

FINAL YEAR PROJECT REPORT BACTUTOR MANAGEMENT SYSTEM

In fulfillment of the requirement
For degree of
BS (COMPUTER SCIENCES)

By

MOIZ AHMED PARKASH KUMAR 45992 BSCS 54080 BSCS

SUPERVISED

BY

MUHAMMAD IQBAL

BAHRIA UNIVERSITY (KARACHI CAMPUS)

FALL-2022

DECLARATION

We hereby declare that this project report is based on our original work except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other degree or award at Bahria University or other institutions.

Signature:

Moiz

lankash

Name

Moiz Ahmed

Reg No.

45992

Signature:

Parkash Kumar

Reg No.

Name

54080

Date

2/2/2022.

The copyright of this report belongs to Bahria University according to the Intellectual Property Policy of Bahria University BUORIC-P15 amended in April 2019. The due acknowledgment shall always be made of the use of any material contained in, or derived from, this report.

© 2019 Bahria University. All right reserved.

ACKNOWLEDGEMENTS

First of all, we thank Almighty Allah who praises us with the ability to think, work and deliver what we are assigned to do. Secondly, we would like to express our special thanks of gratitude to our Supervisor Sir Muhammad Iqbal for giving us the golden opportunity to do this wonderful report on the topic BacTutor Management System which helps us in doing a lot of research and we came to know about so many new things. We also acknowledge our teachers that throughout our studies help us and guide us, departmental staff, university staff, or other than this.

BACTUTOR MANAGEMENT SYSTEM

ABSTRACT

BacTutors for students are used to target the students and teachers of almost any country, city, and area but for the time being, we have accomplished this within our city domain. The main and substantial scope of this project is that any student present in the targeted area will use it to hire a tutor at the nearest location and an affordable fee. The need for this website is that as we have studied and faced so many issues in finding tutors best to our need in these harsh times of Covid-19. On our Website, we have made a Webbased application that will allow students and teachers to collaborate wising the easy UI of the website after signing in to it. The field of the actuator has gained increasing popularity for the right reasons. Over the last years, intuitive learning software has seen leaps in offering a complete learning experience that is fun, interactive, and ultimately engaging so what exactly is an e-learning platform. An online learning platform is an integrated set of interactive online services that provide trainers, learners, and others involved in education with information, tools, and resources to support and enhance educational delivery and management. BacTutor provides online instruction that can be delivered any time through web-based courseware online discussion groups live through webchat. fulfills the thirst of students and offers tutors to their nearest location. any time and any age through a wide range of actuator solutions while compared the traditional learning system. it also provides rapid access to specific knowledge and specification. Student can select their teacher according to their subject

TABLE OF CONTENTS

DECLARATION

APPROVAL FOR SUBMISSION	iii
ACKNOWLEDGEMENT	v
ABSTRACT	vi
TABLE OF CONTENTS	viii
LIST OF TABLES	x
LIST OF FIGURES	xi
LIST OF SYMBOL/ABBREVIATIONS	xii
CHAPTER	
CHAPTER 1	13
INTRODUCTION	13
1.1:Background	13
1.2: Problem Statement	13
1.3:Aims and Objective:	
1.3.1:Key Benefits	14
1.4: Scope of the project	15
CHAPTER 2	
	10

LITERATURE REVIEW	16
2.1: Challenges	
2.1.1:Quality Content Development:	
2.1.2:Lack of Commitment:	18
2.1.3:Feedback and credibility:	18
2.2:State of the Art:	18
2.3:Motivation and Need	
CHAPTER 3	
DESIGN AND METHODLOGY	
3.1:Software Development Life Cycle:	
3.2:Web Architecture Design:	
3.2.1: User Designed Role:	
3.3: Web Design	
3.3.1:Front-end Design:	
3.3.2:Data Base Design:	23
3.3.3:Server Side Using Node-js:	24
3.4: Methodology	26
3.4.1:Agile:	
CHAPTER 4	
PROJECT DESIGN & DEVELOPMENT	28
4.1:Front-end-design:	28
4.1.1:Front-End Development code:	37
5.1.2:BackenD Development	55
e.preventDefault();	66
4.2: Gantt Chart:	
4.3:Team Structure:	
CHAPTER 5	
TESTING	
5.1:SOFTWARE TESTING LIFE CYCLE:	
5.2:Make the Comprehensive Test Scenario and Test cases:	

5	5.2.1:Test Scenario and Test cases for student:	73
5	5.2.2:Test scenario and test cases for teacher:	73
5.	.3:FRONT END DESIGN TESTING	75
CHAI	PTER 6	78
CON	CLUSION AND FUTURE SCOPE	78
6.	.1:CONCLUSION	78
6.	.2:Future Plans:	78
REFE	ERENCES	79