

***A Hassle-Free & Intelligent Web Based Attendance
System using Single Page Application***

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

**By
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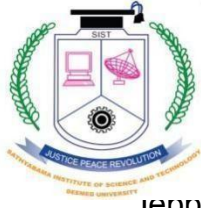


**DEPARTMENT OF COMPUTER SCIENCE AND
ENGINEERING SCHOOL OF COMPUTING**

SATHYABAMA

**INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY) Accredited with Grade "A" by
NAAC JEPPIAAR NAGAR, RAJIV GANDHI SALAI, CHENNAI
– 600 119**

MARCH - 2021



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DEPARTMENT OF COMPUTER SCIENCE AND

ENGINEERING BONAFIDE CERTIFICATE

This is to certify that this project report is the bonafide work of **CHINTAPATHI HEMA KIRAN REDDY(Reg. No.37110153)** who carried out the project entitled "***A Hassle-Free & Intelligent Web Based Attendance System using Single Page Application***" under my supervision from **August 2020** to **March 2021**.

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Head of the Department

Submitted for Viva voce Examination held on_____

Internal Examiner

External Examiner

DECLARATION

I **CHINTAPARTHI HEMA KIRAN REDDY** hereby declare that the Project Report entitled “***A Hassle-Free &Intelligent Web Based Attendance System using Single Page Application***” is done by me under the guidance of **Mr.A.Yovan Felix,M.E(Ph.D).**,Department of Computer Science and Engineering at Sathyabama Institute of Science and Technology is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering degree in Computer Science and Engineering.

DATE:

PLACE: CHENNAI

SIGNATURE OF THE CANDIDATE

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ABSTRACT

This study focuses on the development of a web-based attendance system with RFID in a Indonesian higher education institution. The development of this system is motivated due to the fact that the students' attendance records are one of the important elements that reflect their academic achievements. However, the current manual practice implemented is causing such a hassle. Empowering the usage of the new RFID based student card, a new web based- attendance system has been built to cater the recording and reporting of not just the student's attendances, but also the lecturer's and taught topics in the class. The development of this system is inspired by the senior management. And the system can be easily accessed through the learning management system and can generate a report in real time. This paper will discuss in details the development until the maintaining phase of the system. Result achieved is the innovation of developing the system proved reliable to support related business processes and empowered the intention to maximize the usage of the RFID card. Considered

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CHAPTER 1

INTRODUCTION

This study focuses on the development of a web-based attendance system with RFID in a Indonesian higher education institution. The development of this system is motivated due to the fact that the students' attendance records are one of the important elements that reflect their academic achievements. However, the current manual practice implemented is causing such a hassle. Empowering the usage of the new RFID based student card, a new web based- attendance system has been built to cater the recording and reporting of not just the student's attendances, but also the lecturer's and taught topics in the class. The development of this system is inspired by the senior management. And the system can be easily accessed through the learning management system and can generate a report in real time. This paper will discuss in details the development until the maintaining phase of the system. Result achieved is the innovation of developing the system proved reliable to support related business processes and empowered the intention to maximize the usage of the RFID card. Considered.

Overview

The traditional attendance system needs student's to physically sign the attendance sheet each time for the attendance of each class. This is unnecessarily timeconsuming to notice and mark student's name on the attendance sheet. This also happens that some students may accidentally or willingly mark the student's name like as proxy. The hard copy of attendance sheet may get lost.

Its purpose is to make a web based attendance software for ICIT department to register the student details; their subjects, teachers, and related field. The daily attendance of students are taken automatically by selecting student name and program, If the student was present then the present check box is clicked similarly if the student was absent then the absent check Box is clicked instead

of the present check box, and by clicking the save button information will be

stored in database. The attendance report will be generated automatically without time consuming which is reliable and there will be not any mistakes.

Scope of the Project

The main contributions of this project therefore are:

- Data Analysis

- Dataset

- Preprocessing

- Training the Model

- Testing of Dataset

Domain overview

Machine Learning is the most popular technique of predicting the future or classifying information to help people in making necessary decisions. Machine Learning algorithms are trained over instances or examples through which they learn from past experiences and also analyze the historical data. Therefore, as it trains over the examples, again and again, it is able to identify patterns in order to make predictions about the future. Data is the core backbone of machine learning algorithms. With the help of the historical data, we are able to create more data by training these machine learning algorithms. For example, Generative Adversarial Networks are an advanced concept of Machine Learning that learns from the historical images through which they are capable of generating more images. This is also applied towards speech and text synthesis. Therefore, Machine Learning has opened up a vast potential for data science applications.

Machine Learning

Machine Learning combines computer science, mathematics, and statistics. Statistics is essential for drawing inferences from the data. Mathematics is useful for developing machine learning models and finally, computer science is used for implementing algorithms. However, simply building models is not enough. You must also optimize and tune the model appropriately so that it provides you with accurate results. Optimization techniques involve tuning the hyperparameters to reach an optimum result.

The world today is evolving and so are the needs and requirements of people. Furthermore, we are witnessing a fourth industrial revolution of data. In

order to derive meaningful insights from this data and learn from the way in which people and the system interface with the data, we need computational algorithms

that can churn the data and provide us with results that would benefit us in various ways. Machine Learning has revolutionized industries like medicine, healthcare, manufacturing, banking, and several other industries. Therefore, Machine Learning has become an essential part of modern industry. Data is expanding exponentially and in order to harness the power of this data, added by the massive increase in computation power, Machine Learning has added another dimension to the way we perceive information. Machine Learning is being utilized everywhere. The electronic devices you use, the applications that are part of your everyday life are powered by powerful machine learning algorithms.

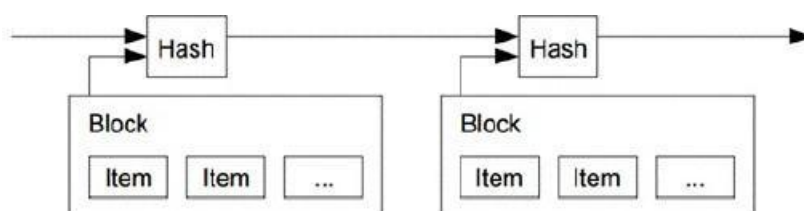
With an exponential increase in data, there is a need for having a system that can handle this massive load of data. Machine Learning models like Deep Learning allow the vast majority of data to be handled with an accurate generation of predictions. Machine Learning has revolutionized the way we perceive information and the various insights we can gain out of it. These machine learning algorithms use the patterns contained in the training data to perform classification and future predictions.

Whenever any new input is introduced to the ML model, it applies its learned patterns over the new data to make future predictions. Based on the final accuracy, one can optimize their models using various standardized approaches. In this way, Machine Learning model learns to adapt to new examples and produce better results.

Types of Machine Learning

Machine Learning Algorithms can be classified into 3 types as follows –

1. Supervised Learning
2. Unsupervised Learning
3. Reinforcement Learning



Supervised Learning

In the majority of supervised learning applications, the ultimate goal is to develop a finely tuned predictor function $h(x)$ (sometimes called the “hypothesis”). “Learning” consists of using sophisticated mathematical algorithms to optimize this function so that, given input data x about a certain domain (say, square footage of a house), it will accurately predict some interesting value $h(x)$ (say, market price for said house).

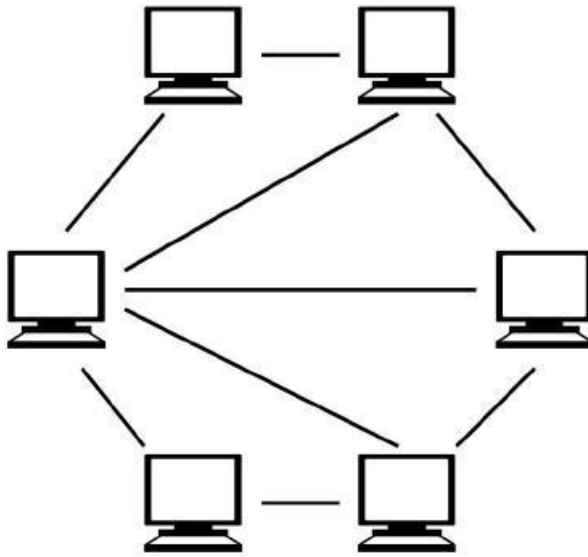
$$h(x_1, x_2, x_3, x_4) = \theta_0 + \theta_1 x_1 + \theta_2 x_3^2 + \theta_3 x_3 x_4 + \theta_4 x_1^3 x_2^2 + \theta_5 x_2 x_3^4 x_4^2$$

This function takes input in four dimensions and has a variety of polynomial terms. Deriving a normal equation for this function is a significant challenge. Many modern machine learning problems take thousands or even millions of dimensions of data to build predictions using hundreds of coefficients. Predicting how an organism’s genome will be expressed, or what the climate will be like in fifty years, are examples of such complex problems.

Under supervised ML, two major subcategories are:

- Regression machine learning systems: Systems where the value being predicted falls somewhere on a continuous spectrum. These systems help us with questions of “How much?” or “How many?”.
- Classification machine learning systems: Systems where we seek a yes-or-no prediction, such as “Is this tumor cancerous?”, “Does this cookie meet our quality standards?”, and so on.

In practice, x almost always represents multiple data points. So, for example, a housing price predictor might take not only square-footage (x_1) but also number of bedrooms (x_2), number of bathrooms (x_3), number of floors (x_4), year built (x_5), zip code (x_6), and so forth. Determining which inputs to use is an important part of ML design. However, for the sake of explanation, it is easiest to assume a single input value is used.



Steps Involved in Supervised Learning:

- First Determine the type of training dataset
- Collect/Gather the labelled training data.
- Split the training dataset into training dataset, test dataset, and validation dataset.
- Determine the input features of the training dataset, which should have enough knowledge so that the model can accurately predict the output.
- Determine the suitable algorithm for the model, such as support vector machine, decision tree, etc.
- Execute the algorithm on the training dataset. Sometimes we need validation sets as the control parameters, which are the subset of training datasets.
- Evaluate the accuracy of the model by providing the test set.

Regression

Regression algorithms are used if there is a relationship between the input variable and the output variable. It is used for the prediction of continuous variables, such as Weather forecasting, Market Trends, etc.

