MODEL

A Software that will be deployed in production can be developed by adopting a process or model and these can be of different types. The iterative methodology is one such model in software development. And this has also gained popularity among the users. Basing on the objective of software requirements a type of model is chosen and sometimes multiple models can also be implemented in the software development life cycle. The model that is selected will also impact on our testing and defect tracking. Some of the most popular models include Iterative, Agile, Incremental model, Waterfall, RAD, etc.

Like other SDLC models, Iterative and incremental development has some specific applications in the software industry. This model is most often used in the following scenarios –

- Requirements of the complete system are clearly defined and understood.
- Major requirements must be defined; however, some functionalities or requested enhancements may evolve with time.
- There is a time to the market constraint.
- A new technology is being used and is being learnt by the development team while working on the project.
- Resources with needed skill sets are not available and are planned to be used on contract basis for specific iterations.
- There are some high-risk features and goals which may change in the future.

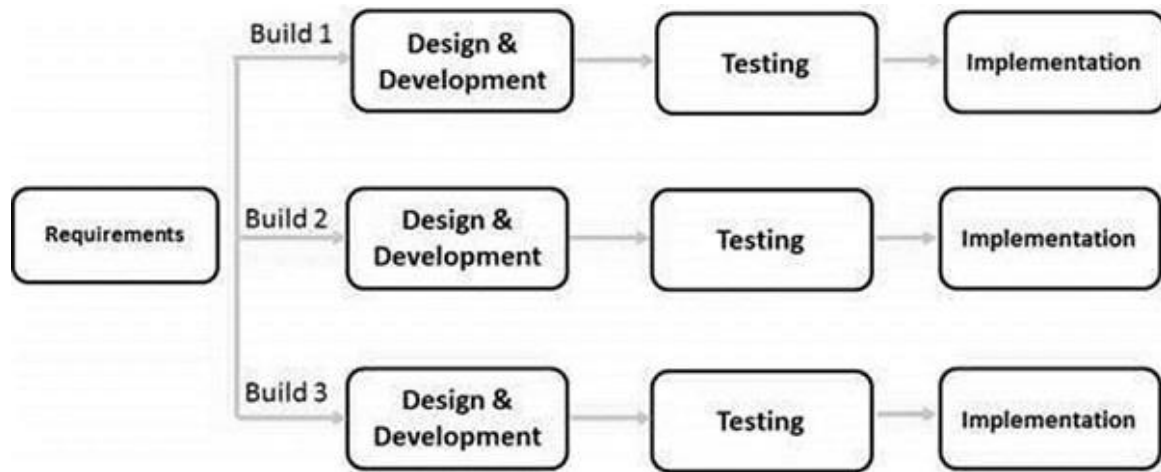


Fig-3.2: Iterative software model

3.3PROPOSED METHODOLOGY

One of the first things that needs to be done before the design and creation of the Student Platform is to research similar previous and existing systems to the proposed platform. This will include student planner, student management, and student portal-like systems that exists in the real world and already in use, since the proposed Student Platform will adopt certain aspects from these systems and intend to integrate them together to create one single centralized platform. Several of the main platforms researched that already exist and became the main inspiration for the Student Platform are listed below.

CHAPTER 4

REQUIREMENT ANALYSIS AND SYSTEM SPECIFICATION

4.1 SOFTWARE REQUIREMENT

The software requirements are description of features and functionalities of the target system. Requirements convey the expectations of users from the software product. The requirements can be obvious or hidden, known or unknown, expected or unexpected from client's point of view.

4.1.1 DATA REQUIREMENT

Data requirements are prescribed directives or consensual agreements that define the content and/or structure that constitute high quality data instances and values. Data requirements can thereby be stated by several different individuals or groups of individuals. Moreover, data requirement may also be based on laws, standards, or other directives. They may be agreed upon or contrary to each other.

However, data requirements are required as a prerequisite to measure data quality. Hence, they serve as a benchmark that defines the desired state of data. In the following, we describe how you can express your data requirements via the DQM-Vocabulary.

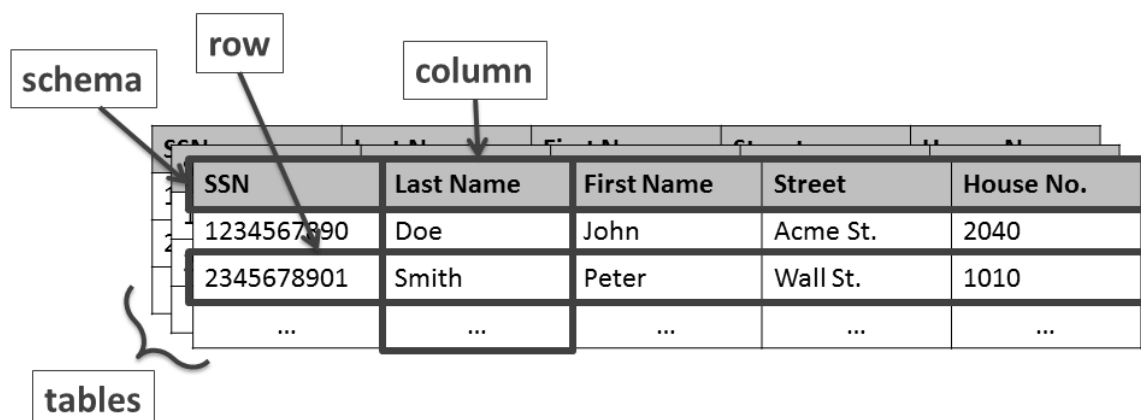


Fig -4.1.1: Data Requirement

4.1.2 FUNCTIONAL REQUIREMENT

In software engineering, functional requirements defines a function of a system or its component in the form of calculations, technical details, and other specific functionalities, that portray the intended behavior of the system. For the Student Platform, there are several key functional requirements that needs to be defined for it to successfully complete its primary objective, these requirements are listed as follows:

- The Student Platform should consist of two main panels, the Student Panel which will hold the main purpose of the Student Platform, and the Admin Panel, which stands for administrator panel, which will be used by platform administrators to manage and organize data and information related to the system and school administration.
- The Student Platform should validate between student accounts and platform administrator accounts after user login, and redirect them to their correct corresponding panels.
- The Student Panel should allow students to sign up registration and get books.
- The Student Panel should also allow students to view their academic books and can download it.
- The Admin Panel should allow platform administrators to manage all registered users and their information in the platform, as well as register new users.
- The Admin Panel should also allow platform administrator to manage all student related information and modify each student's particular information, such as every student's profile information and teacher profile also.

4.1.3 PERFORMANCE REQUIREMENT

Performance requirements **define how well the software system accomplishes certain functions under specific conditions**. Examples include the software's speed of response, throughput, execution time and storage capacity. The service levels comprising performance requirements are often based on supporting end-user tasks.

- Update activities on the system (Student Portal) automatically.
- The system response time is between 3 and 5 seconds.
- The administrator handles certain system performance issues.

4.2 TESTING AND MAINTAINABILITY REQUIREMENT

- The user who operates the web portal can easily interact with the system and the.
- The student and the faculty staff can access the portal from anywhere and at any time.
- It is assumed that the new system will handle the large number of student's data.
- No error or bug occur at the user end while using this.
- This is assumed that the new system will be efficient by keeping updated data.
- If in future any functionality need to be added to this system then it can be done easily without affecting the old code functioning.
- Every user has their own login id and password.
- When user access the database and made any changes in the required details then these details equally updated to all relevant tables.
- The response time of system is lesser as much as possible for user convenience.

