PROJECT MANAGEMENT SYSTEM

Soundarya Mylara[*1], Lavanya K [*2], Sushma D.N [*3], Vaishnavi B [*4], Sarvar Begum[*5]

[*1,2,3,4] VTU, CSE, RYM Engineering College, Ballari, Karnataka, India.

[*5] Department of CSE, RYM Engineering College, Ballari, Karnataka, India.

ABSTRACT

The Project management web application is a platform that aims to simplify and streamline the process of submitting projects for students and lecturers. This web application is developed using Firebase and PHP, which provide a secure and efficient platform for data storage and management. Students can create an account, browse their tasks, and submit their projects by attaching the necessary files. Lecturers can view projects, and monitor student progress. This project aims to create an efficient and user-friendly platform that enables students and lecturers to easily manage and track projects, reducing the paperwork and improving the overall learning and submitting experience.

Keywords: Student, Project, File Upload, PHP, Firebase.

I.   INTRODUCTION

Since the old days in colleges, the education system has only used paper as their main source for writing assignments, project reports, and exams. As a result, each student in a college uses almost hundreds of papers in a single year. The lecturers in the college have to maintain hundreds of papers for all the students which has been quite a difficult task. And when the student submits a project, they again need to maintain the record of students who have submitted and not submitted. Even if students submit an assignment late it needs to be recorded otherwise the late submitted students get mixed with the students who did the work on time. Now talking from the student's perspective, If they are well and miss their lecture they never know the assignments or projects assigned until the last day of submission. The solution for all the problems mentioned above would be to create a digital platform that helps both students and lecturers to submit the projects and collect them respectively.

II.   METHODOLOGY

Sequence Diagram

A sequence diagram is used to demonstrate the order of objects that are been sent by the actor or user.
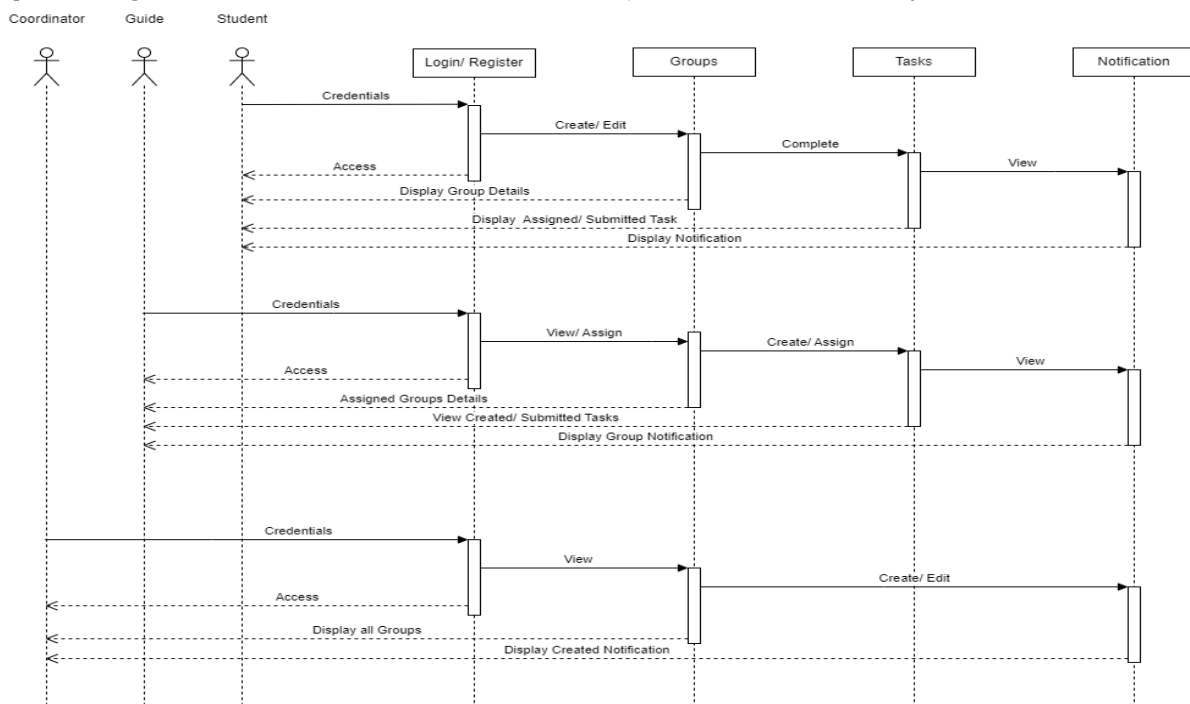