1. Linear Regression

2. Regression Trees

3. Non-Linear Regression
4. Bayesian Linear Regression
5. Polynomial Regression

Classification

Classification algorithms are used when the output variable is categorical, which means there are two classes such as Yes-No, Male-Female, True-false, etc.

Spam Filtering,

- Random Forest
- Decision Tree
- Logistic Regression
- Support vector Machines

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	Literature Survey 1
Title	Smart Attendance System using QR Code
Authors	Asri Nuhi, Agon Memeti, Betim Cico, Florinda Imeri

Published Year	2020
Efficiency	✓ Improve their college performance by adopted web-based application ✓ Increasing globally, without boundaries ✓ Better closer partnerships between a college and its students
Drawbacks	↓ Time-constraint ↓ Do not provides effectiveness and efficiency in administering ↓ Does not improve Staff Productivity
Description	In higher education institutions, student participation in the classroom is directly related to their academic performance. However, the majority of student attendance registration is still conventionally done, which is tedious and time-consuming, especially for those courses that involve large numbers of students. Over the years, attendance management has been conducted manually at most of the universities. To overcome the manual attendance issues, we proposed and implemented a smart attendance system with the aim to encourage the potential use of the Quick Response (QR) code as a future attendance management system, to track and record student attendance in lectures

	and exercises for all relevant courses, as an aim of this paper. The proposed model is divided into three modules: the first module is the module of the administrators, which consists of 3 types: admin, head of study program and administrator of the study program. The role of the main Administrator is to backup the system and database, edit it, manage and insert professors, students, faculty, study programs, as well as create heads of study programs and administrators for the respective study programs. On the other hand, the head of the study program has the opportunity for the semester to make a schedule for the professors, by setting the time when the class will be held, adding departments to the respective program, and the administrator of the study program is responsible to select the courses that the respective student should attend during that semester. The second module is the attendance record, which will be carried out through a device in each classroom that will be connected to a camera device and the internet. It will enable QR code reading using the Instascan JS library, the system will read the QR code which contains the unique professor or student ID. The code is initially read by the professor, which enables him to register the lecture held by the respective professor, within a specified time interval, based on the schedule inserted by the head of the study program. Then, based on the day and time interval, the system starts the class that the professor should be attending that day, and it automatically registers the class as completed and for that date inserts all students attending that course with 'Absent' status. The next page opens and the camera opens to read the QR code, but now the student has to read his code to the device. There is the whole list of students attending the course and each student reads their unique QR code in order
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	to change their status to 'Present'. With each code reading, the system checks in the database, and depending on whether the status will change or not, whether the student is assigned the course or not, the system displays a message about the current state. And when the professor reads his QR code again the class ends successfully.
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Literature Survey 2	
Title	Design of Attendance Checking Management System for College Classroom Students Based on Fingerprint Recognition
Authors	Dongmei Feng, Peng Wang, Lei Zu
Published Year	2020
Efficiency	✓ Ability To Deliver High Quality Results ✓ Bound to a variety of transport protocols ✓ Built-in error handling
Drawbacks	✓ Create problems include errors ✓ Cause an overall distortion and affect the identification accuracy ✓ It is not an easy-to-use method
Description	In view of the situation that the traditional way of is checking in attendance by teachers in the daily classroom in Colleges and universities, exist such as answering on behalf of others, wasting class time, low efficiency which are not conducive to the management of students' attendance. The independent pressure fingerprint recognition modules of SM-2B series

	launched by Hangzhou Zhongzheng Company are
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	redeveloped against the background of the present situation of students' classroom attendance in Tianjin Tianshi College. The fingerprint attendance system for college students is designed by combining VB, VC++ programming language and MySQL database. The fingerprint registration and attendance checking management platform was established on the classroom teacher's computer, and the attendance information was stored in the database which ever can be inquired on the server. The test results show that the attendance system can query and manage the students' attendance conveniently, and the system is stable and scalable. The teaching computer in the classroom is used for lower computer in the system which connects the fingerprint instrument through the USB interface. The functions of fingerprint information collection, comparison, identification, student's attendance and teacher interface management are realized by the lower computer. The upper computer is located in the Educational Administration Office (or teaching supervisor office) of the school, which is mainly operated by the administrator to realize the query management of attendance. The communication between the lower computer and the upper computer is realized by LAN. The basic information of students can exist in the database after inputting the fingerprint. In order to facilitate the management and maintenance, the fingerprint can exist in the database in the form of fingerprint number and student number. Each teacher machine only needs to register fingerprint information once to sign in permanently. The students select the class and the course to be signed in when they entering the sign in interface after the teacher logs
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	in and click the “sign in” button. The students enter the fingerprint of their own registered by the fingerprint analyzer and comparing with the template fingerprint information. The attendance time information is Wrote into the time column in the attendance database when the comparison is successfully.
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Literature Survey 3	
Title	Attendance Checker for Students of Mapúa University
Authors	Analyn N. Yumang, Dionis Padilla, Marianne Sejera, Alyssa Camille U. Pajarillo, Garret Van Laurent B. Palmiano, Martin Miguel F. Racho
Published Year	2017
Efficiency	✓ Excellent empirical performance ✓ Competitive Accuracy ✓ Quick Calculation Time
Drawbacks	✓ Design's effectiveness is less ✓ Cannot help the social interactions ✓ Does not support Wireless technology

Description	The core component of our visual analytics technique is the visual analysis workspace. This is the interface in which users interact with the processed data and topic modeling output. We designed the visual interface as a dynamic workspace with consistent visual encoding to facilitate performing the mentally challenging exercise of comparing the different models and their document distributions. One central design consideration for both the usability and aesthetic appeal of the workspace is to use a visual linkage between the different shown components. For example, we always place the two topic models on the two sides of the screen, referring to them as the left and right model. This visualization relies on the output of an automatic topic matching approach that identifies three levels of topic matches: complete matches, similarity-only matches, and mismatches. Attendance checking can be tedious as there are hundreds or even thousands of students to be checked every day whether they attend class or not and instances where checking attendances manually just makes it worse. This design aims to create a method of checking the attendances of students without the use of the traditional pen and paper method. The design made use of the RFID tags within the school ID of the students, Raspberry Pi as the processing unit of the system, and an android application that operates the entire system. The results include successes in the functionalities of the sign including registration of students and checking of the attendance itself. It can be concluded that the design's effectiveness enables the professor to check the attendance of the students without the use of the pen and paper method. The general design of the system is mainly composed of 5 parts. The first part, which is the RFID, is the Mapúa student
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	ID. It contains a unique code that represents each and every
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	student in the school. It will serve as the attendance of the student once it is tapped on the RFID scanner. This code is sent to the Raspberry Pi using an RFID scanner. The system will detect the student ID and record their attendance[8]. The Raspberry Pi is responsible for (a) storing the unique ID from the students' ID done through registration; (b) recording the timestamp when the ID was tapped; (c) determining whether the student belongs to the specific class or not. Through wireless LAN, the instructor is able to retrieve the attendance record and update the file. The Raspberry Pi uses a USB wireless dongle that has a hotspot capability so that a smartphone can connect to it. The smartphone uses an application to interface with the device[A software application is installed and executed in the smart phone to facilitate the registration and administration of attendance.
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Literature Survey 4	
Title	Customized Attendance System for Students' Sensibility Monitoring and Counseling
Authors	Young-Duk Kim, Soon Kwon, JunKwang Kim and WooYoung Jung
Published Year	2019
Efficiency	✓ Improving the faculty student hand and relationship management ✓ Can automate its manual operations in the area of attendance system ✓ Meet increasing demand during peak and off peak semesters

Drawbacks	✓ Could computationally blow up ✓ Heavyweight ✓ Big payloads
Description	✓ Recently, many automatic digital attendance systems are proposed by using advanced mobile device technologies. However, they do not provide a novel function of sensibility monitoring and counsel assistance. Although there are related works which explore personal emotion for further analysis via virtual environments, most previous works are not fully integrated into existing attendance system. In this paper, in order to tackle these problems, we propose a novel digital attendance system for sensibility monitoring and counsel assistance which can easily help the social interactions between students and teachers. The main contribution of the proposed attendance system is to replace the legacy analogue based attendance book with a new digitalized database which allows every student to input their attendance information by using the mobile devices such as laptop, smart phone, tablet computer and etc. This significantly not only reduces the call and response time between teacher and students but also increases accuracy. In the attendance check procedure, the student can input his/her personal sensibility information composed of emotion, weather, health feeling, school grade, friend ship and family affairs for further analysis and predictions of his

	attitude. After the proper analysis is conducted by the database and inference algorithm, related feedback information is transmitted to the teacher and student. The emotion information indicates the current
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	feelings such as 'gloomy', 'joyful', 'fear', 'sorrow', 'happy' and etc. The entered information is immediately stored in the server and confirmed by the teacher. In addition, the teacher also can append, remove or reconfigure the information fields for further analysis and observations. The weather information denotes the current feelings about weather like 'sunny', 'cloudy', 'cold', 'warm', 'cool', 'somber' and etc. This information also can be edited by the teacher for further analysis.
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Chapter 3

System Analysis

One of the primary choices we face for our project implementations is “Which development methodology should we use?” There are various software development methodologies available in the ICT industry. They are

- Agile Software Development
- Crystal Methods
- Dynamic Systems Development Model (DSDM)
- Extreme Programming (XP)
- Feature Driven Development (FDD)
- Joint Application Development (JAD)
- Lean Development (LD)
- Rapid Application Development (RAD)
- Rational Unified Process (RUP)
- Scrum
- Spiral
- Systems Development Life Cycle (SDLC)
- Waterfall (a.k.a. Traditional)

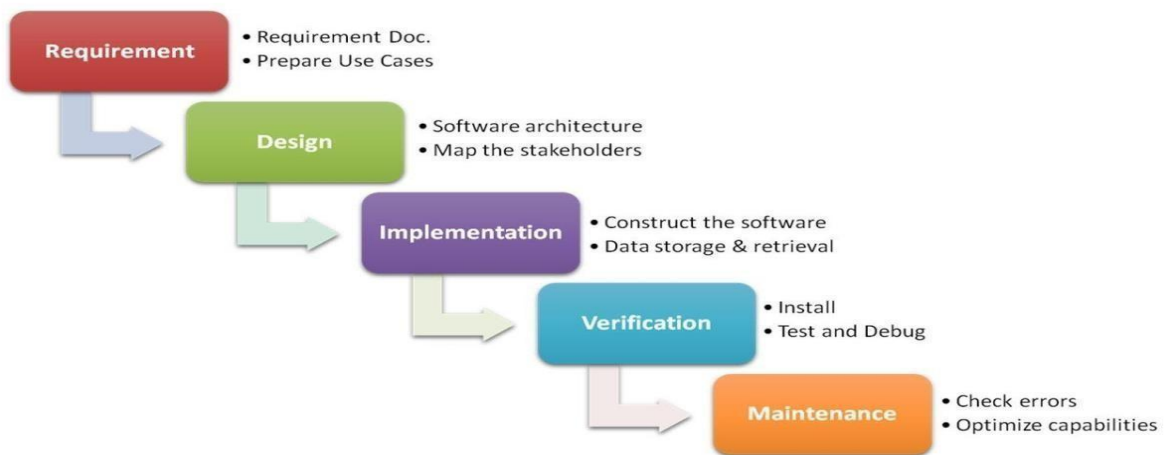
Among all these methodologies, we have decided to compare the two most popular and widely used methodologies:

- Waterfall Model
- RAD Model
-

Waterfall Model

It is called as traditional approach. Waterfall is a linear method (sequential model) for any software application development. Here application development is segregated into a sequence of pre-defined phases.