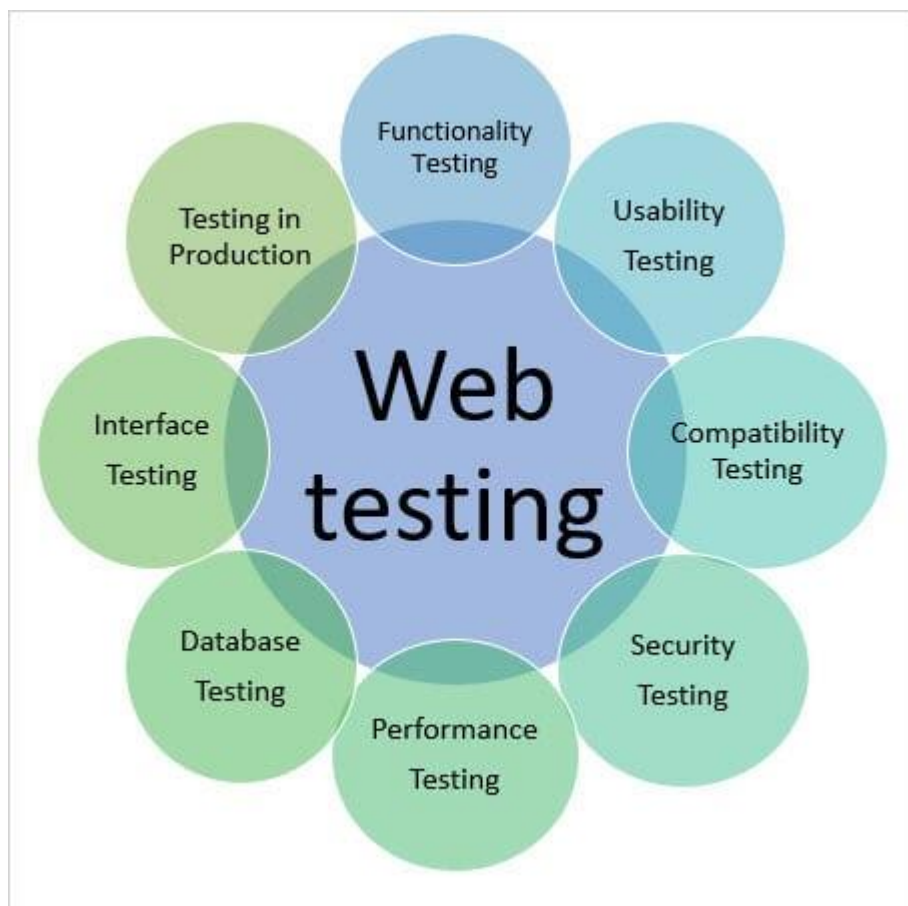


Fig-4.2.1: Software Testing

4.2 VALIDATION

Software validation is **the process of establishing documented evidence that confirms a computer system has been installed correctly, will meet users' needs and functions according to its intended use.**

Validating software involves recording evidence that proves a software system meets the proper specifications and quality attributes; that it's been installed correctly; and that it will fulfill its intended use.

During this process, you must validate the way you plan to use your software to produce regulated goods and/or perform related business processes. The goal is not only to prove the software will do what you want, but also to identify and mitigate problems that could negatively impact the production of regulated goods or their ingredients.

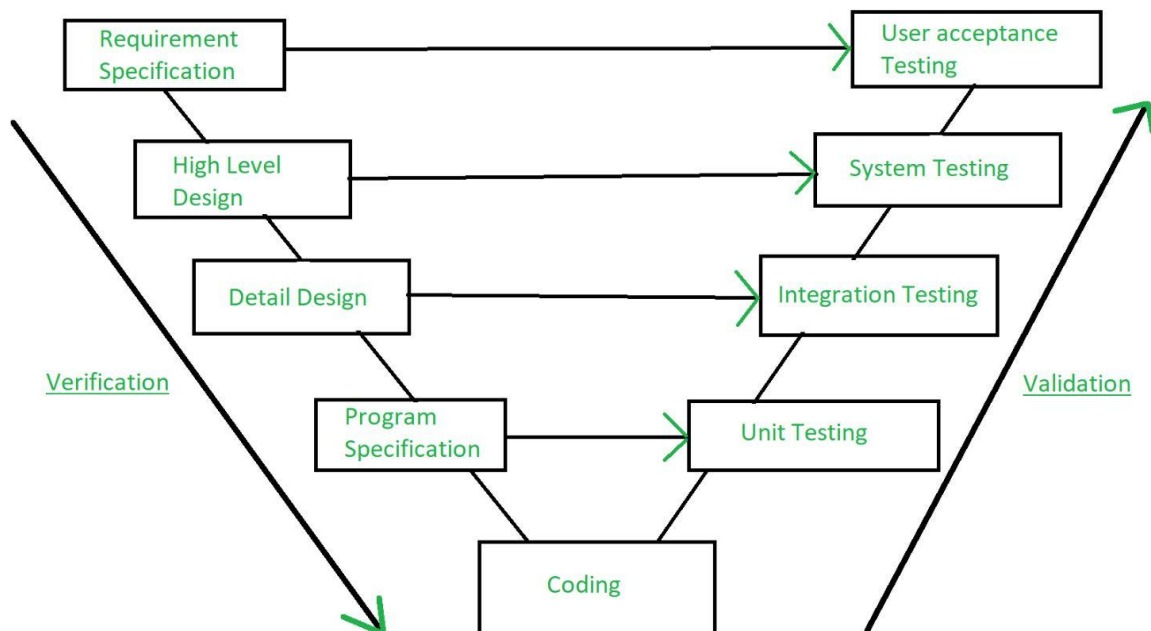


Fig-4.2.2: Software Validation

CHAPTER 5

SYSTEM DESIGN

5.1 INTRODUCTION

Systems design focuses on defining customer needs and required functionality early in the development cycle, documenting requirements, then proceeding with design synthesis and system validation while considering the overall problem consisting of: Operations. Performance. Test and integration.

5.2 SYSTEM ARCHITECTURE DESIGN

A system architecture is **the conceptual model that defines the structure, behavior, and more views of a system**. An architecture description is a formal description and representation of a system, organized in a way that supports reasoning about the structures and behaviors of the system.

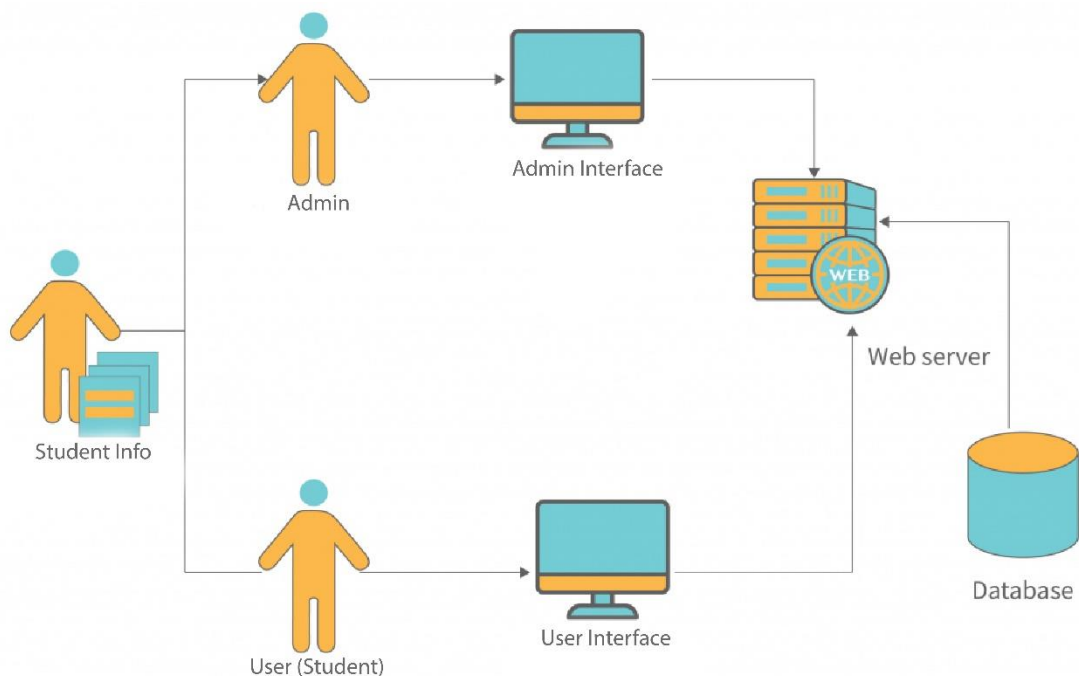


Fig-5.2: System Architecture Design

5.3 WEBSITE DIAGRAM

A Website Structure Diagram is a pictorial sitemap that provides a breakdown of all the pages and navigational paths within the website.