Figure 1: Sequence Diagram

System Architecture

An architecture diagram is used to define the structure, and behavior of a system. The below diagram represents both the structural and behavioral concepts of the system.
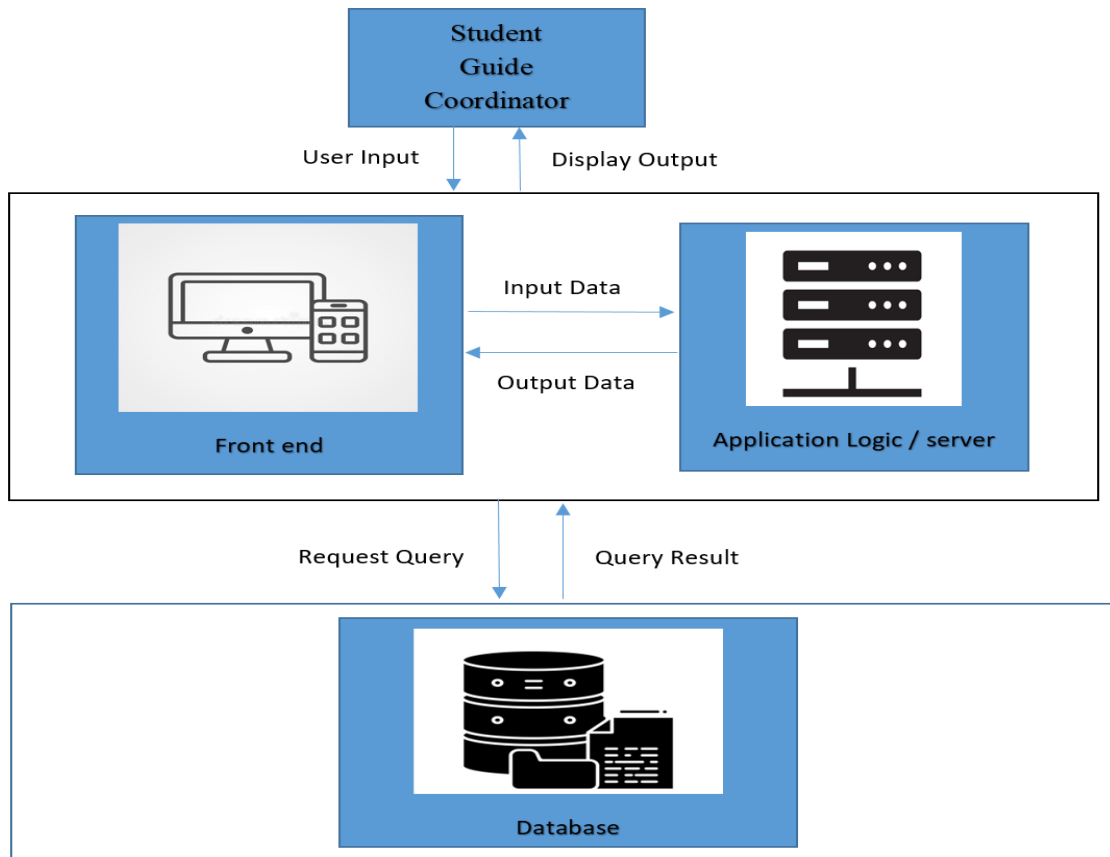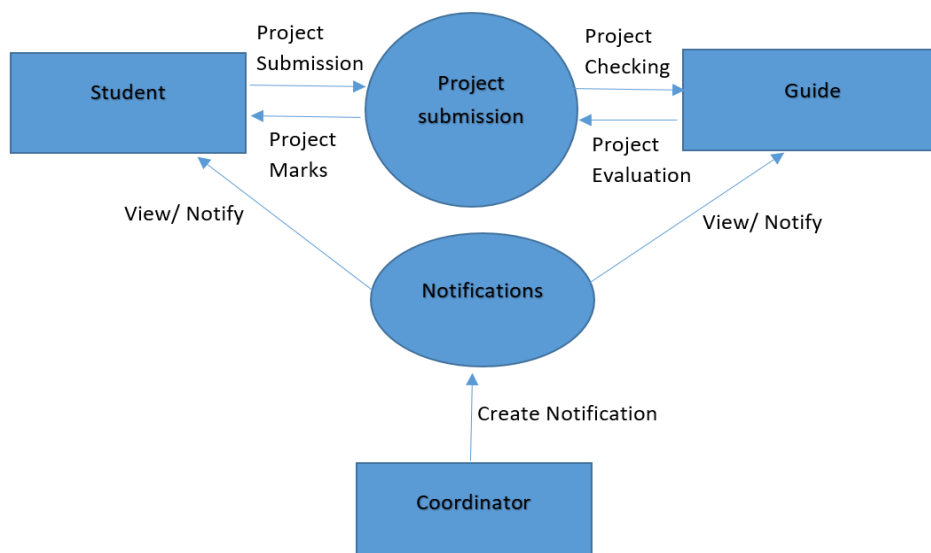

