International Journal of Scientific Research in Engineering and Management (IJSREM)
Volume: 05 Issue: 04 | April - 2021 ISSN: 2582-3930

V – Talent: Web Portal

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Abstract - Right information at the right time has enormous value. Information which is not available at the right time does not have any value. Currently, the information regarding students and faculties is not captured in an effective way, because of this timely information is not available or it takes time to collect information. The solution to this problem is to develop the web portal where students and faculties will be able to upload information regarding their achievement, skill upgradation, honors in conferences etc. As this information will be timely updated, it will be available to everybody who needs it. 3-tier client server architecture will be used. Agile development will be the methodology for development. Due to online availability of information with a checkpoint to update the latest information by students and faculties will ensure timely availability of required information. Timely availability of information will help in proper planning and decision making.

Key Words: Integrated Development Environment (IDE), SCRUM methodology, Graphical User Interface (GUI), Artificial Intelligence (AI)

1.INTRODUCTION

There are many institutes having enormous number of students. The skills, capabilities, expertise, technical knowledge of all the students are captured manually. In the manual process there are a lot of difficulties and information about all students is not captured. This situation leads to loss of many opportunities for students. There is a need for a platform to capture 100% of the student information. V- Talent is a portal and it will be a repository of information about students. It is a portal where all the required information of students can be captured and can be used as and when required. This could save almost 90%-95% of the time in gathering, disseminating information, will ensure 0% of dependency. The required information about the students and the skills can be easily found on this portal. The portal is also equipped with an AI enabled chatbot named as VBot which will help students in addressing their queries. The objective of the proposed system is to capture the updated information regarding achievements of students, participation in different activities, and new skill sets acquired. Whenever the information is required, the system will help retrieve the information on time. To achieve this objective, we rely on parameters whether the students use this portal to upload their talents or not. The proper maintenance of the recorded data in the backend and its appropriate sorting as per the requirements are the two major parameters of the project.

2. BACKGROUND

By the end of 1990, using a Steve Jobs-designed NeXT computer, the key technologies that are the bedrock of the Web, including Hypertext Mark-up Language (HTML), for creating Web pages; Hypertext Transfer Protocol (HTTP), a set of rules for transferring data across the Web; and Uniform Resource Locators (URLs), or Web addresses for finding a document or page were developed. Designers became more involved in the development of websites, and along came the Graphical User Interface (GUI), which allowed designers to incorporate images and graphical icons into websites. In the late 1990s, a new technology appeared on the scene: Flash. Flash was a software platform that allowed designers to incorporate music, video and animation into websites, making for a more dynamic audio-visual experience. But the popularity of Flash was short-lived. Then social media emerged and demanded even greater flexibility. This led to the birth of Cascading Style Sheets (CSS). The idea behind CSS was to separate the content (HTML) of websites from the presentation (CSS). Fast forward to 2010 when a new web design approach called responsive web design was created by Ethan Marcotte. The main idea underpinning responsive design was that a single website could respond and adapt to different display environments, facilitating use on different devices. This led to another wave of web design trend: flat design. It emphasizes functionality over ornamental design elements. Today, flat design is still going strong. Over time web technologies have evolved to give web developers the ability to create new generations of useful and immersive web experiences. Today's web is a result of the ongoing efforts of an open web community that helps define these web technologies, like HTML5, CSS3 and WebGL and ensure that they're supported in all web browsers.

3. PROPOSED SYSTEM

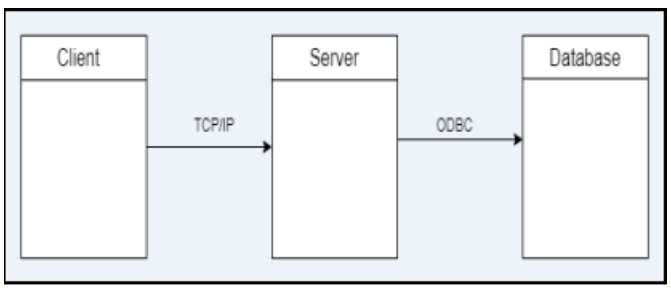

Fig -1: Architecture

This three-tier application is basically, a modular client server architecture consisting of client, server and database.
Client-In the portal the client is going to be the user. E.g., the faculty member or any student who will have the login id. Server - The Server here is playing an important role which is, being the medium between the Client and the Database. The Client will request to the Server and the Server will process the request accordingly. The server here will connect to the database with the ODBC protocol which is an Open Database Connection in the backend and through which Client will have an access to the data.
Database: The Database is a repository of information which will contain all the data about a student. The information in database is organized so that it can be easily accessed, managed and updated.