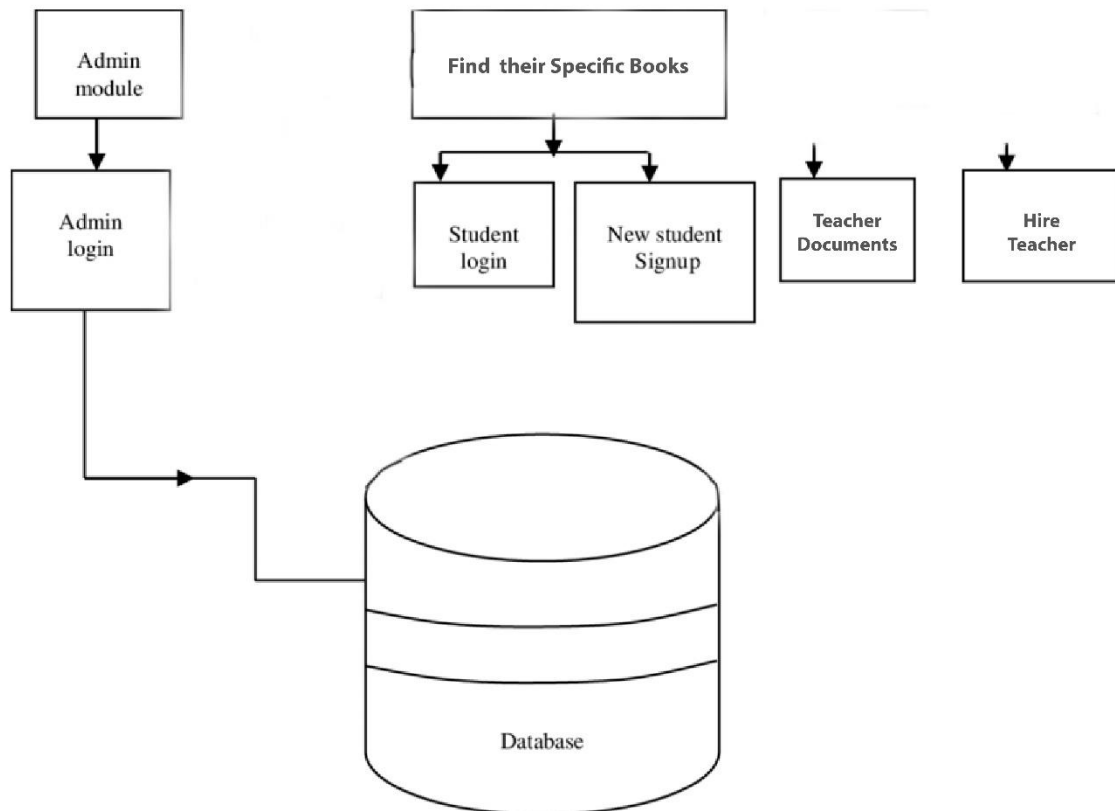


Fig-5.3: Website Diagram

5.3 FLOW CHART

A flowchart is a **picture of the separate steps of a process in sequential order**. It is a generic tool that can be adapted for a wide variety of purposes, and can be used to describe various processes, such as a manufacturing process, an administrative or service process, or a project plan.

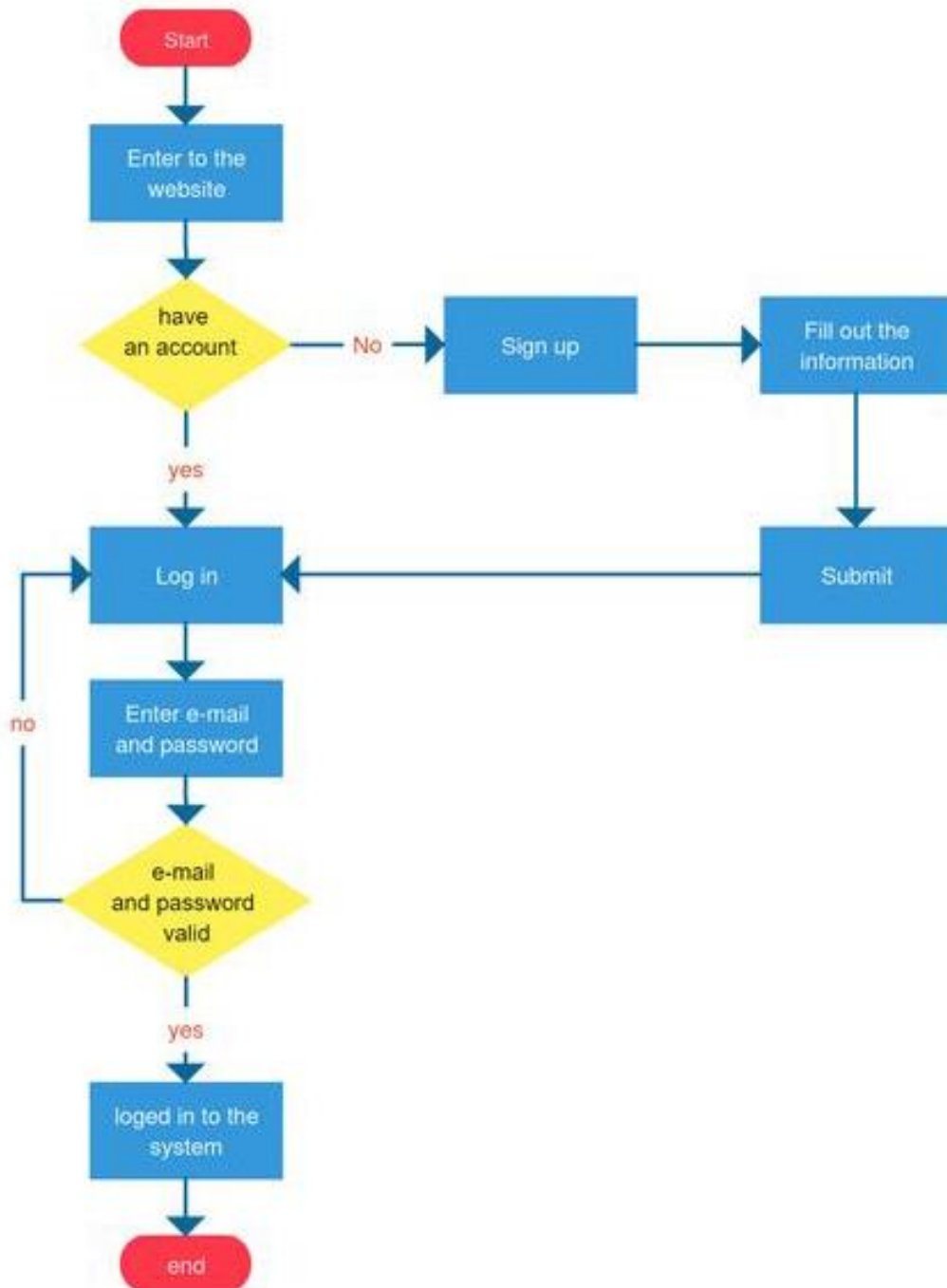


Fig-5.4.1: Flow Chart

1st Level Admin Side DFD

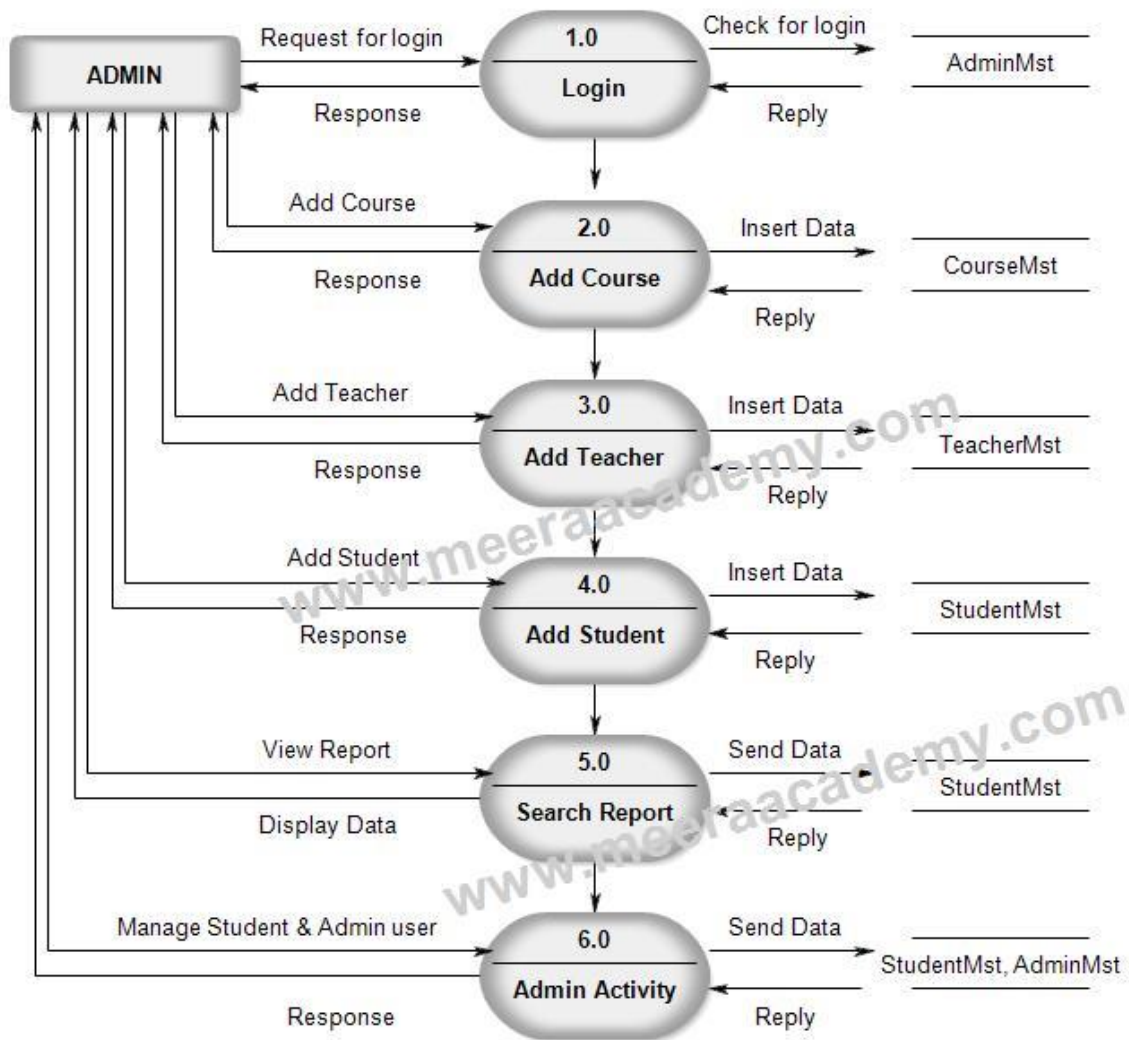


Fig-5.4.2: Flow Chart

2nd Level Admin Side DFD (4.0)