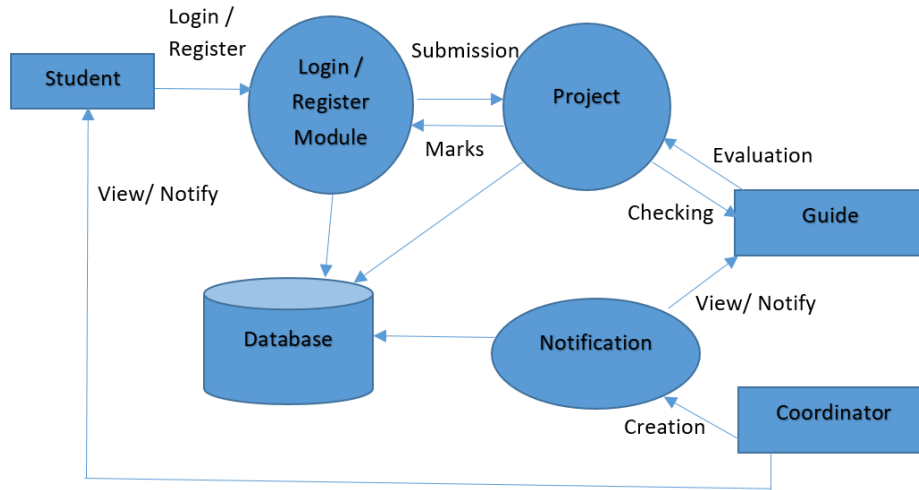**Figure 2:** System Diagram

Data Flow Diagram

A data-flow diagram is a way of representing a flow of data through a process or a system. The DFD also provides information about the outputs and inputs of each entity of a system.
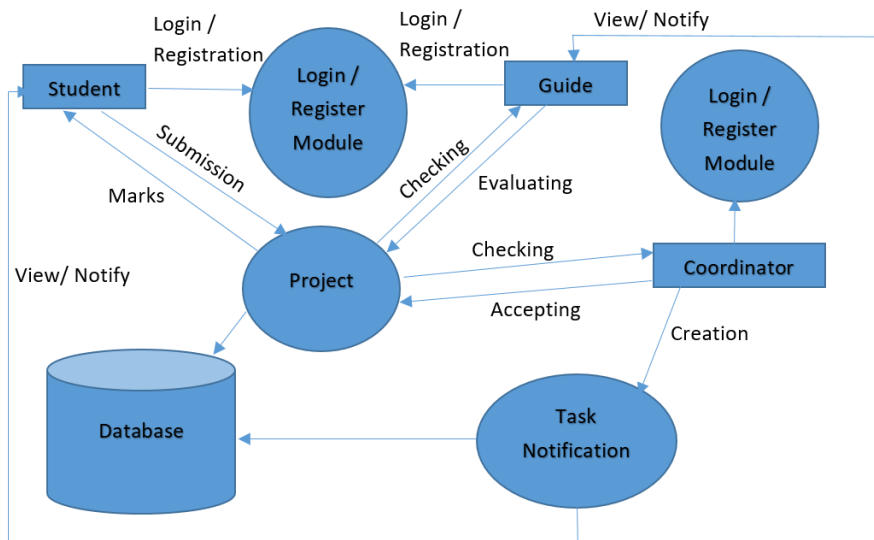
Level 0

Level 1

Level 2

Figure 3: Data Flow Diagram

I.   MODELING AND ANALYSIS

The table outlines the description of the modules implemented in the system.

Login/ Register	Users are able to create an account according to their role. And also are able to log in to the system using the registered credentials according to their roles.
Groups	Students are able to create/ edit their group and also able to choose a domain and topic of their interest. Guides are able to view groups of their particular domain and are able to assign themselves.