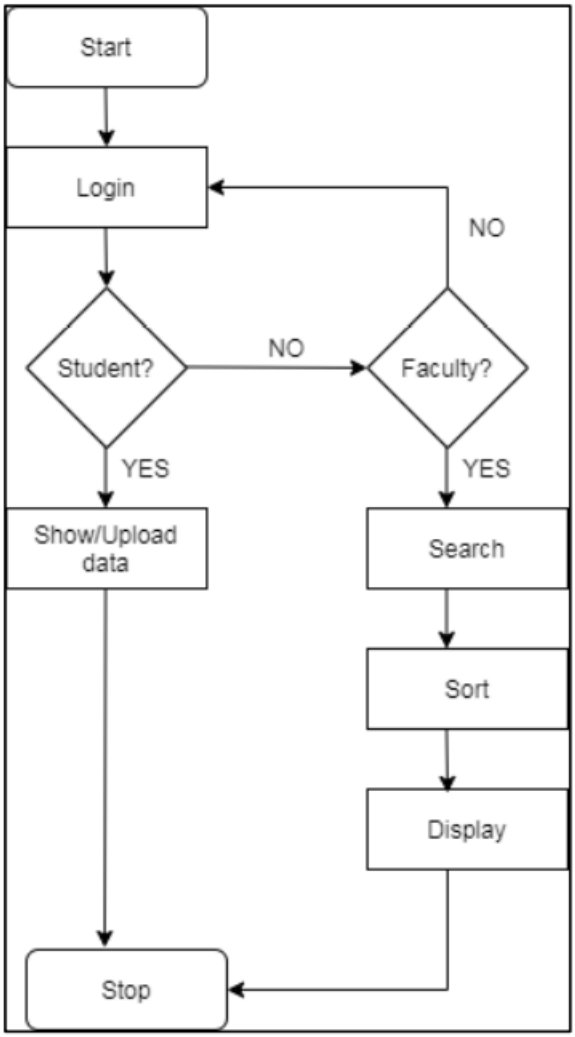

Fig -2: SSMS

The portal opens and the user is asked to login and depending on whether the user a student or a faculty, the next page opens. If the user is a student, user will be able to see and update/upload the documents and skills whereas if the user is a faculty, he/she will be able to search the students based to the skills filter and a list will be displayed. The faculty can also download the sorted records.

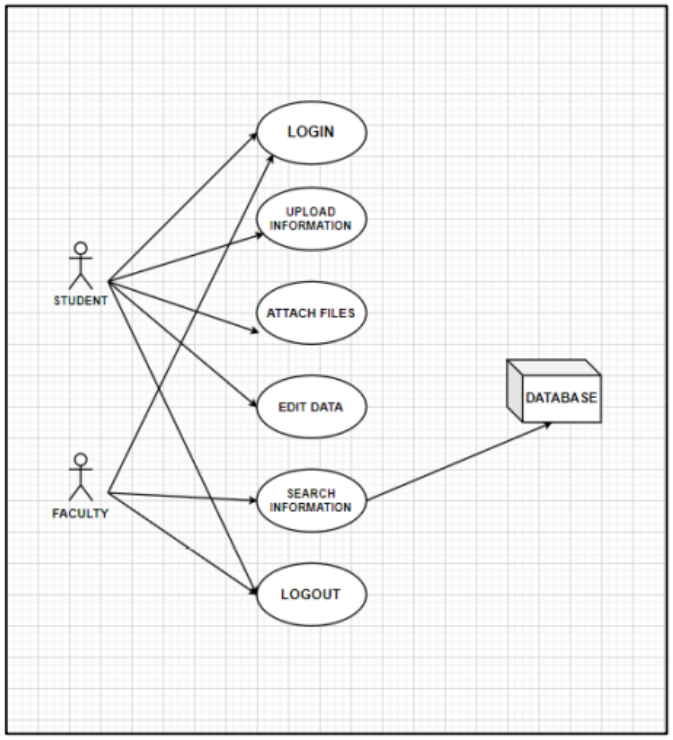

Fig -3: SSMS

A Use Case diagram is a type of behavioral diagram defined by the UML created from a use case analysis. Its purpose is to prevent a graphical overview of the functionality provided by a system in terms of actors, and their goal represented as use case.