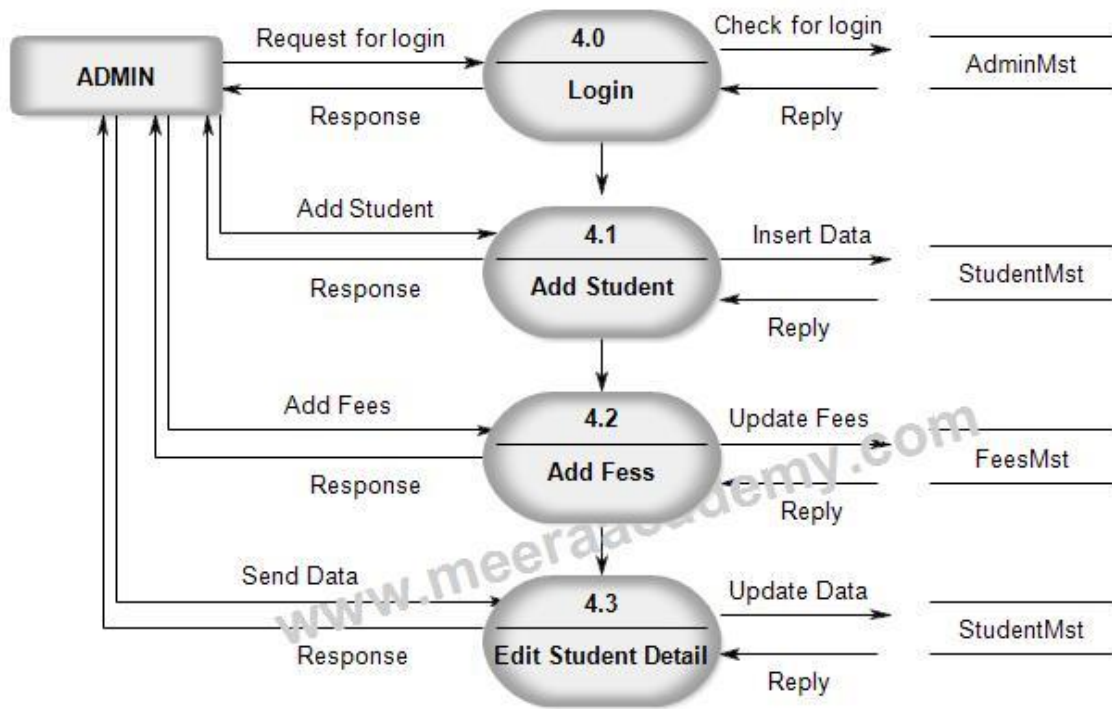


Fig-5.4.3: Flow Chart

2nd Level Admin Side DFD (6.0)

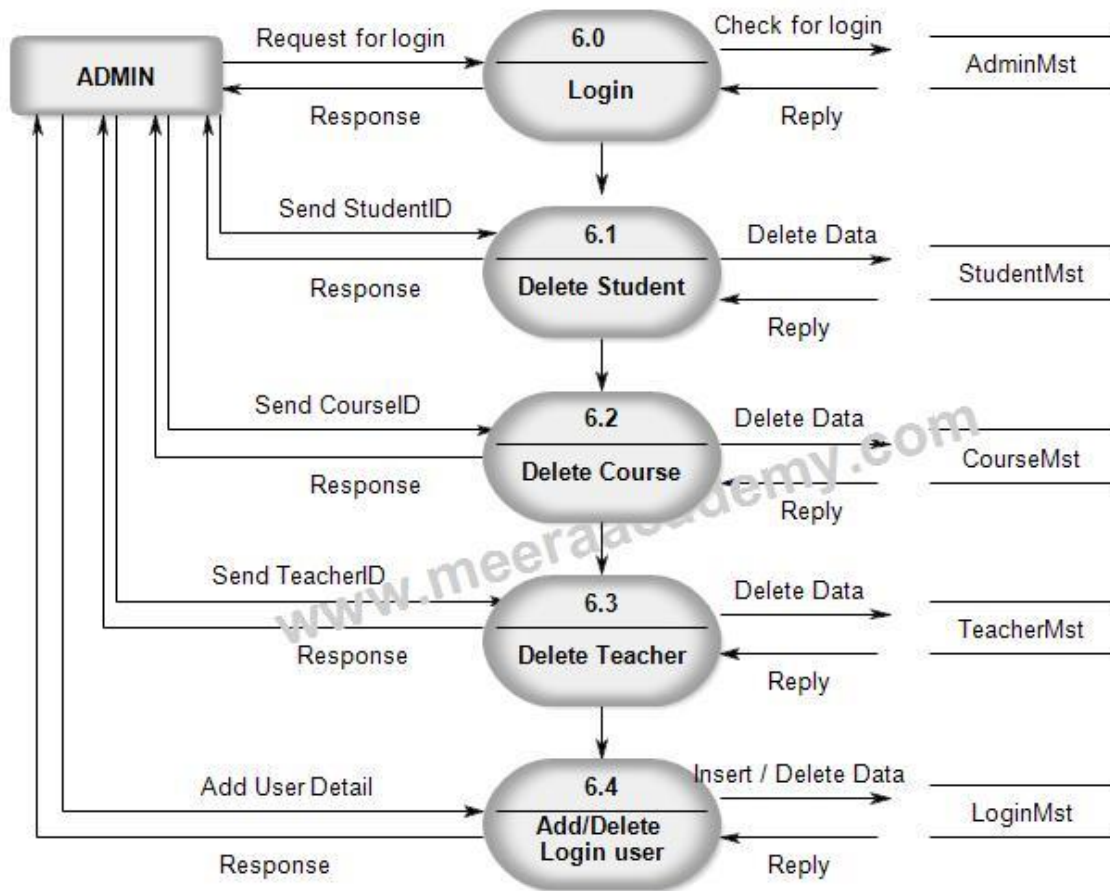


Fig-5.4.4: Flow Chart

5.5 USER INTERFACE DESIGN

User interface (UI) design is **the process designers use to build interfaces in software or computerized devices, focusing on looks or style**. Designers aim to create interfaces which users find easy to use and pleasurable. UI design refers to graphical user interfaces and other forms—e.g., voice-controlled interfaces.