Waterfall Model



Requirement gathering and documentation

In this stage, you should gather comprehensive data approximately what this challenge requires. You may gather this data in a diffusion of ways, from interviews to questionnaires to interactive brainstorming. By means of the stop of this section, the task requirements have to be clean, and also you have to have a necessities file that has been allotted on your team.

2. System design

Using the well-known requirements, your team designs the solutions. During this phase, no development will be happening. But the project team starts specification such as programming language or hardware requirements.

3. Implementation

During this phase software development coding will be happening. Web application programmers take data from the previous stage and create a functional product. Web application programmers write source code in small pieces, which are integrated at the end of this phase or the beginning of the next.

4. Testing

Once all coding is done, testing of the product can begin. Testers methodically find and report any problems. If serious issues arise, your project may need to return to phase one for reevaluation.

5. Delivery/deployment

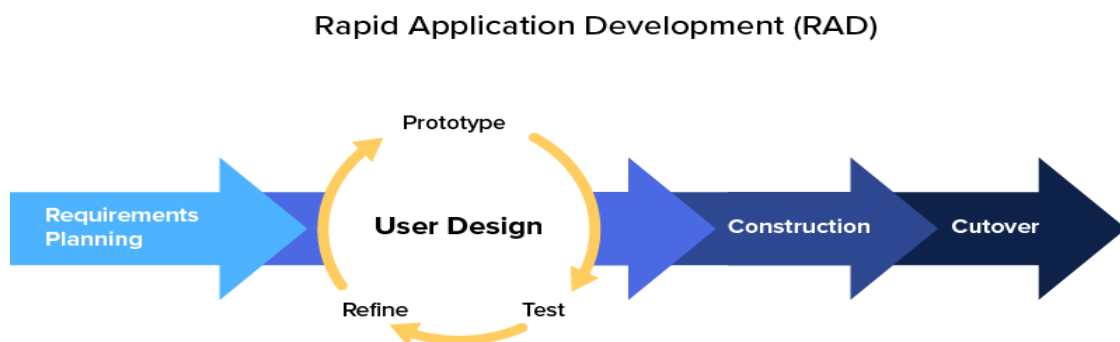
In this phase, the solution is complete, and your project team submits the deliverables to be deployed or released.

6. Maintenance

The final solution has been implemented to the client and is being used. As troubles arises, the project team might also want to create patches and updates might also to deal with them. Again, huge troubles may also necessitate a return to segment one.

RAD Model

Agile is an iterative, team-based approach to development. This method highlights the speedy delivery of an software application in comprehensive functional components.



RAD Model

Phase 1: Requirements planning

This phase is equivalent to a project scoping meeting. Although the planning phase is condensed compared to other project management methodologies, this is a critical step for the ultimate success of the project.

During this stage, web application programmers, clients (software users), and team members communicate to determine the goals and expectations for the project as well as current and potential issues that would need to be addressed during the build.

A basic breakdown of this stage involves

Researching the current problem

Defining the requirements for the project

Finalizing the requirements with each stakeholder's approval

It is important that everyone has the opportunity to evaluate the goals and expectations for the project and weigh in. By getting approval from each key stakeholder and web application programmer, teams can avoid miscommunications and costly change orders down the road.

Phase 2: User design

Once the project is scoped out, it's time to jump right into development, building out the user design through various prototype iterations.

This is the meat and potatoes of the RAD methodology—and what sets it apart from other project management strategies. During this phase, clients work hand in hand with web application programmers to ensure their needs are being met at every step in the design process. It's almost like customizable software development where the users can test each prototype of The product, at each stage, to ensure it meets their expectations.

All the bugs and kinks are worked out in an iterative process. The web application programmer designs a prototype, the client (user) tests it, and then they come together to communicate on what worked and what didn't.

This method gives web application programmers the opportunity to tweak the model as they go until they reach a satisfactory design. Both the software web application programmers and the clients learn from the experience to make sure there is no potential for something to slip through the cracks.

Phase 3: Rapid construction

Phase 3 takes the prototypes and beta systems from the design phase and converts them into the working model. Because the majority of the problems and changes were addressed during the thorough iterative design phase, web application programmers can construct the final working model more quickly than they could by following a traditional project management

approach.

The phase breaks down into several smaller steps

Preparation for
rapid construction
Program and application development
Coding
Unit, integration, and system testing

The software development team of programmers, coders, testers, and web application programmers work together during this stage to make sure everything is working smoothly and that the end result satisfies the client's expectations and objectives. They can suggest alterations, changes, or even new ideas that can solve problems as they arise

Phase 4: Cutover

This is the implementation phase where the finished product goes to launch. It includes data conversion, testing, and changeover to the new system, as well as user training. All final changes are made while the coders and clients continue to look for bugs in the system.

Benefits of RAD methodology

RAD is one of the most successful software development programs available today, with numerous benefits for both software development teams as well as their clients.

Here are just a few advantages:

RAD lets you break the project down into smaller, more manageable tasks. The task-oriented structure allows project managers to optimize their team's efficiency by assigning tasks according to members' specialties and experience.

Clients get a working product delivered in a shorter time frame.

Regular communication and constant feedback between team members and stakeholders increases the efficiency of the design and build process.

Existing System

Topic tracking can help people to explore the process of topic

development from the huge and complex network texts information. By effectively organizing large-scale news documents, a method for the evolution

of news topics over time is proposed in this paper to realize the tracking and evolution of topics in the news text set. First, the LDA (latent Dirichlet allocation) model is used to extract topics from news texts and the Gibbs Sampling method is used to speculate parameters. The topic mining using the K-means method is compared to highlight the advantages of using LDA for topic discovery. Second, the improved single-pass algorithm is used to track news topics. The JS (Jensen Shannon) divergence is used to measure the topic similarity, and the time decay function is introduced to improve the similarity between topics with the similar time. Finally, the strength of the news topic and the content change of the topic in different time windows are analyzed.

In the existing system, the topic tracking method based on discrete time interval is proposed, and the time decay function is introduced to calculate the similarity between the documents. At the same time, the influence of the input order on the tracking results is also solved. The topic tracking is carried out by using the improved Single-Pass clustering method.

Drawbacks of Existing System

- ✓ Paper-based documents
- ✓ Inefficient due to heavy reliance on multiple third parties
- ✓ High transaction costs
- ✓ A prolonging of the time in which transactions are completed in.

Proposed System

Prototype Model places more effort in creating the actual application instead of concentrating on documentation. This way, the application could be released in advance. Prototyping requires more user involvement and allows them to see and interact with a prototype allowing them to provide better and more complete feedback and specifications.

The system communicates with database residing on a remote server. It

calculates automatically, the attendance percentage of students without any

manual paper-based work. The system facilitates the end users with interactive design and automated processing of attendance management. In this system records are kept safe and secure and the attendance information of particular or all students of particular class can be accessed easily and without time consuming, the report is generated automatically. Using the stored information, this system is able to mark attendance, marking intruders' entry, attendance percentage calculations to keep them updated about their child's attendance at the Institute. The designed system has an online access from any place and any moment which may extraordinarily assist the course teacher with keeping track of their student's attendance.

Advantages of proposed system

- ✓ Trust is ensured algorithmically
- ✓ Complete audit trail of all transactions
- ✓ Prohibits modification of previously recorded information
- ✓ Transparent Operations
- ✓ Transact with one another without needing to trust the other individual or institution

Chapter 4

Requirement Specification

Introduction

Clearly defined requirements are essential signs on the road that leads to a successful project. They establish a formal agreement between a client and a provider that they are both working to reach the same goal. High-quality, detailed requirements also help mitigate financial risks and keep the project on a schedule. According to the Business Analysis Body of Knowledge definition, requirements are a usable representation of a need.