Tasks	Guides are able to create and edit the task and are able to assign them to their groups. Students are able

	to view assigned tasks and also able to complete them.
Notification	The coordinator is able to create a notification notifying all the groups regarding the deadlines. Guide and Students are able to view the created notification by the coordinator.

Table 1: Module Description

III. RESULTS AND DISCUSSION

The results of this project are as expected and have met all the requirements specified. Users are able to register themselves on the website and are able to perform the tasks according to their roles. The students are able to submit their work and reports to Guides. Guides are able to create and check the tasks. Coordinators are able to create notifications.
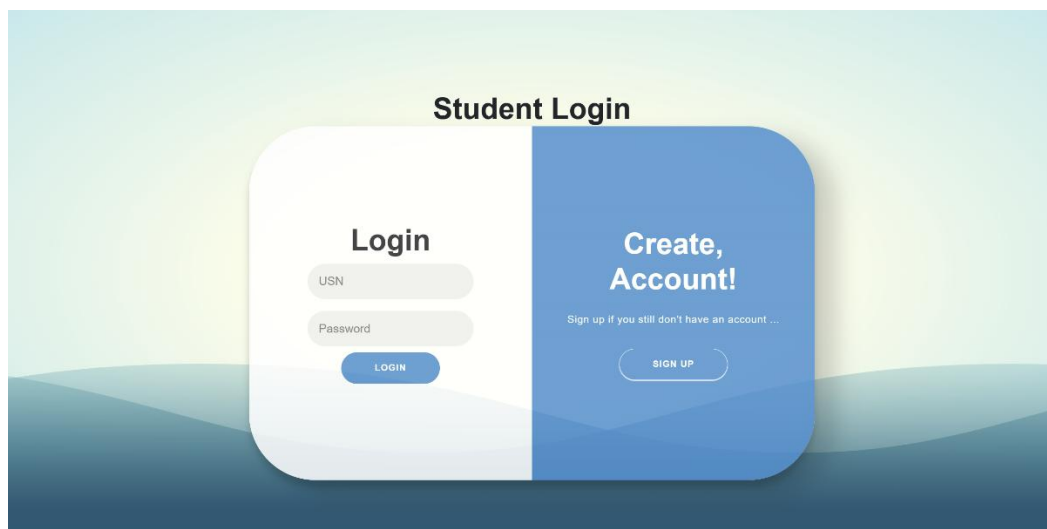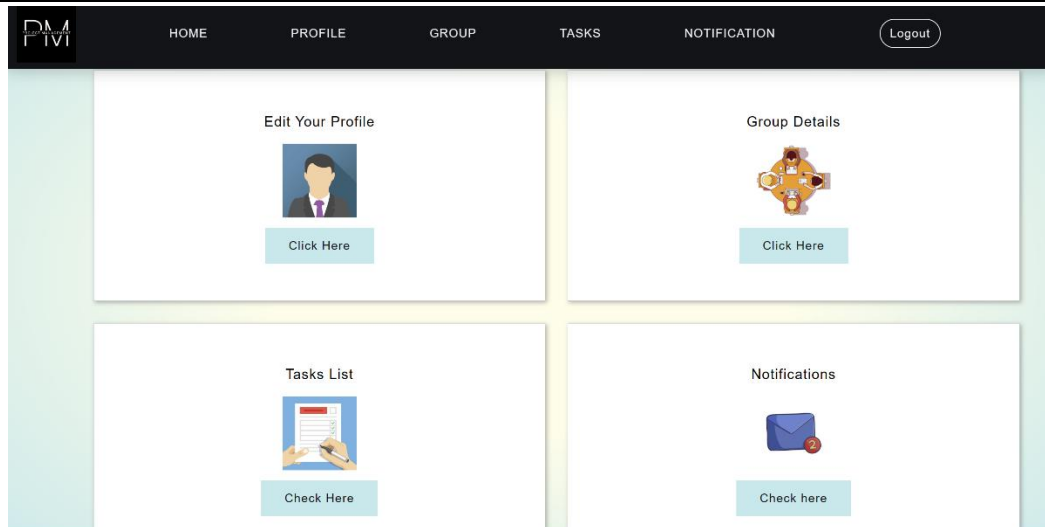