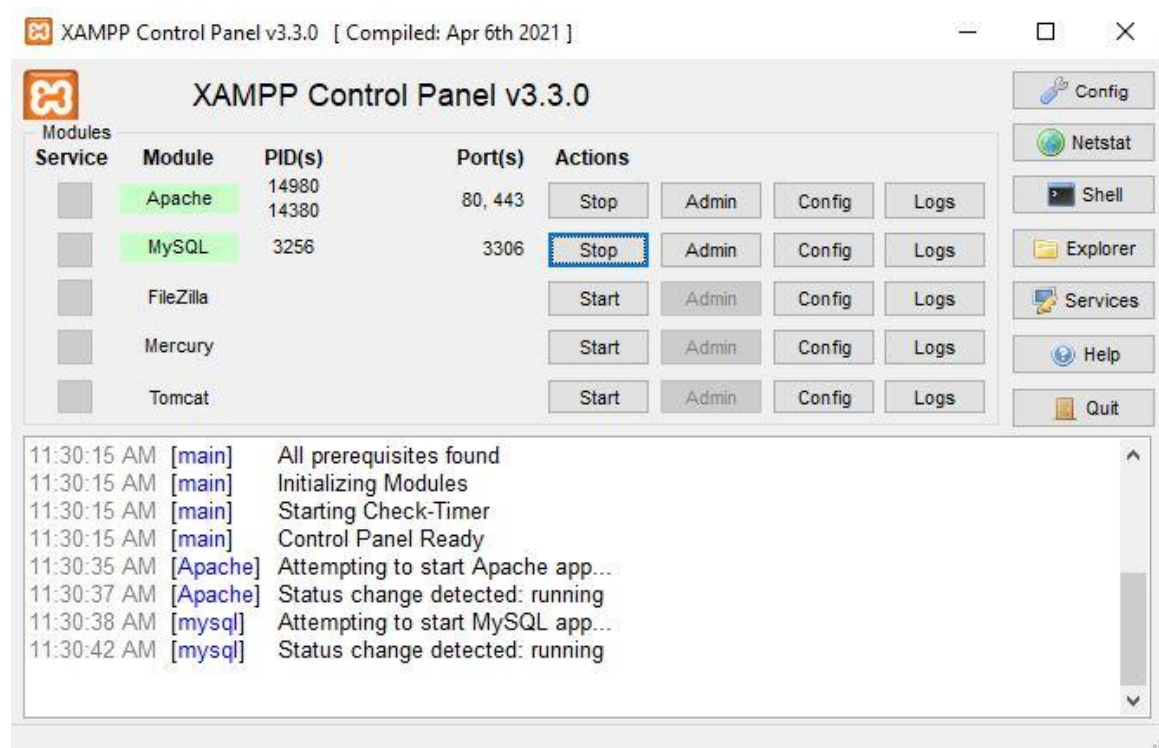


Fig-5.5.1: User Interface Design

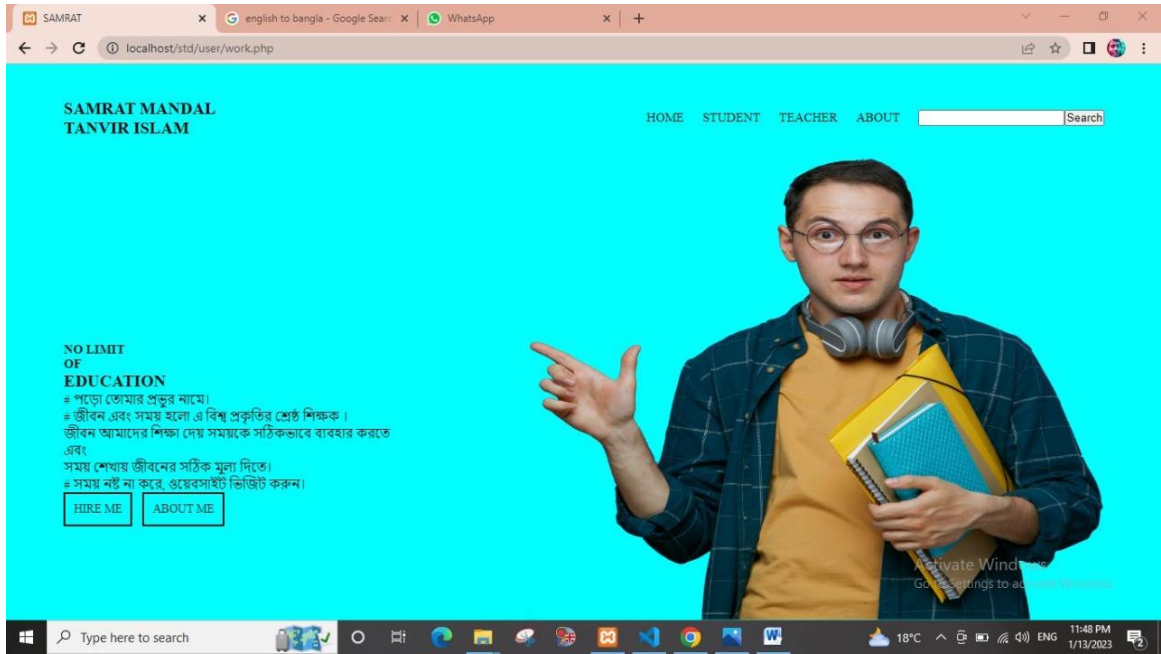


Fig-5.5.2: User Interface Design

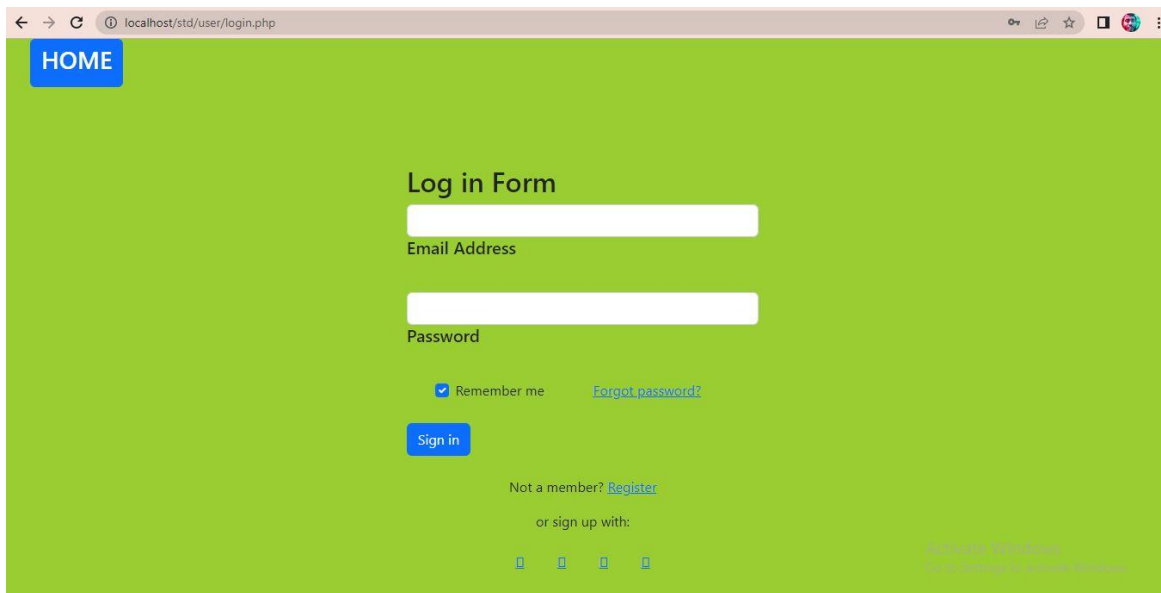


Fig-5.5.3: User Interface Design



Fig-5.5.4: User Interface Design

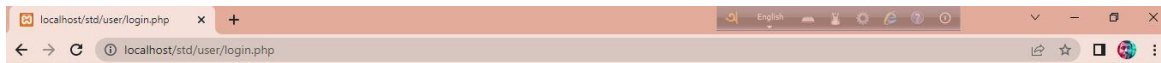


Fig-5.5.5: User Interface Design

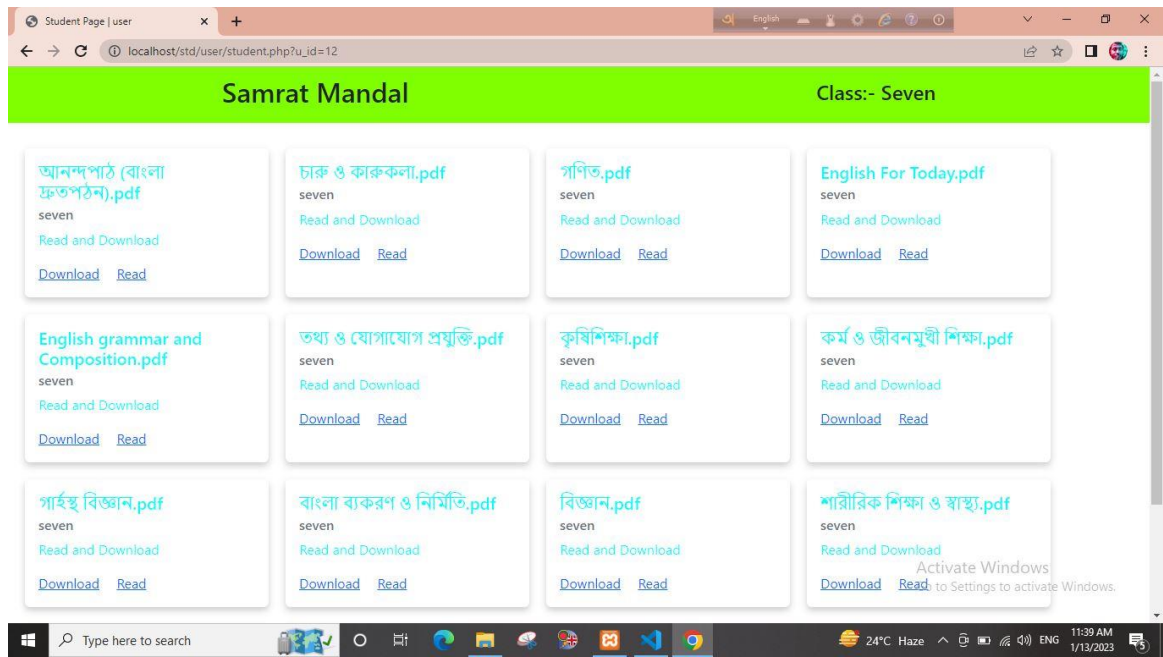


Fig-5.5.6: User Interface Design

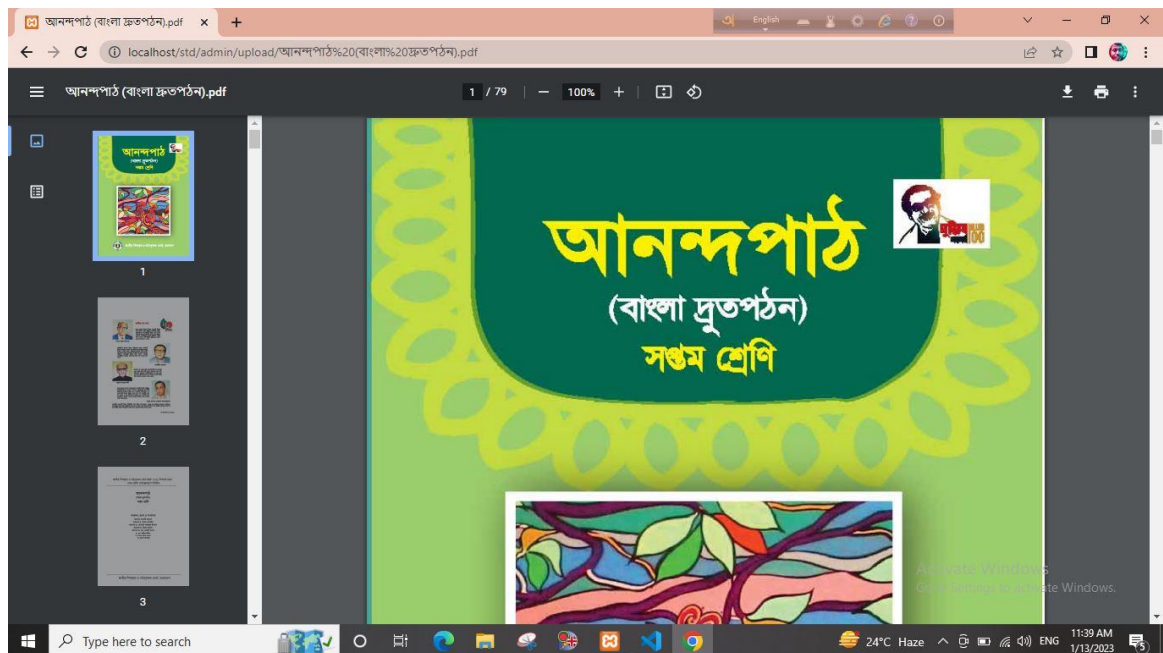


Fig-5.5.7: User Interface Design

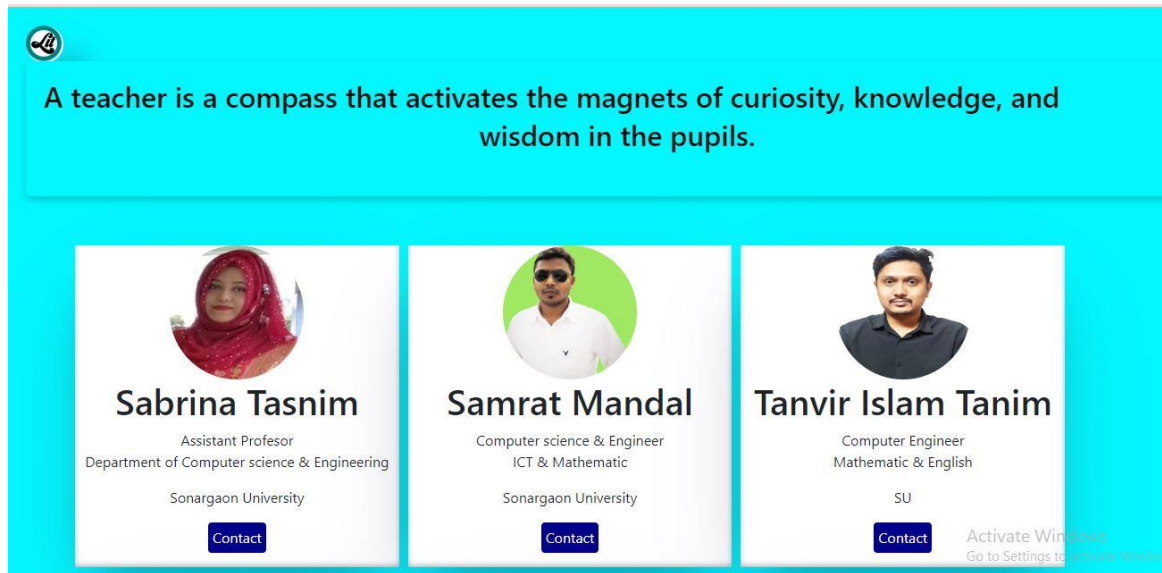


Fig-5.5.8: User Interface Design