Creating requirements is a complex task as it includes a set of processes such as elicitation, analysis, specification, validation, and management. In this article, we'll discuss the main types of requirements for software products and provide a number of recommendations

Hardware & Software application

Hardware Specification

Hardware Requirement

Hardware Minimum Requirement

Disk Space 32 GB or more, 10 GB or more for Foundation Edition Processor

1.4 GHz 64 bit

Memory 512

MB

Display (800 × 600) Capable video adapter and monitor

Software Specification

Backend Technologies

✓ Python

✓ Numpy

✓ Sci-learn

✓ Eclipse IDE

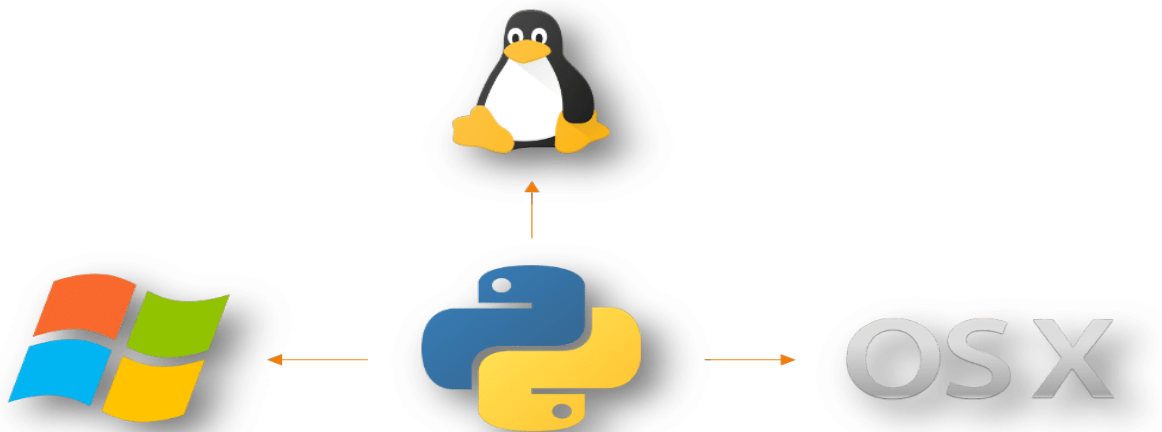
Frontend Technologies

- ✓ Web Technologies
- ✓ Bootstrap

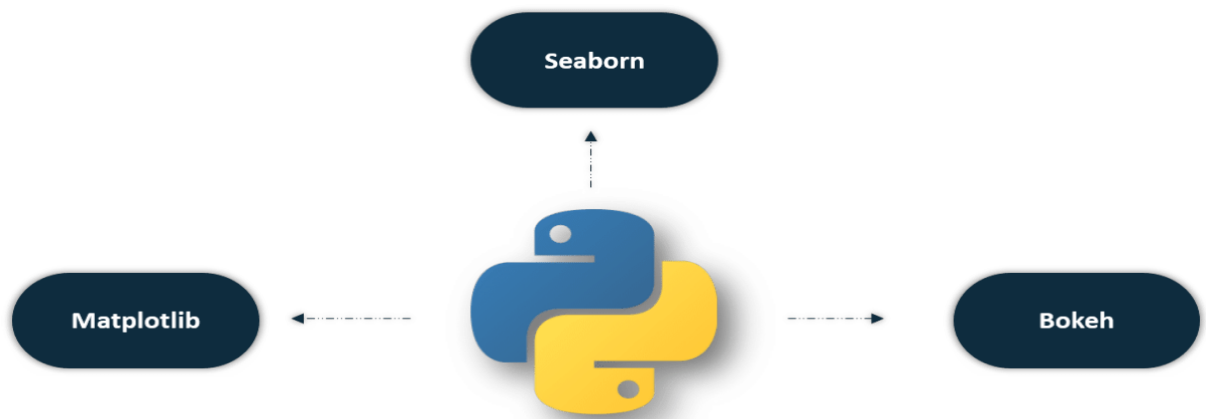
Software Description

About Python

Python is a free, open-source programming language. Therefore, all you have to do is install Python once, and you can start working with it. Not to mention that you can contribute own code to the community. Python is also a cross-platform compatible language. So, what does this mean? Well, you can install and run Python on several operating systems. Whether you have a Windows, Mac or Linux, you can rest assure that Python will work on all these operating systems.



Python is also a great visualization tool. It provides libraries such as Matplotlib, seaborn and bokeh to create stunning visualizations.



In addition, Python is the most popular language for machine learning and deep learning. As a matter of fact, today, all top organizations are investing in Python to implement machine learning in the back-end.

Python Line Structure

Python coding style comprises physical lines as well as logical lines or statements. A physical line in a Python program is a sequence of characters, and the end of the line terminates the line sequence as opposed to some other languages, such as C and C++ where a semi-colon is used to mark the end of the statement. A logical line, on the other hand, is composed of one or more physical lines. The use of a semi-colon is not prohibited in Python, although it's not mandatory. The NEWLINE token denotes the end of the logical line. A logical line that only contains spaces, comments, or tabs are called blank lines and they are ignored by the interpreter.

As we saw that in Python, a new line simply means that a new statement has started. Although, Python does provide a way to split a statement into a multiline statement or to join multiple statements into one logical line. This can be helpful to increase the readability of the statement. Following are the two ways to split a line into two or more lines:

Explicit Line Joining

In explicit line joining, we use a backward slash to split a statement into a multiline statement. Implicit Line Joining

Statements that reside inside [], {}, or () parentheses can be broken down into two

or more physical lines without using a back slash.

Multiple Statements on a Single Line

In Python, it is possible to club multiple statements in the same line using a semi-colon; however, most programmers do not consider this to be a good practice as it reduces the readability of the code.

Whitespaces and Indentation

Unlike most of the programming languages, Python uses indentation to mark a block of code. According to Python coding style guideline or PEP8, we should keep an indent size of four.

Most of the programming languages provide indentation for better code formatting and don't enforce to have it. But in Python it is mandatory. This is why indentation is so crucial in Python.

Comments in any programming language are used to increase the readability of the code. Similarly, in Python, when the program starts getting complicated, one of the best ways to maintain the readability of the code is to use Python comments. It is considered a good practice to include documentations and notes in the python syntax since it makes the code way more readable and understandable to other programmers as well, which comes in handy when multiple programmers are simultaneously working on the same project.

The code can only explain how it does something and not why it does that, but Python comments can do that. With Python comments, we can make documentations for various explanations in our code itself. Comments are nothing but tagged lines of codes which increase the readability of a code and make it self-explanatory. There are different ways of creating comments depending on the type of comment we want to include in our code. Following are different kinds of comments that can be included in our Python program:

1. Single Line Comments
2. Docstring Comments
3. Multiline Comments

Single line Python comments are marked with # character. These comments end at the end of the physical line, which means that all characters starting after the # character (and lasts till the end of the line) are part of the comment.

Python has the documentation strings (or docstrings) feature which is usually the first statement included in functions and modules. Rather than being interpreter like regular comments, docstrings can actually be accessed at the run time using the dot operator.

It gives programmers an easy way of adding quick notes with every Python module, function, class, and method. To use this feature, we use triple quotes in the beginning of the documentation string or comment and the closing triple quotes at the end of the documentation comment. Docstrings can be one-liners as well as multi-liners.

Unlike some programming languages that support multiline comments, such as C, Java, and more, there is no specific feature for multiline comments in Python. But that does not mean that it is totally impossible to make multiline comments in Python. There are two ways we can include comments that can span across multiple lines in our Python code.

Python Block Comments: We can use several single line comments for a whole block. This type of comment is usually created to explain the block of code that follows the Block comment. Python Block comment is the only way of writing a real comment that can span across multiple lines. It is supported and preferred by Python's PEP8 style guide since Block comments are ignored by Python interpreter or parser. However, nothing is stopping programmers from using the second 'non-real' way of writing multiline comments in Python which is explained below.

Using Docstrings: Docstrings are largely used as multiline comments in Python by many programmers since it is the closest thing to having a multiline comment feature in Python. While it is not wrong to use docstrings when we need to make multiline comments, it is important to keep in mind that there is a significant difference between docstrings and comments. Comments in Python are totally ignored by the Python Interpreter, while docstrings, when used inside the Python function, can be accessed at the run time.

Python Data Types

One of the most crucial part of learning any programming language is to understand how data is stored and manipulated in that language. Users are of its ease of use and the number of versatile features it provides. One of those features is dynamic typing

In Python, unlike statically typed languages like C or Java, there is no need to specifically declare the data type of the variable. In dynamically typed languages such as Python, the interpreter itself predicts the data type of the Python Variable based on the type of value

assigned to that
variable.

Advantages of Python

- Universal Language Construct
- Support both High Level and Low Level Programming
- Language Interoperability
- Fastest Development life cycle therefore more productive coding environment
- Less memory used because a single container hold multiple data types and each type doesn't require its own function
- Learning Ease and open source development
- Speed and user-friendly data structure
- Extensive and extensible libraries.
- Simple & support IoT

Based on the 3 languages that are described above, we decided to use Python as programming language for developing this e-Voting web based application. The important motives are

Easy to learn, even non experienced programmers can use it. Ex:

spacing and tabbing instead of extra syntax

Interactive mode

Large and comprehensive standard libraries

Python programs resemble to that of pseudo-code. This makes it a basis and a must have for beginner programmers due to its extreme ease a difficulty when compared to C++ Java, Perl, and so forth

About Pandas

Pandas is a popular Python package for data science, and with good reason: it offers powerful, expressive and flexible data structures that make data manipulation and analysis easy, among many other things. The DataFrame is one of these structures.

Pandas is a high-level data manipulation tool developed by Wes McKinney. It is built on the Numpy package and its key data structure is called the DataFrame. DataFrames allow you to store and manipulate tabular data in rows of observations and columns of variables.

Pandas is built on top of the NumPy package, meaning a lot of the structure of NumPy is used or replicated in Pandas. Data in pandas is often used to feed statistical analysis in SciPy, plotting functions from Matplotlib, and machine learning algorithms in Scikit-learn.

Jupyter Notebooks offer a good environment for using pandas to do data exploration and modeling, but pandas can also be used in text editors just as easily.

There are two types of data structures in pandas: Series and DataFrames.

1. Series: a pandas Series is a one dimensional data structure (“a one dimensional ndarray”) that can store values — and for every value it holds a unique index, too
2. DataFrame: a pandas DataFrame is a two (or more) dimensional data structure – basically a table with rows and columns. The columns have names and the rows have indexes.

Those who are familiar with R know the data frame as a way to store data in rectangular grids that can easily be overviewed. Each row of these grids corresponds to measurements or values of an instance, while each column is a vector containing data for a specific variable. This means that a data frame's rows do not need to contain, but can contain, the same type of values: they can be numeric, character, logical, etc.

Now, DataFrames in Python are very similar: they come with the Pandas library, and they are defined as two-dimensional labeled data structures with columns of potentially different types.

In general, you could say that the Pandas DataFrame consists of three main components: the data, the index, and the columns.

Firstly, the DataFrame can contain data that is:

- a Pandas DataFrame
- a Pandas Series: a one-dimensional labeled array capable of holding any data type with axis labels or index. An example of a Series object is one column from a DataFrame.
- a NumPy ndarray, which can be a record or structured
- a two-dimensional ndarray
- dictionaries of one-dimensional ndarray's, lists, dictionaries or

Series. Some of the key features of Python Pandas are as follows:

It provides DataFrame objects with default and customized indexing which is very fast and efficient.