Figure 4: Home Page

Figure 5: User Login Page
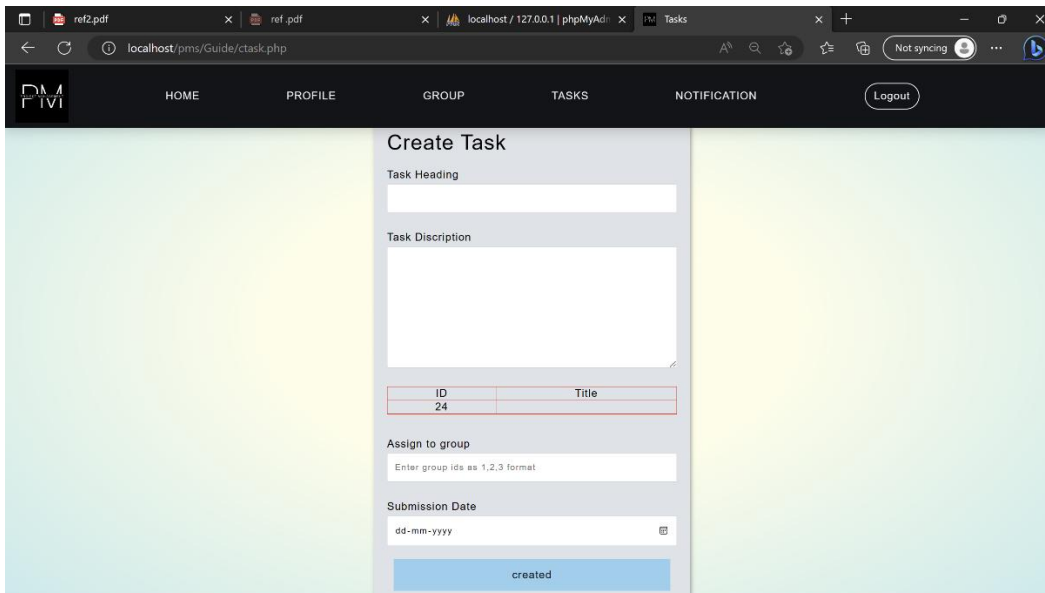
Figure 6; Users Home Page
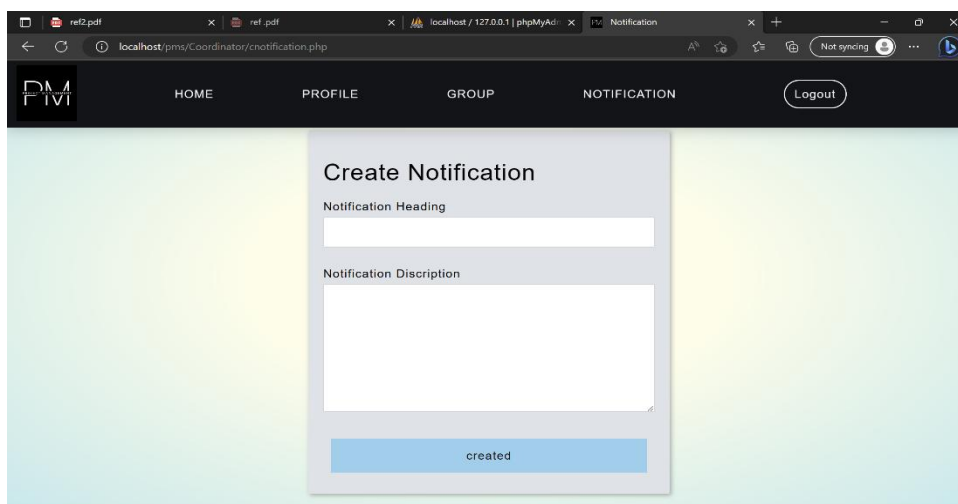