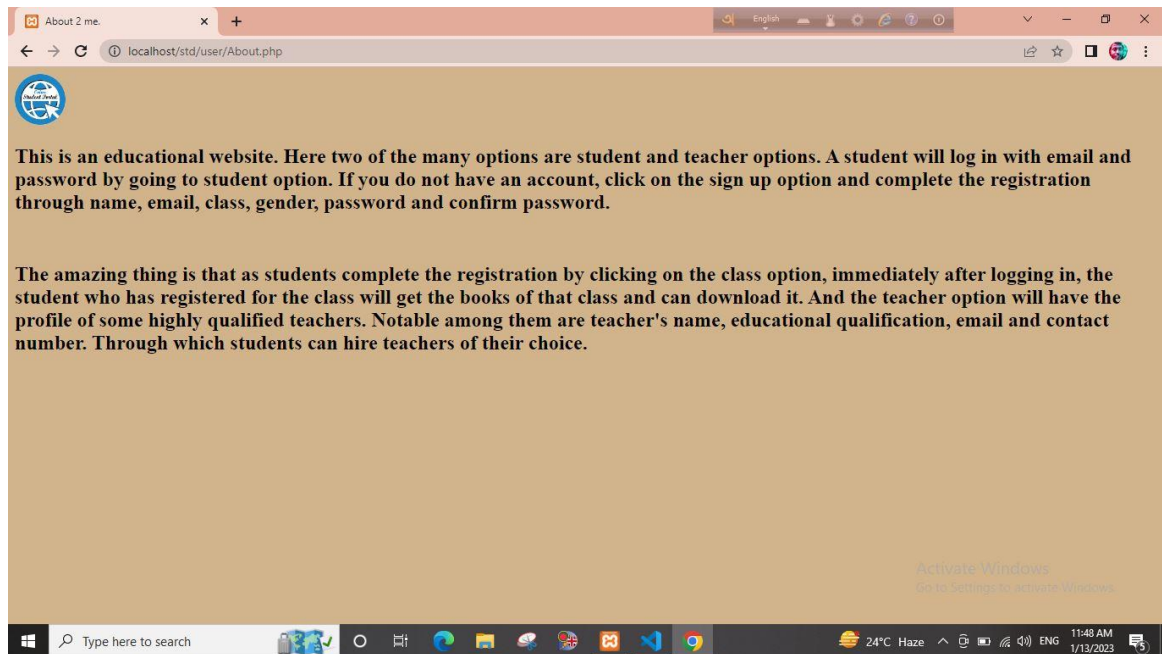


Fig-5.5.9: User Interface Design

5.6 ADMIN INTERFACE DESIGN

An administration panel should help optimize the team's work and make it more efficient, achieving tasks as fast as possible. So when designing an admin panel, your goal is not to lure the users into a long exploration with wow effects and complex design. Your goal is to quickly and easily let them interact with the data and content. The easier, more intuitive, and understandable the interface is, the faster the users will perform their tasks and analyze the data presented on the dashboard.