- There are tools available for loading data of different file formats into in-memory data objects.
- It is easy to perform data alignment and integrated handling of missing data in Python Pandas.
- It is very simple to perform pivoting and reshaping of data sets in Pandas.
- It also provides indexing, label-based slicing, and sub-setting of large data sets.
- We can easily insert and delete columns from a data structure.
- Data aggregation and transformations can be done using group by.
- High-performance merging and joining of data can be done using Pandas.
- It also provides time series functionality.
- Inserting and deleting columns in data structures.
- Merging and joining data sets.
- Reshaping and pivoting data sets.
- Aligning data and dealing with missing data.
- Manipulating data using integrated indexing for DataFrame objects.
- Performing split-apply-combine on data sets using the group by engine.
- Manipulating high-dimensional data in a data structure with a lower dimension using hierarchical axis indexing.

Subsetting, fancy indexing, and label-based slicing

- Generating data range, converting frequency, date shifting, lagging, and other time- series functionality.
- Reading from files with CSV, XLSX, TXT, among other formats.
- Arranging data in an order ascending or descending.
- Filtering data around a condition.
- Analyzing time series.
- Iterating over a data set.

Numpy

Numpy is the core library for scientific computing in Python. It provides a high-performance multidimensional array object, and tools for working with these arrays. If you are already familiar with MATLAB, you might find this tutorial useful to get started with Numpy.

A numpy array is a grid of values, all of the same type, and is indexed by a tuple of nonnegative integers. The number of dimensions is the rank of the array; the shape of an array is a tuple of integers giving the size of the array along each dimension.

NumPy is, just like SciPy, Scikit-Learn, Pandas, etc. one of the packages that you just can't miss when you're learning data science, mainly because this library provides you with an array data structure that holds some benefits over Python lists, such as: being more compact, faster access in reading and writing items, being more convenient and more efficient.

NumPy is a Python library that is the core library for scientific computing in Python. It contains a collection of tools and techniques that can be used to solve on a computer mathematical models of problems in Science and Engineering. One of these tools is a high-performance multidimensional array object that is a powerful data structure for efficient computation of arrays and matrices. To work with these arrays, there's a vast amount of high-level mathematical functions operate on these matrices and arrays.

an array is basically nothing but pointers. It's a combination of a memory address, a data type, a shape, and strides:

- The data pointer indicates the memory address of the first byte in the array,
- The data type or dtype pointer describes the kind of elements that are contained within the array,
- The shape indicates the shape of the array, and
- The strides are the number of bytes that should be skipped in memory to go to the next element. If your strides are (10,1), you need to proceed one byte to get to the next column and 10 bytes to locate the next row.

Or, in other words, an array contains information about the raw data, how to locate an element and how to interpret an element.

With NumPy, we work with multidimensional arrays. We'll dive into all of the possible types of multidimensional arrays later on, but for now, we'll focus on 2-dimensional arrays. A 2- dimensional array is also known as a matrix, and is something you should be familiar with. In fact, it's just a different way of thinking about a list of lists. A matrix has rows and columns. By specifying a

row number and a column number, we're able to extract an element from a matrix.

We can create a NumPy array using the `numpy.array` function. If we pass in a list of lists, it will automatically create a NumPy array with the same number of rows and columns. Because we want all of the elements in the array to be float elements for easy computation, we'll leave off the header row, which contains strings. One of the limitations of NumPy is that all the elements in an array have to be of the same type, so if we include the header row, all the elements in the array will be read in as strings. Because we want to be able to do computations like find the average quality of the wines, we need the elements to all be floats.

NumPy has several advantages over using core Python mathematical functions, a few of which are outlined here:

1. NumPy is extremely fast when compared to core Python thanks to its heavy use of C extensions.
2. Many advanced Python libraries, such as Scikit-Learn, Scipy, and Keras, make extensive use of the NumPy library. Therefore, if you plan to pursue a career in data science or machine learning, NumPy is a very good tool to master.

NumPy comes with a variety of built-in functionalities, which in core Python would take a fair bit of custom code.

Matplotlib

Plotting of data can be extensively made possible in an interactive way by Matplotlib, which is a plotting library that can be demonstrated in Python scripts. Plotting of graphs is a part of data visualization, and this property can be achieved by making use of Matplotlib.

Matplotlib makes use of many general-purpose GUI toolkits, such as wxPython, Tkinter, QT, etc., in order to provide object-oriented APIs for embedding plots into applications. John D. Hunter was the person who originally wrote Matplotlib, and its lead developer was Michael Droettboom. One of the

free and open-source Python library which is basically used for technical and scientific computing is Python SciPy. Matplotlib is widely used in SciPy as most scientific calculations require plotting of graphs and diagrams.

Matplotlib is a plotting library like GNUplot. The main advantage towards GNUplot is the fact that Matplotlib is a Python module. Due to the growing interest in python the popularity of matplotlib is continually rising as well.

Another reason for the attractiveness of Matplotlib lies in the fact that it is widely considered to be a perfect alternative to MATLAB, if it is used in combination with Numpy and Scipy. Whereas MATLAB is expensive and closed source, Matplotlib is free and open source code. It is also object-oriented and can be used in an object oriented way. Furthermore it can be used with general-purpose GUI toolkits like wxPython, Qt, and GTK+. There is also a procedural "pylab", which designed to closely resemble that of MATLAB. This can make it extremely easy for MATLAB users to migrate to matplotlib.

Matplotlib can be used to create publication quality figures in a variety of hardcopy formats and interactive environments across platforms.

Another characteristic of matplotlib is its steep learning curve, which means that users usually make rapid progress after having started. The official website has to say the following about this: "matplotlib tries to make easy things easy and hard things possible. You can generate plots, histograms, power spectra, bar charts, errorcharts, scatterplots, etc, with just a few lines of code."

About IDE

IDE – Integrated Development Environment. It is software suite. It contains different instruments for web application software engineers to compose and test applications.

Programming Web application software engineers utilize wide scope of devices habitually all through application source code creation, building and application testing. Programming Development apparatuses frequently incorporate word processors for source code creation, code libraries for reuse, compilers and test stages.

An Integrated Development Environment (IDE) is a product application that gives a programming domain to streamline creating and troubleshooting programming. Instead of playing out every one of the means required to make an executable program as disconnected

individual assignments, it brings every one of the devices required into one application and workspace. Every one of the devices has a familiarity with the earth, and they cooperate to display a consistent improvement set for the designer.

An IDE typically has an editor and a compiler window. There, we can write our code, run it, and compile it. Hence, it becomes much easier to develop applications using an IDE. The major reasons for using an IDE are given below:

We can easily write our code in its text editor window.

To store the resource files of a project, we have a project editor window. It makes debugging of the code easier.

An IDE's autosuggest feature helps us in writing efficient code.

We can import other projects for integrating with the existing one.

Without an IDE, a product web application software engineer must choose, send, incorporate and deal with these instruments independently. An IDE brings huge numbers of those improvement related instruments all together system, application or administration. The incorporated toolset is intended to streamline programming advancement and can distinguish and limit coding missteps and grammatical errors.

- ✓ Komodo
- ✓ NetBeans
- ✓ PyCharm
- ✓ Python for Visual Studio.NET
- ✓ PyDev
- ✓ PyStudio
- ✓ LiClipse (Eclipse)

LiClipse is at the core for all Python based application development activities. It's been available for many years. LiClipse is a set of plugins to enhance Eclipse. It improves the overall Eclipse experience. It is best IDE

tool to develop Python Applications.

Advantages of LiClipse

- Perfect Debugger
- Error checking features
- An enhanced ability to analyze the code for quality and security concerns
- Auto complete feature

Based on the various IDE that are described above, we decided to use LiClipse as

IDE (Integrated Development Environment) for developing this e-Voting web based application.

Important Features That Make LiClipse our IDE of Choice

- Rich Reusable Libraries are available
- Model Driven Development
- Enterprise Python Tooling
- Powerful Debugging options

IDE is a program that is used to write applications (other programs) in a variety of programming languages. It allows you to complete many distinct program development steps in one place (program window). A program which allows you to do this is known as an integrated development environment, or IDE. The program is free and easy to import onto your home computer.

LiClipse is used for writing programs in Python. There are several steps that must be completed to set up LiClipse and further steps to start up a new Python project (set of Python components which work together to make up an application).

PyCharm is an Integrated Development Environment (IDE) that provides tools for writing efficient code. It supports various frameworks such as Django, Flask, and Pyramid. PyCharm is majorly used by developers for application development with Python language.

Let's suppose, we are making a project using Python programming language. We know that Python is extensively popular among the developer's community, as well as in industries, due to its following features:

Simple to code: Python is a very simple language compared to other programming languages. Also, it is a developer-friendly language.

Object-oriented language: Python is an object-oriented language that uses concepts of classes and objects.

GUI programming support: We can create graphical user interfaces using Python Tkinter library. Besides, we can use modules such as PyQt5, PyQt4, and wxPython to create a GUI application.

High-level language: Python is a high-level programming language. We do not need to take care of managing memory or the system architecture while writing Python codes.

Portability: Python is a portable programming language, i.e., we can run Python codes on any platform. For example, we can run a code written for Windows in Linux, UNIX, and Mac, without changing it.

Integrated language: Python is an integrated programming language. We can easily integrate C, C++, etc. with Python.

Interpreted language: Python is an interpreted programming language as well. Python's source code is changed to bytecode. Due to this, it is directly executed without compiling.

Large set of standard libraries: Python consists of a rich set of modules, packages, and libraries.

It helps in various stages of application development. "notebook" or "notebook documents" denote documents that contain both code and rich text elements, such as figures, links, equations, ... Because of the mix of code and text elements, these documents are the ideal place to bring together an analysis description, and its results, as well as, they can be executed perform the data analysis in real time.

The Jupyter Notebook App produces these documents.

As a server-client application, the Jupyter Notebook App allows you to edit and run your notebooks via a web browser. The application can be executed on a PC without Internet access, or it can be installed on a remote

server, where you can access it through the Internet. Its two main components are the kernels and a dashboard.

