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A Review on Portal of Hostel Website

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Abstract: ***The system provides with all the information related to the hostellers. It also provides details regarding allocated rooms and available rooms that can be allocated further. The system generates fee amount to be paid by each individual and allows them to pay their bills through the website with an ease. The payment receipt can be auto generated and print out of the same can be made available.***
In the existing system the amount of time taken to pay fee amount generally exceeds the time limit provided to them for most of the hostellers since there do not exists any system that can automatically track the time. This leads with many defaulters. Therefore, the main aim of this project is to reduce the existing delay that might occur due to manual payment. It can also determine the exceeded time limit and thereby compute fine on the amount that the defaulters need to pay.
Design saves the records of the students about their rooms and other things. It supports and help them from the manual work from which it is very difficult and complicated to find the data recorded of the students and the mess bills of the students, and the information about them those ones who had left their respect place before month. This project tries and explain an architecture drawing of the project which means that, the user can connect to the site with the help of website link from there smart mobile phone or the personal computers and there will be a E-Registration/online registration Form. which is need to be download and registration or the end- user can registration within the online for their name registration at the particular hostels.
Keywords: Portal of, Hostel Website, MySQL Database, HTML, CSS, JavaScript, Php.

I. INTRODUCTION

The proposed system is web based which will be fully responsive and the user can use it in their mobile; this system is proposed to design a portal for a website of the hostel. It helps in easy access of data with precise and relevant information available. It focuses on the study and analyses of the basic requirements of existing hostel facilities. And move towards automaton of the system by providing all the necessary requirements as in the existing system. In the existing system the amount of time taken to pay fee amount generally exceeds the time limit provided to them for most of the hostellers since there do not exists any system that can automatically track the time. This leads with many defaulters. It also provides details regarding allocated rooms and available rooms that can be allocated further. The system generates fee amount to be paid by each individual and allows them to pay their bills through the website with an ease. The payment receipt can be auto generated and print out of the same can be made available. the main aim of this project is to reduce the existing delay that might occur due to manual payment. It can also determine the exceeded time limit and thereby compute fine on the amount that the defaulters need to pay. Design saves the records of the students about their rooms and other things. It supports the user from the manual work from which it is very complicated to find the data of the students and the mess bills details of the students, and the information about them those ones who had left their respect place before month. This project tries and explain an architecture drawing of the project which means that, the user can connect to the site with the help of website link from there smart mobile phone or the personal computers and there will be a E-Registration/online registration Form. which is need to be download and registration or the end- user can registration within the online for their name registration at the particular hostels. And after all the registration the data will stored at the memory or storage.

There are two types of CSS: (i) Inline: Inline is used by style attribute within the HTML tag. We can use this type of CSS on any HTML tag just by using the style attribute. If we want to apply the CSS on a smart part or on a specific tag, then we prefer this type of CSS. (ii). Internal: Internal is used by using by typing the CSS code inside the head part of the HTML tag within the style tag. To access any HTML tag in internal CSS we can use some selectors like id, class.

We are using HTML which stands for (Hyper Text Mark-up Language). It is used to describe the webpage. It consists of many mark-up tags. Each tag is used for different purpose. We use HTML to put our data on webpage. It is used to put any type of text on webpage. Also we are implementing a Photoshop for our hostel banner as our innovation thought and we are also using a CSS which stands for Cascading Style Sheet. It is used to change the appearance of the content of the webpage. CSS, it is a style sheet language used for describing and the design presentation of a document which is written in a mark-up language like HTML.