Figure 7: Guide Task Creation Page

Figure 8: Coordinator Notification Creation Page

IV.   CONCLUSION

In this project, we are digitalizing the process of project submission so that students, guides, and coordinators can register/log in. Students can view the tasks assigned and the deadlines of the task. They will also be able to submit the project and reports via the website. Guides will be able to maintain their group and check and evaluate the projects and reports submitted. The Coordinators are able to create tasks and add deadlines for them.

V.   REFERENCES

[1]   A. M. Quteishat, A. Al-Mofleh, M. Al-Mefleh and M. S. Al-Batah, "Module for online assignment submission," 2011 Fourth International Conference on Modeling, Simulation and Applied Optimization, 2011, pp. 1-6, doi: 10.1109/ICMSAO.2011.5775475.

[2]   F. Domenach and G. Portides, "PASS — A programming assignment submission system," 2015 International Conference on Interactive Mobile Communication Technologies and Learning (IMCL), 2015, pp. 195-199, doi: 10.1109/IMCTL.2015.7359585.

[3]   R. A. Wahab and S. Al-Alaiwat, "Student's Attitudes towards Online Assignment Submission at College of Health Sciences, University of Bahrain," 2015 Fifth International Conference on e-Learning (econf), 2015, pp. 403-407, doi: 10.1109/ECONF.2015.44.

[4]   Syed Hasan, "Online Assignment Submission & Feedback System", 2016 Asia Pacific University of Technology and Innovation, 2016, doi: 10.13140/RG.2.2.32238.00323.

[5]   Tai Kainath, Ansari Rayan, Khan Juned, Prof. Mukhtar Ansari , "Online Assignment System", 2020 and IRJET 2395-0056.

[6]   Anuradha Joshi, Shaista Saiyed, Amrit Virk, Tejinder Shing, "Online Assignment Concept and Application", 2020 and Journal of Research in Medical Education & Ethics 10.5958/2231-6728.2020.00015.3.

[7]   Alamdar Hussain, "Implementation of online assignment submission with instant feedback in a pharmacy course", 2021 and American University of Health Sciences.

[8]   Arif Cem Topuz, Eda Saka , Ömer Faruk Fatsa and Engin Kurşun, "Emerging trends of online assessment systems in the emergency remote teaching period", 2022 and Topuz et al. Smart Learning Environments.