A kernel is a program that runs and introspects the user's code. The Jupyter Notebook App has a kernel for Python code, but there are also kernels available for other programming languages.

The dashboard of the application not only shows you the notebook documents that you have made and can reopen but can also be used to manage the kernels: you can which ones are running and shut them down if necessary.

Introduction

Chapter 5 System Design

A UML diagram is a diagram based on the UML (Unified Modeling Language) with the purpose of visually representing a system along with its main actors, roles, actions, artifacts or classes, in order to better understand, alter, maintain, or document information about the system.

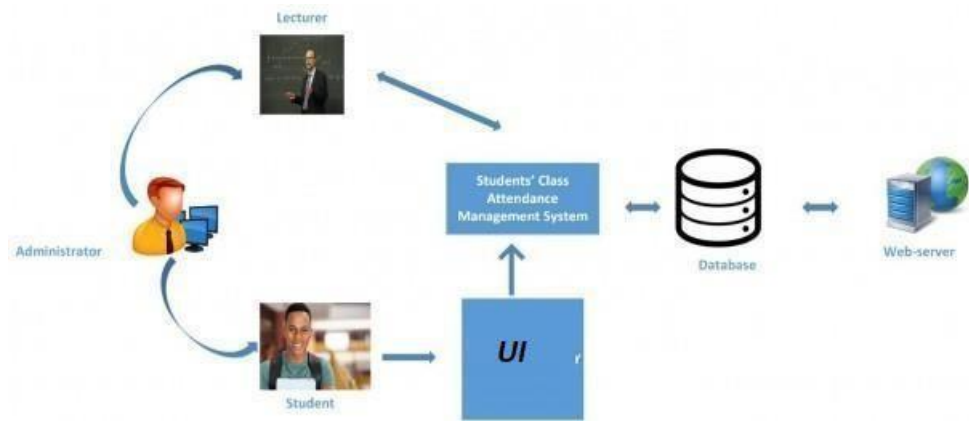
Mainly, UML has been used as a general-purpose modeling language in the field of software engineering. However, it has now found its way into the

documentation of several business processes or workflows. For example, activity diagrams, a type of UML diagram, can be used as a replacement for flowcharts. They provide both a more standardized way of modeling workflows as well as a wider range of features to improve readability and efficiency.

Architecture Diagram

What is a diagram? What are the types of diagrams for architecture? The Dragon1 open EA Method makes it very clear: if a diagram does not show a concept, principle or part of a principle, it is NOT an architecture diagram, because it does not show (a part of) the architecture. There are many kinds of architecture diagrams, like a software architecture diagram, system architecture diagram, application architecture diagram, security architecture diagram, etc.

For system developers, they need system architecture diagrams to understand, clarify, and communicate ideas about the system structure and the user requirements that the system must support. It's a basic framework can be used at the system planning phase helping partners understand the architecture, discuss changes, and communicate intentions clearly.



Chapter 6

System Implementation

List of Modules

Module 1 : UI Design

Module 2 : Backend

Application Module 3 : Admin

Module

Module 1 : UI Design

The Student Attendance system Front-end work closely with designers or user experience analysts to bring mockups, or wireframes, from development to delivery. Strong front-end developers can also accurately identify specific issues in user experience and provide recommendations and codified solutions to influence the design.

Front end development is the part of web development that codes and creates front end elements of a website, which are features that are directly viewable and accessible by the end-user or client. Essentially, a front end developer is responsible for everything you see and works to enhance the user experience to ensure it is seamless. They help create the overall design and aesthetic, in addition to debugging and using static code analysis.

Front end works are responsible for implementing visual components on a website as well as interactive features like navigation, buttons, or anything that enhances overall usability. HTML, JavaScript, and CSS are often used to make sure the visual side (or client-side) of a site runs smoothly so that users can interact freely and comfortably with it . Although some front end developers handle web design, others work from a web designer's mock-ups.

Module 2 : Backend Application

The Student Attendance system back-end development use these tools to create or contribute to web applications with clean, portable, well-documented code. But before writing that code, they need to collaborate with business stakeholders to understand their particular needs, then translate those into technical requirements and come up with the most effective and efficient

solution for architecting the technology. While backend development focuses on what happens behind the scenes, frontend development handles the design and interface of the website or web application. Frontend developers take care of everything that end-users see on their browsers or applications. Backend and frontend development, therefore, work hand in hand to deliver seamless user experiences.

Module 3 : Admin Module

The Student Attendance system Admin module allows system administrator to set up back- end of the system and perform basic system configuration, mainly definition of predefined drop-down fields, definition of classes time schedule, etc. Part of the admin set up is users management which allows users to be set up with definable access level/roles, access to a single or multiple branches. Admin can also set up overall system security settings. The backend (or “server-side”) is the portion of the website you don’t see. It’s responsible for storing and organizing data, and ensuring everything on the client-side actually works. The backend communicates with the front-end, sending and receiving information to be displayed as a web page. Whenever you fill out a contact form, type in a web address, or make a purchase (any user interaction on the client-side), your browser sends a request to the server- side, which returns information in the form of frontend code that the browser can interpret and display.

Module 4 : Prediction

Once training is complete, it’s time to see if the model is any good, using Evaluation. This is where that dataset that we set aside earlier comes into play. Evaluation allows us to test our model against data that has never been used for training. This metric allows us to see how the model might perform against data that it has not yet seen. This is meant to be representative of how the model might perform in the real world.

A good rule of thumb I use for a training-evaluation split somewhere on the order of 80/20 or 70/30. Much of this depends on the size of the original source dataset. If you have a lot of data, perhaps you don’t need as big of a fraction for the evaluation dataset.

Once you've done evaluation, it's possible that you want to see if you can further improve your training in any way. We can do this by tuning our parameters. There were a few parameters we implicitly assumed when we did our training, and now is a good time to go back and test those assumptions and try other values.

A tree has many analogies in real life, and turns out that it has influenced a wide area of machine learning, covering both classification and regression. In decision analysis, a decision tree can be used to visually and explicitly represent decisions and decision making. As the name goes, it uses a tree-like model of decisions. A decision tree is drawn upside down with its root at the top. In the image on the left, the bold text in black represents a condition/internal node, based on which the tree splits into branches/ edges. The end of the branch that doesn't split anymore is the decision/leaf, in this case, whether the passenger died or survived, represented as red and green text respectively.

Although, a real dataset will have a lot more features and this will just be a branch in a much bigger tree, but you can't ignore the simplicity of this algorithm. The feature importance is clear and relations can be viewed easily. This methodology is more commonly known as learning decision tree from data and above tree is called Classification tree as the target is to classify passenger as survived or died. Regression trees are represented in the same manner, just they predict continuous values like price of a house. In general, Decision Tree algorithms are referred to as CART or Classification and Regression Trees.

Chapter 7

Software Testing

The test scenario is a detailed document of test cases that cover end to end functionality of a software application in liner statements. The liner statement is considered as a scenario. The test scenario is a high-level classification of testable requirements. These requirements are grouped on the basis of the functionality of a module and obtained from the use cases.

In the test scenario, there is a detailed testing process due to many associated test cases. Before performing the test scenario, the tester has to consider the test cases for each scenario.

In the test scenario, testers need to put themselves in the place of the user because they test the software application under the user's point of view. Preparation of scenarios is the most critical part, and it is necessary to seek advice or help from customers, stakeholders or developers to prepare the scenario.

As per the IEEE Documentation describing plans for, or results of, the testing of a system or component, Types include test case specification, test incident report, test log, test plan, test procedure, test report. Hence the testing of all the above mentioned documents is known as documentation testing.

This is one of the most cost effective approaches to testing. If the documentation is not right: there will be major and costly problems. The documentation can be tested in a number of different ways to many different degrees of complexity. These range from running the documents through a spelling and grammar checking device, to manually reviewing the documentation to remove any ambiguity or inconsistency.

Documentation testing can start at the very beginning of the software process and hence save large amounts of money, since the earlier a defect is found the less it will cost to be fixed. The most popular testing documentation files are test reports, plans, and checklists. These documents are used to outline the team's workload and keep track of the process. Let's take a look at the key requirements for these files and see how they contribute to the process.

Test strategy. An outline of the full approach to product testing. As the project moves along, developers, designers, product owners can come back to the document and see if the actual performance corresponds to the planned activities.

Test data. The data that testers enter into the software to verify certain features and their outputs. Examples of such data can be fake user profiles, statistics, media content, similar to files that would be uploaded by an end-user in a ready solution.

Test plans. A file that describes the strategy, resources, environment, limitations, and schedule of the testing process. It's the fullest testing document, essential for informed planning. Such a document is distributed between team members and shared with all stakeholders.

Test scenarios. In scenarios, testers break down the product's functionality and interface by modules and provide real-time status updates at all testing stages. A module can be described by a single statement, or require hundreds of statuses, depending on its size and scope.

Test cases. If the test scenario describes the object of testing (what), a scenario describes a procedure (how). These files cover step-by-step guidance, detailed conditions, and current inputs of a testing task. Test cases have their own kinds that depend on the type of testing — functional, UI, physical, logical cases, etc. Test cases compare available resources and current conditions with desired outcomes and determine if the functionality can be released or not.

Traceability Matrix. This software testing documentation maps test cases and their requirements. All entries have their custom IDs — team members and stakeholders can track the progress of any tasks by simply entering its ID to the search.

External documentation collects information from inner documentation but also emphasize on providing a visual data representation — graphs, diagrams, etc.

External reports — these documents collect information on test results and can describe an entire project or a particular piece of functionality.

Test summary report — the file with final test results and findings, presented to stakeholders.

Bug reports — such files keep track of newly encountered bugs and their fixes. We prefer to keep our bug documentation numbered, so it's easier to mention them in further documentation. Reports are concise and focus on offering tangible solutions. Sometimes, bug reports can only include issue description, if the team hasn't yet found the best approach to fixing the problem.

The combination of internal and external documentation is the key to a deep understanding of all testing processes. Although stakeholders typically have access to the majority of documentation, they mostly work with external files, since they are more concise and tackle tangible issues and results. Internal files, on the other hand, are used by team members to optimize the testing process.

Black Box testers don't care about Unit Testing. Their main goal is to validate the application against the requirements without going into the implementation details.