4. REQUIREMENTS

A. Visual Studio .Net –
Visual Studio .NET is an application-development tool for writing applications; the .NET Framework will provide the infrastructure required to run those applications.

Fig -4: Visual Studio

B. Visual Studio editor –
Visual Studio Code is a code editor redefined and optimized for building and debugging modern web and cloud applications. It is a free source-code editor made by Microsoft for Windows, Linux and macOS.

Fig -5: Visual Studio Code

C. SQL Server Management Studio –
SQL Server Management Studio is a software application first launched with Microsoft SQL Server 2005 that is used for

configuring, managing, and administering all components within Microsoft SQL Server.

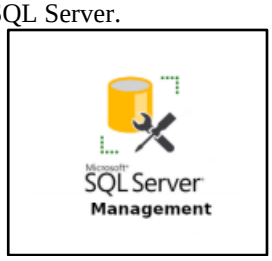

Fig -6: SSMS

5. METHODOLOGY

Agile methodology was used to develop this project. SCRUM is the preferred Agile method for implementation.

a) Not too many changes needed while implanting the project.
b) Requirements and technology are well understood.
c) A demonstration of the functionality is provided at the end of every section of the project so that the regular feedback can be taken before the next stage by the guide.
d) Iterative development is possible which emphasizes how to manage changes better and build products which satisfy customer needs.

User stories can be written by the team, project owner, or any other stakeholder. The team works on the items in the sprint backlog with the help Scrum Master. At the end of a sprint, there is a retrospective to see what went well and what needs to change. Then the cycle begins again with new user stories added, existing user stories selected for development and so on.

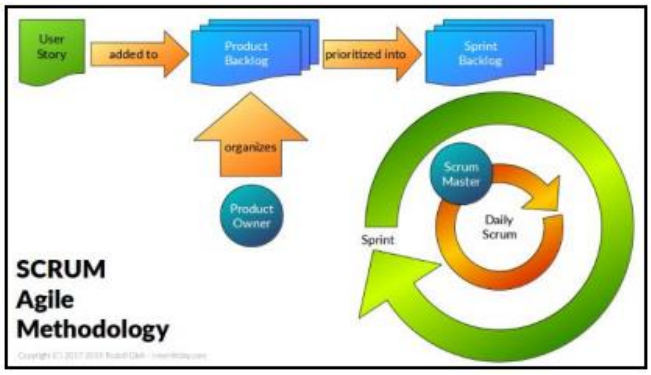

Fig -7: SCRUM Model

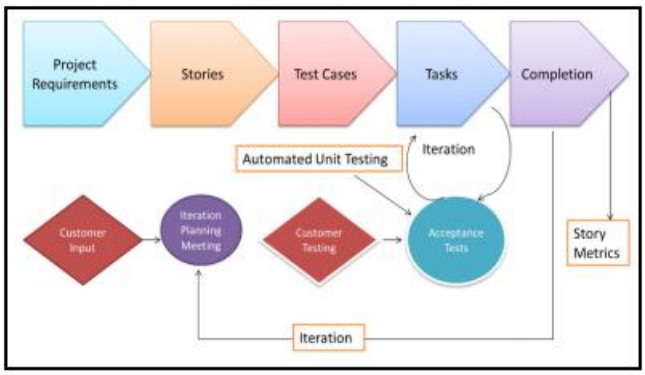

Fig -8: Process

6. CONCLUSIONS

Through this project, we learned about the various ways and various platforms that can be used to develop a website. The techniques used for formatting and styling page were understood. We experimented with different IDEs and then finally chose the one we thought will be good and easy to build the project in. We understood that although the IDEs perform the same function, there are some things and some interfaces that are unique in them. We implemented the project in Visual Studio IDE and used the Visual Studio Editor for the front end. We made a chatbot in the student profile using the Artificial Intelligence technology. The SQL Server Management Studio (SSMS) was used for the backend to configure, store and manage the data for the website and lets you connect to on-premises, remote and cloud-based SQL databases and data warehouses.

ACKNOWLEDGEMENT

We express gratitude towards our project guide Dr. Sachin Bojewar for his valuable and timely advice during various phases of the project despite a busy managing schedule and for giving us flexibility in terms of working schedules.

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