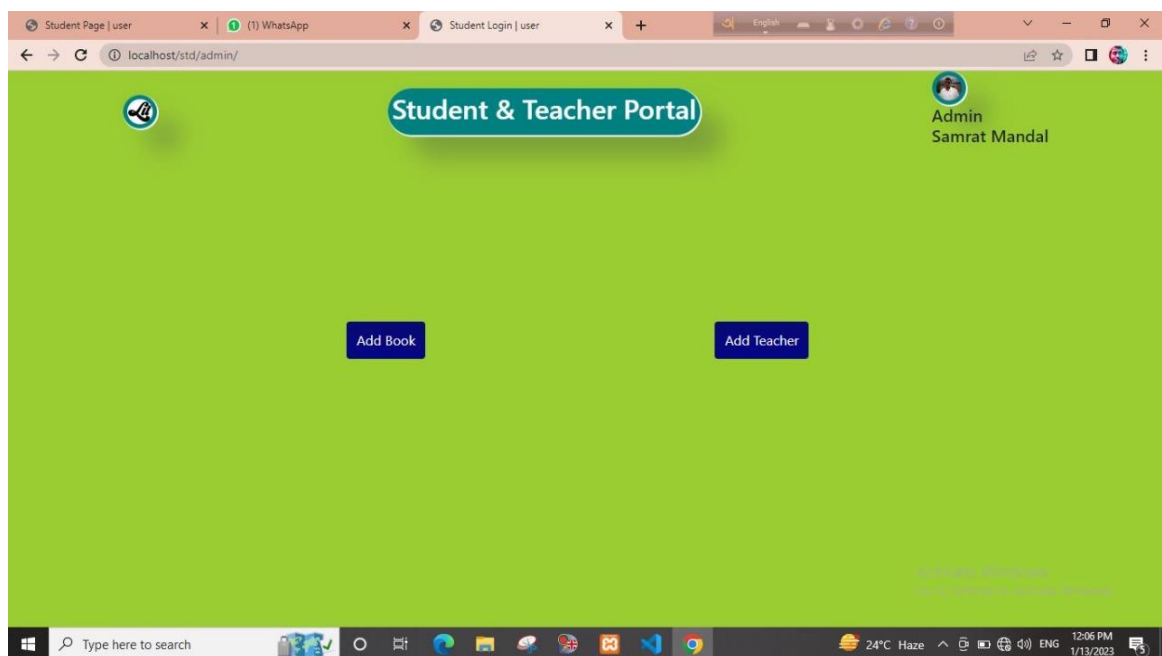


Fig-5.6.1: Admin Interface Design

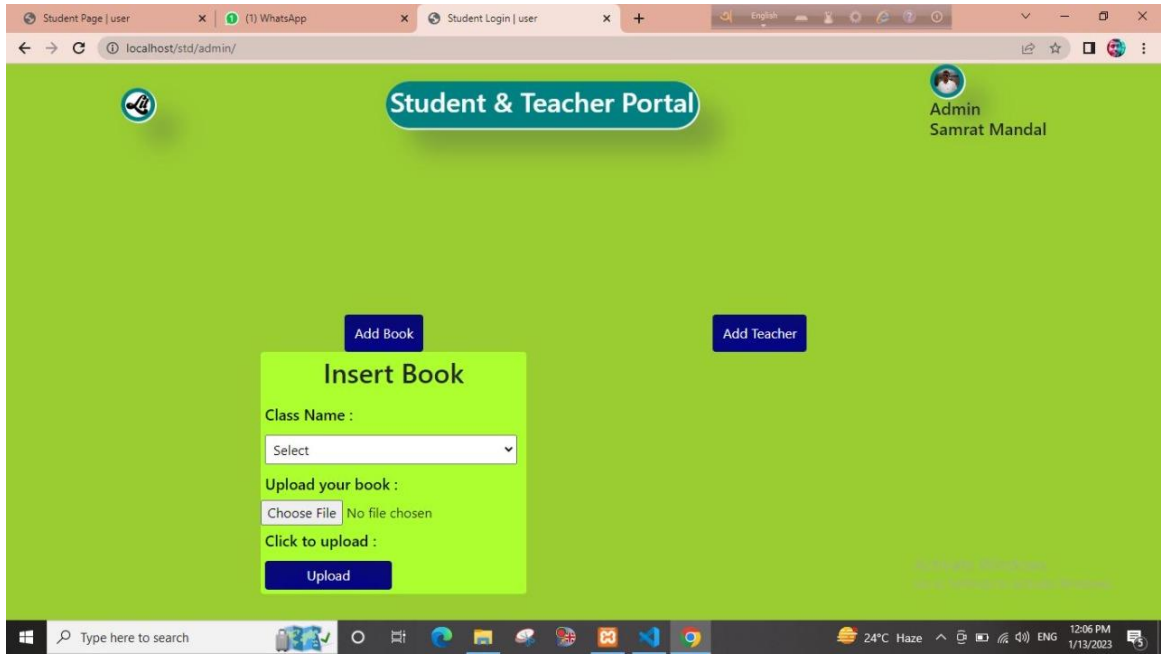


Fig-5.6.2: Admin Interface Design

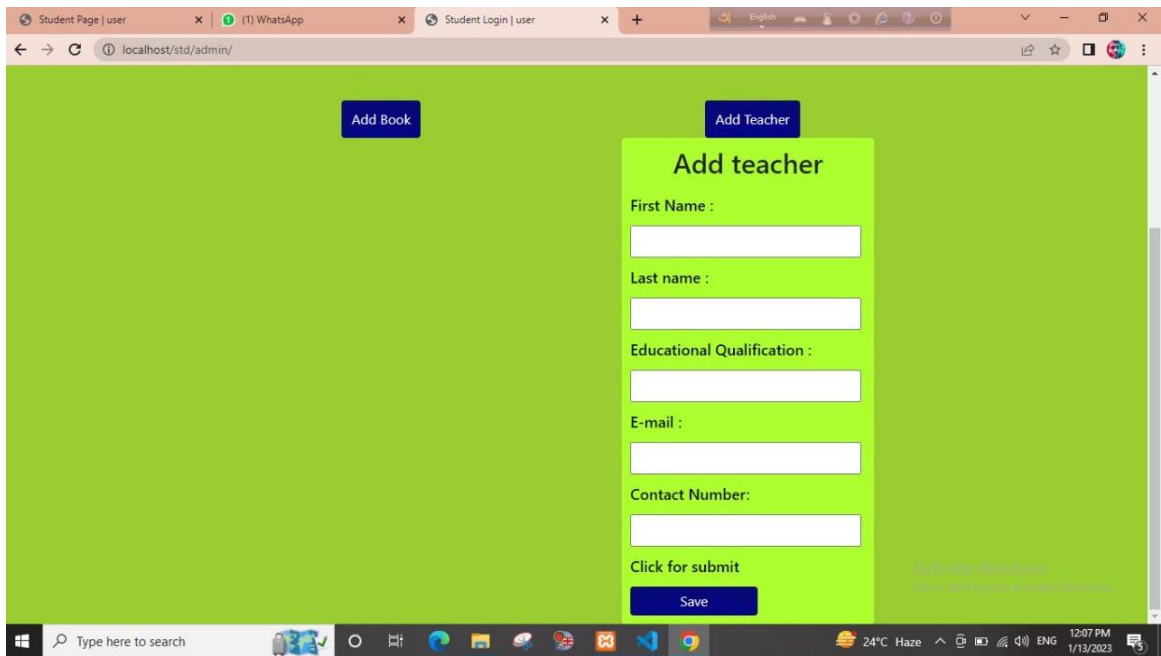


Fig-5.6.3: Admin Interface Design

5.7 DATABASE NAME

Through the studentsportal, students now will be able to see their courses and course content. Students will be able to download e-books and check the course curriculum. They will review their lessons online, download any media files associated with the lesson and watch them online.