But as a curiosity or Out of the box thinking, have you ever wondered how developers test their own code? What method do they use to test before releasing code for testing? How is dev-testing important in an agile process? The answer to all this is Unit Testing. I want to educate you on the importance of Unit Testing so that development and testing teams can work more collaboratively to design, test and release an excellent application.

Unit Testing is not a new concept. It's been there since the early days of programming. Usually, developers and sometimes White box testers write Unit tests to improve code quality by verifying each and every unit of the code used to implement functional requirements (aka test drove development TDD or test-first development).

Most of us might know the classic definition of Unit Testing

“Unit Testing is the method of verifying the smallest piece of testable code against its purpose.” If the purpose or requirement failed then the unit test has failed.

In simple words, Unit Testing means – writing a piece of code (unit test) to verify the code (unit) written for implementing requirements.

Unit Testing is used to design robust software components that help maintain code and eliminate the issues in code units. We all know the importance of finding and fixing defects in the early stage of the software development cycle. Unit Testing serves the same purpose.

Unit Testing is an integral part of the agile software development process. When a nightly build run unit test suite should run and report should be generated. If any of the unit tests have failed then the QA team should not accept that build for verification.

If we set this as a standard process, many defects would be caught in the early development cycle, saving much testing time.

I know many developers hate to write unit tests. They either ignore or write bad unit test cases due to tight scheduled or lack of seriousness (yea they write empty unit tests, so 100% of them pass successfully ;-)). It's important to write good unit tests or don't write them at all. It's even more important to provide sufficient time and a supportive environment for real benefits.

- Testing can be done in the early phases of the software development lifecycle when other modules may not be available for integration
- Fixing an issue in Unit Testing can fix many other issues occurring in later development and testing stages
- Cost of fixing a defect found in Unit Testing is very less than the one found in the system or acceptance testing
- Code coverage can be measured
- Fewer bugs in the System and Acceptance testing

- Code completeness can be demonstrated using unit tests. This is more useful in the agile process. Testers don't get the functional builds to test until integration is completed. Code completion cannot be justified by showing that you have written and checked in the code. But running Unit tests can demonstrate code completeness.
- Expect robust design and development as developers write test cases by understanding the specifications first.
- Easily identify who broke the build
- Saves development time: Code completion may take more time but due to decreased defect count overall development time can be saved.

General

Unit Testing frameworks are mostly used to help write unit tests quickly and easily. Most of the programming languages do not support unit testing with the inbuilt compiler. Third-party open source and commercial tools can be used to make unit testing even more fun.

List of popular Unit Testing tools for different programming languages:

Java framework – JUnit

PHP framework – PHPUnit

C++ frameworks – UnitTest++ and Google C++

.NET framework – NUnit

Python framework – py.test

Functional Testing is a type of black box testing whereby each part of the system is tested against functional specification/requirements. For instance, seek answers to the following questions,

Are you able to login to a system after entering correct credentials?

Does your payment gateway prompt an error message when you enter incorrect card number? Does your “add a customer” screen adds a customer to your records successfully?

Well, the above questions are mere samples to perform full-fledged functional testing of a system.

Test Driven Development

Test Driven Development, or TDD, is a code design technique where the programmer writes a test before any production code, and then writes the code that will make that test pass. The idea is that with a tiny bit of assurance from that initial test, the programmer can feel free to refactor and refactor some more to get the cleanest code they know how to write. The idea is simple, but like most simple things, the execution is hard. TDD requires a completely different mind set from what most people are used to and the tenacity to deal with a learning curve that may slow you down at first.

Functional Testing types include:

1. Unit Testing
 2. Integration Testing
 3. System Testing
 4. Sanity Testing
 5. Smoke Testing
 6. Interface Testing
 7. Regression Testing
 8. Beta/Acceptance Testing
 9. Non-functional Testing
- types include: Performance Testing

- Load Testing
- Stress Testing
- Volume Testing
- Security Testing
- Compatibility Testing
- Install Testing
- Recovery Testing
- Reliability Testing
- Usability Testing
- Compliance Testing
- Localization Testing

Unit Testing

UNIT TESTING is a level of software testing where individual units/ components of a software are tested. The purpose is to validate that each unit of the software performs as designed. A unit is the smallest testable part of any software. It usually has one or a few inputs and usually a single output. In procedural programming, a unit may be an individual program, function, procedure, etc. In object-oriented programming, the smallest unit is a method, which may belong to a base/ super class, abstract class or derived/ child class. (Some treat a module of an application as a unit. This is to be discouraged as there will probably be many individual units within that module.) Unit testing frameworks, drivers, stubs, and mock/ fake objects are used to assist in unit testing.

A unit can be almost anything you want it to be -- a line of code, a method, or a class. Generally though, smaller is better. Smaller tests give you a much more granular view of how your code is performing. There is also the practical aspect that when you test very small units, your tests can be run fast; like a thousand tests in a second fast.

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Blackbox Testing

During functional testing, testers verify the app features against the user specifications. This is completely different from testing done by developers which is unit testing. It checks whether the code works as expected. Because unit testing focuses on the internal structure of the code, it is called the white box testing. On the other hand, functional testing checks app's functionalities without looking at the internal structure of the code, hence it is called black box testing. Despite how flawless the various individual code components may be, it is essential to check that the app is functioning as expected, when all components are combined. Here you can find a detailed comparison between functional testing vs unit testing.

Integration Testing

Integration Testing is a level of software testing where individual units are combined and tested as a group. The purpose of this level of testing is to expose faults in the interaction between integrated units. Test drivers and test stubs are used to assist in Integration Testing.

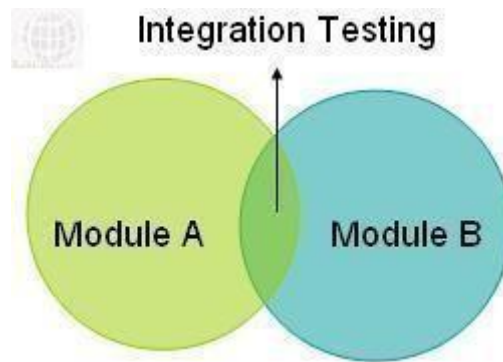
integration testing: Testing performed to expose defects in the interfaces and in the interactions between integrated components or systems. See also component integration testing, system integration testing.

component integration testing: Testing performed to expose defects in the interfaces and interaction between integrated components. System integration testing: Testing the integration of systems and packages; testing interfaces to external organizations (e.g. Electronic Data Interchange, Internet).

Integration tests determine if independently developed units of software work correctly when they are connected to each other. The term has become blurred even by the diffuse standards of the software industry, so I've been wary of using it in my writing. In particular, many people assume integration tests are necessarily broad in scope, while they can be more effectively done with a narrower scope.

As often with these things, it's best to start with a bit of history. When I first learned about integration testing, it was in the 1980's and the waterfall was the dominant influence of software development thinking. In a larger project, we would have a design phase that would specify the interface and behavior of the various modules in the system. Modules would then be assigned to developers to program. It was not unusual for one programmer to be responsible for a single module, but this would be big enough that it could take months to build it. All this work was done in isolation, and when the programmer believed it was finished they would hand it over to QA for testing.

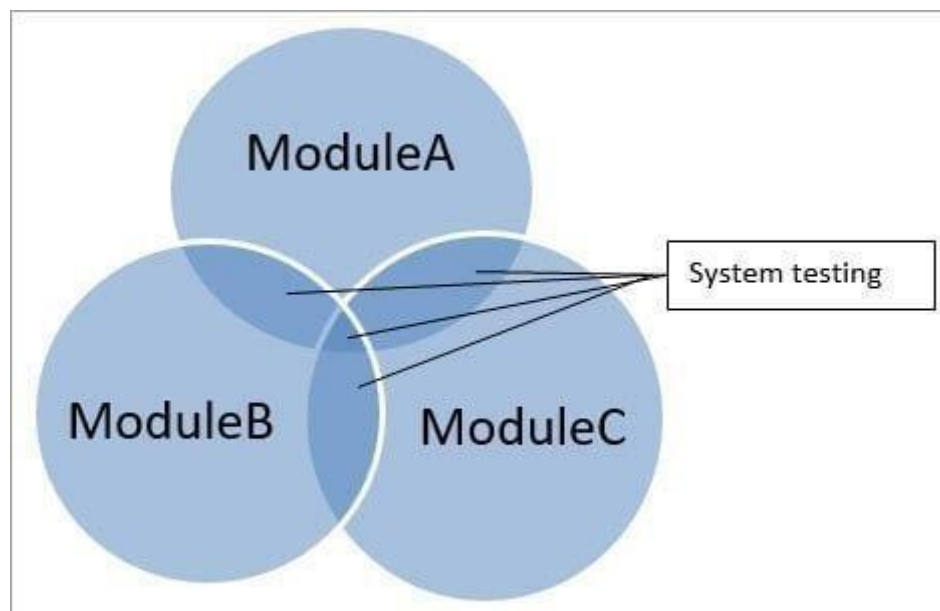
Integration testing tests integration or interfaces between components, interactions to different parts of the system such as an operating system, file system and hardware or interfaces between systems. Integration testing is a key aspect of software testing.



System Testing

SYSTEM TESTING is a level of software testing where a complete and integrated software is tested. The purpose of this test is to evaluate the system's compliance with the specified requirements. System Testing means testing the system as a whole. All the modules/components are integrated in order to verify if the system works as expected or not.

System Testing is done after Integration Testing. This plays an important role in delivering a high-quality product.



System testing is a method of monitoring and assessing the behaviour of the complete and fully-integrated software product or system, on the basis of pre-decided specifications and

functional requirements. It is a solution to the question "whether the complete system functions in accordance to its pre-defined requirements?"

It's comes under black box testing i.e. only external working features of the software are evaluated during this testing. It does not requires any internal knowledge of the coding, programming, design, etc., and is completely based on users-perspective.

A black box testing type, system testing is the first testing technique that carries out the task of testing a software product as a whole. This System testing tests the integrated system and validates whether it meets the specified requirements of the client.

System testing is a process of testing the entire system that is fully functional, in order to ensure the system is bound to all the requirements provided by the client in the form of the functional specification or system specification documentation. In most cases, it is done next to the Integration testing, as this testing should be covering the end-to-end system's actual routine. This type of testing requires a dedicated Test Plan and other test documentation derived from the system specification document that should cover both software and hardware requirements. By this test, we uncover the errors. It ensures that all the system works as expected. We check System performance and functionality to get a quality product. System testing is nothing but testing the system as a whole. This testing checks complete end-to-end scenario as per the customer's point of view. Functional and Non-Functional tests also done by System testing. All things are done to maintain trust within the development that the system is defect-free and bug-free. System testing is also intended to test hardware/software requirements specifications. System testing is more of a limited type of testing; it seeks to detect both defects within the "inter-assemblages".

Sanity Testing

Sanity Testing is done when as a QA we do not have sufficient time to run all the test cases, be it Functional Testing, UI, OS or Browser Testing. Sanity testing is a subset of regression testing. After receiving the software build, sanity testing is performed to ensure that the code changes introduced are working as

expected. This testing is a checkpoint to determine if testing for the build can proceed or not.

The main purpose of this testing is to determine that the changes or the proposed functionality are working as expected. If the sanity test fails, the build is rejected by the testing team to save time and money. It is performed only after the build has cleared the smoke test and been accepted by the Quality Assurance team for further testing. The focus of the team during this testing process is to validate the functionality of the application and not detailed testing. Let's assume that in an e-commerce project, there are mainly five modules- like login page, home page, user profile page, new user creation, etc. There is a defect in the login page when the password field accepts less than four alphanumeric characters and the requirement mentions that this password field should not be below eight characters. So, the bug is reported by the testing team to the development team to resolve it. When the development team fixes the defect and passes it to the testing team. Then the testing team checks if the changes done are working fine. It also checks if it does not have an impact on other related functionalities. Now there is a functionality to update the password in the user profile page. As part of the sanity check, we would need to validate the login page as well as the profile page to ensure that the checks are working fine at both the places. Sanity tests are generally performed on build where the production deployment is required immediately - like a critical bug fix.

Smoke Testing is done to make sure if the build we received from the development team is testable or not. It is also called as "Day 0" check. It is done at the "build level".

It helps not to waste the testing time to simply testing the whole application when the key features don't work or the key bugs have not been fixed yet. Here our focus will be on primary and core application work flow.

To conduct smoke testing, we don't write test cases. We just pick the necessary test cases from already written test cases.

Do we really write test cases for all testing types? Here in this article, we have given clear idea on choosing testing types to write test cases.

As mentioned earlier, here in Smoke Testing, our main focus will be on core application work flow. So we pick the test cases from our test suite which cover major functionality of the application. In general, we pick minimal number of test cases that won't take more than half an hour to execute.

After receiving a Software build with the minor issues fixes in code or functionality, Sanity testing is carry out to check whether the bugs reported in previous build are fixed & there is regression introduced due to these fixes i.e. not breaking any previously working functionality. The main aim of Sanity testing to check the planned functionality is working as expected. Instead of doing whole regression testing the Sanity testing is perform.

Sanity tests helps to avoid wasting time and cost involved in testing if the build is failed. Tester should reject the build upon build failure.

After completion of regression testing the Sanity testing is started to check the defect fixes & changes done in the software application is not breaking the core functionality of the software. Typically this is done nearing end of SDLC i.e. while releasing the software. You can say that sanity testing is a subset of acceptance testing. We can also say Tester Acceptance Testing for Sanity testing.

Regression Testing

Regression Testing is a type of testing that is done to verify that a code change in the software does not impact the existing functionality of the product. This is to make sure the product works fine with new functionality, bug fixes or any change in the existing feature. Previously executed test cases are re-executed in order to verify the impact of change.

Regression Testing is a Software Testing type in which test cases are re-executed in order to check whether the previous functionality of the application is working fine and the new changes have not introduced any new bugs.

This test can be performed on a new build when there is a significant change in the original functionality that too even in a single bug fix.

For regression testing to be effective, it needs to be seen as one part of a comprehensive testing methodology that is cost-effective and efficient while still

incorporating enough variety—such as well-designed frontend UI automated tests alongside targeted unit testing, based on smart risk prioritization—to prevent any aspects of your software applications from going unchecked. These days, many Agile work environments employing workflow practices such as XP (Extreme Programming), RUP (Rational Unified Process), or Scrum appreciate regression testing as an essential aspect of a dynamic, iterative development and deployment schedule.

But no matter what software development and quality-assurance process your organization uses, if you take the time to put in enough careful planning up front, crafting a clear and diverse testing strategy with automated regression testing at its core, you can help prevent projects from going over budget, keep your team on track, and, most importantly, prevent unexpected bugs from damaging your products and your company's bottom line.

Performance testing is the practice of evaluating how a system performs in terms of responsiveness and stability under a particular workload. Performance tests are typically executed to examine speed, robustness, reliability, and application size. The process incorporates "performance" indicators such as:

- Browser, page, and network response times
- Server request processing times
- Acceptable concurrent user volumes
- Processor memory consumption; number and type of errors that might be encountered with app

Performance testing gathers all the tests that verify an application's speed, robustness, reliability, and correct sizing. It examines several indicators such as a browser, page and network response times, server query processing time, number of acceptable concurrent users architected, CPU memory consumption, and number/type of errors which may be encountered when using an application.

Performance testing is the testing that is performed to ascertain how the components of a system are performing under a certain given situation.

Resource usage, scalability, and reliability of the product are also validated under this testing. This testing is the subset of performance engineering, which is focused on addressing performance issues in the design and architecture of a software product. Software Performance testing is type of testing perform to determine the performance of system to major the measure, validate or verify quality attributes of the system like responsiveness, Speed, Scalability, Stability under variety of load conditions. The system is tested under a mixture of load conditions and check the time required responding by the system under varying workloads. Software performance testing involves the testing of application under test to ensure that application is working as expected under variety of load conditions. The goal of performance testing is not only find the bugs in the system but also eliminate the performance bottlenecks from the system.

Load Testing is type of performance testing to check system with constantly increasing the load on the system until the time load is reaches to its threshold value. Here Increasing load means increasing number of concurrent users, transactions & check the behavior of application under test. It is normally carried out underneath controlled environment in order to distinguish between two different systems. It is also called as “Endurance testing” and “Volume testing”. The main purpose of load testing is to monitor the response time and staying power of application when system is performing well under heavy load. Load testing comes under the Non Functional Testing & it is designed to test the non-functional requirements of a software application.

Load testing is perform to make sure that what amount of load can be withstand the application under test. The successfully executed load testing is only if the specified test cases are executed without any error in allocated time.

Simple examples of load testing:

- Testing printer by sending large job.
- Editing a very large document for testing of word processor
- Continuously reading and writing data into hard disk.
- Running multiple applications simultaneously on server.

- Testing of mail server by accessing thousands of mailboxes
- In case of zero-volume testing & system fed with zero load..

Chapter 8

Conclusion And Feature Enhancement

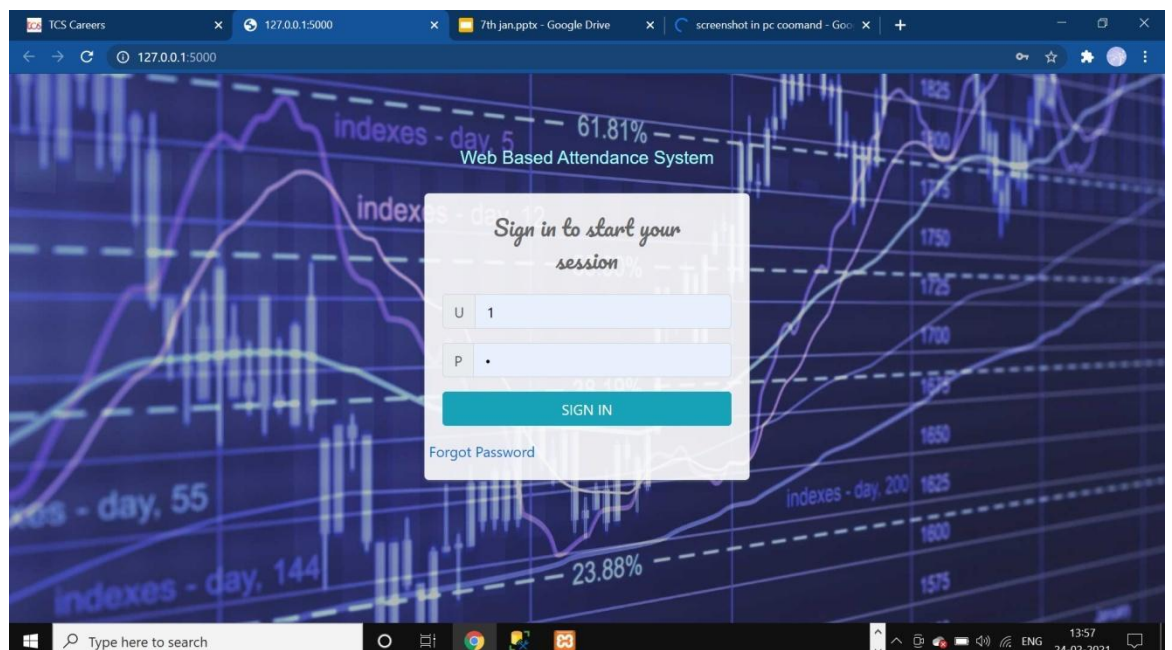
Conclusion

Now, with the new attendance process runs as business as usual, the implementation of the system is considered a success. The system is also far more stable and mature compared to when it is first used. Attendance management is significant to all organizations such as educational institutions. It can manage and control the success of any organization by keeping track of people within the organization such as students to maximize their performance. The proposed system offers the process of monitoring attend students, it aims to help the teacher in the classroom or laboratories to manage and record students' presence electronically and directly without the need to list on paper so it will save time and effort.

Future Enhancement

In future we like to implement QR code based Web Based attendance Management System.

Appendix-1 Screenshots



Dashboard

127.0.0.1:5000/StudentListing

Type here to search

Create

Role Name	User Name	Is Active	Action
Admin	1	True	<button>Edit</button> <button>Delete</button>
Public	2	True	<button>Edit</button> <button>Delete</button>
student	3	False	<button>Edit</button> <button>Delete</button>
Admin	HEMAKIRANHEMU	True	<button>Edit</button> <button>Delete</button>

Create

Type here to search

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