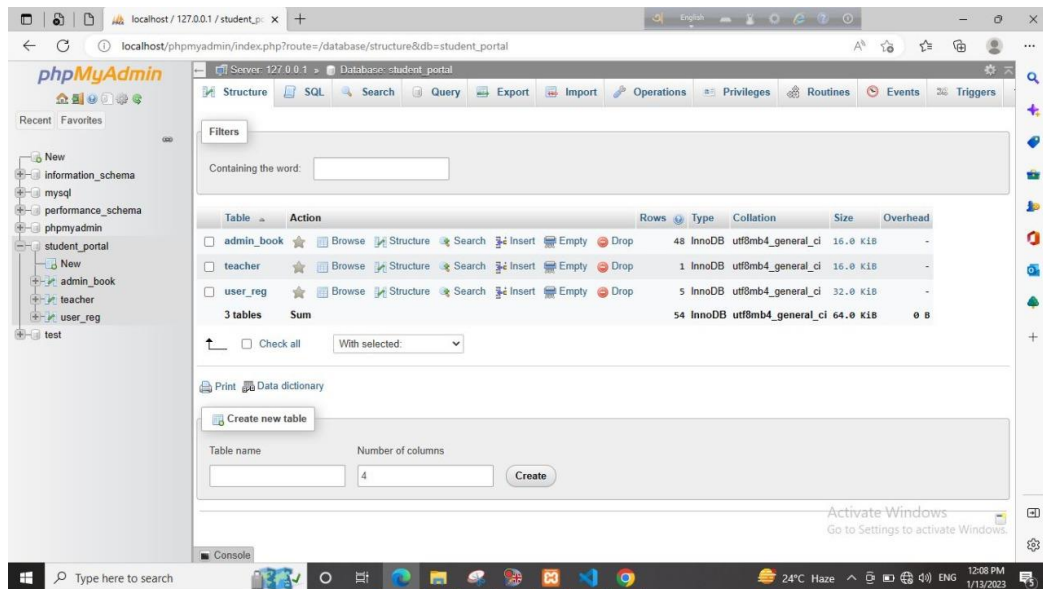


Fig-5.7.1: Database

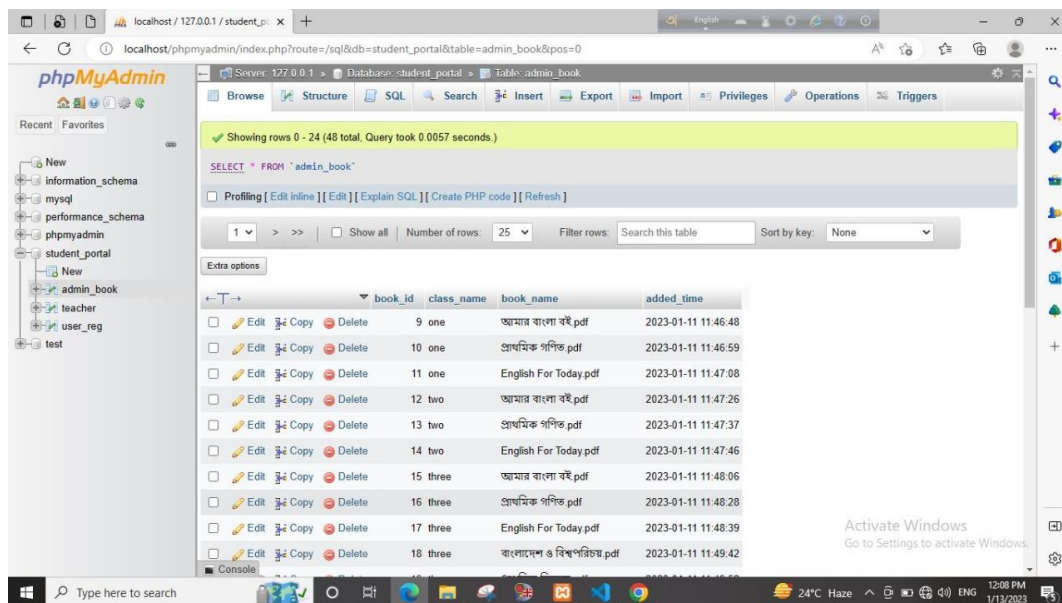


Fig-5.7.2: Database

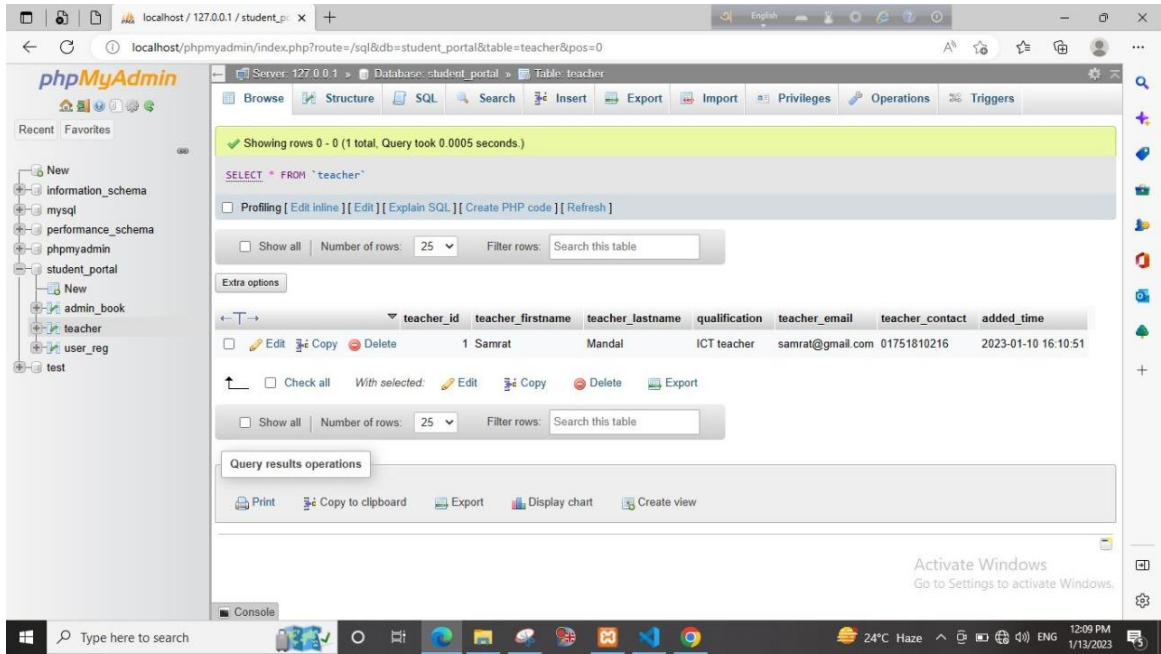


Fig-5.7.3: Database

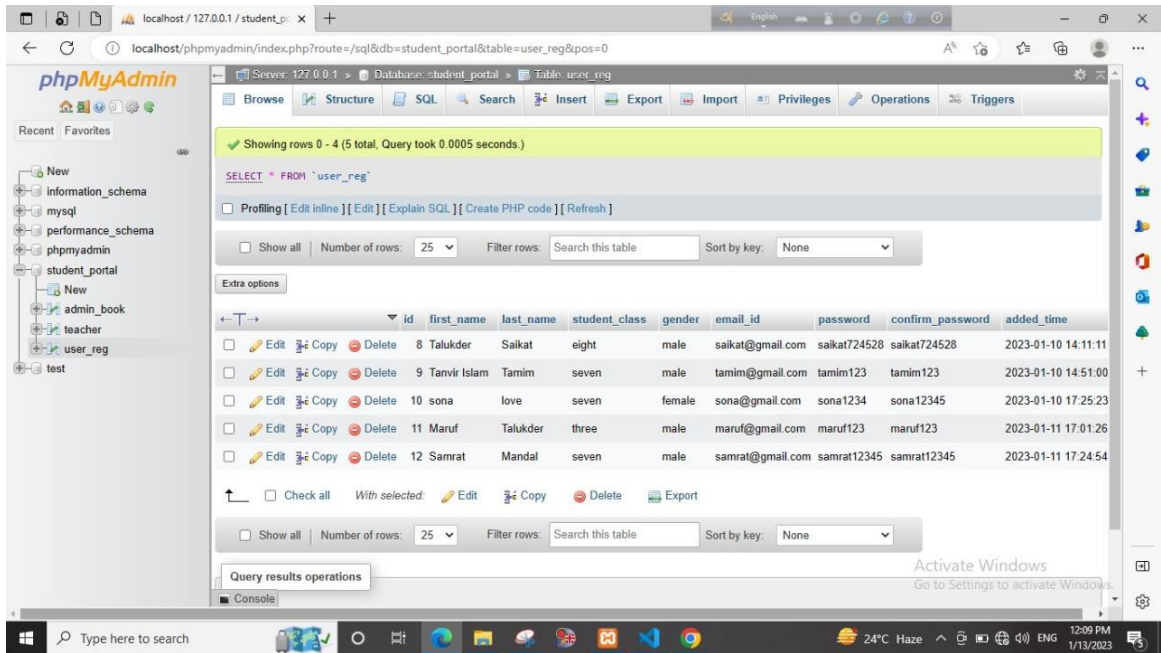


Fig-5.7.4: Database

CHAPTER 6

CONCLUSION AND FUTURE WORKS

6.1 CONCLUSION

Developing an online student portal to promote a greater count of students to splurge into the field of Education. It will provide ease to the students in getting whole information regarding studies and also provide facility to interact with admin to get additional information. It will provide flexibility and sphostication to students. It provide mean of collaborative learning to the students.

6.2 FUTURE WORKS

The interviewing method, used in this study, brought out users' authentic reactions and ideas about the system. However, the method does present limitations [4], as there are often differences between what users say about the system and what they actually do on the system. Hence, direct observation via usability testing or web analytic data on the usage of student portal might be sometimes needed to supplement interviews. It therefore remains a question for future research to explore the extent to which factors identified in this study will also hold for student university systems adoption for other samples and with other research tools. The implications of the current research suggest number of research questions which would be suitable for future quantitative examination. It would also be interesting to investigate some of the newly identified themes in a wider range of student portal technology applications.

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