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A. Hostel Management

This Portal of hostel website is the act design to managing the presence hostel system for the user. There is a compelling need for a well-designed hostel management system so that the records of their participation are efficiently managed; especially in the case of the lecture has large numbers of participants. Therefore, many systems to optimize the user' management so far have been propose
Following are the important factors of this system:

1) *Authentication:* Authentication is the process of determining whether someone or something is who or what it declares to be or not. Authentication provides access control for systems by checking to see if a user's data match the data in a database of authorized users or in a data authentication server. It might include approving the identity of a person by accepting their identity documents, verifying the authenticity of a website with a digital certificate, verifying the age of an amount by carbon dating, or fortify that a product is what its wrapping and labelling claim to be. In other words, authentication often require verifying the validity of at least one form of recognition. The ways in which individual may be certified fall into a category, based on what are known as the factors of authentication: something the end user *knows*, halfway the user *has*, and halfway the user *is*. Anyone authentication factor covers a scope of ingredient used to certify or confirm a person's identity prior to being granted access, accepting a proceedings request, signing a document or other work outcome, granting authority to others, and creating a line of permission.
2) *Authorization:* **it** is the result or outcome of specifying access the benefit to captial similar and related to raw information, security and computer security in general and to ingress control in specific. More formally, "to *authorize*" is to describe an ingress policy. Access control in computer systems and networks rely on ingress policies. The ingress control undertaking can be divided into the different phases: policy definition phase where ingress is authorized, and policy application phase where ingress requests are accepting or disliked. Authorization is the purpose of the policy visibility phase which introduce the policy enforcement phase where ingress requests are like or disliked based on the previously defined authorizations.

Mostly the Latest, multi-user processing systems include ingress control and thereby rely on authorization. Access control also uses permission to verify the identification of the user and consumers. When a consumer tries to access a goods and the products, the ingress control actions checks that the end user has been authorized to use that product or not. Authorization is the management of an authority, such as an organization management, within the claim domain, but it is often assigned to a conservator such as a system administrator. Authorizations are indicated as ingress policies in some types of "policy definition request".
Following are the important factors tools of this system

a) *CSS:* It stands for Cascading Style Sheet. CSS is used to control the style of web document in a simple and easy way.
b) *HTML:* It stands for Hyper Text Markup Language. With the help of CSS and JavaScript, it can form a triad of cornerstone technologies for the WWW. Web browsers receive HTML documents from a web server or from local memory and render the documents into multimedia web pages.
c) *Java Script:* JavaScript is a lightweight programming language. It is designed for creating network-centric applications. It is contemplimentary to and integrated with Java.
d) *MySQL:* **it** is an open source relational database management system which is an abbreviation for Structured Query Language. MySQL is free and open-source software and which can be use to create a storage to store the raw informations and the data.

II. LITERATURE SURVEY

A. Kola Ayanlowo, O. Shoewu, Segun O. Olatinwo, Olusegun O. Omitola, Damilola D. Babalola "Create and buildout of an Automated Hostel Facility Management System" In this paper, the buildout of an automated hostel arrangement supervising system is present. There has been a planetary increase in the number of educational organization established mainly in the last four decades all over the world. This buildout has brought education to the rest of people. Accordingly, it has increased knowledge and supported produce a population of knowledgeable citizens who can easily observe by the rules of civilized society and contribute relevant to the process of representative authority. This old technique with its legacy limitations have impacted pessimistically on the overall organizational efficiency of this educational systems.

B. U. Elakkiya, P. Nirmala Priyadarshini **"**web-based hostel management system for improving sustainable performance of educational institutions" the hostel administration group which encourages them to spare the records of the students about their rooms and other things. It encourages them from the manual work from which it is exceptionally hard to discover the record of the students and the data about those ones who had left the hostel years prior. This project manages the issues on dealing with hostel and avoid the issues which happen manually.

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C. Bikash Choudhury, Deepak Kumar, Deepika Priyadarshani Khatua, Ajit Kumar Patro "Online Hostel Management System" This specially project allocate with the issues on supervise a hostel and circumvent the issues which occur when carried manually. Identification of the disadvantages of the existing system leads to the designing of computerized system that will be compatible to the existing system with the system which is more user friendly and more website oriented. We can upgrade the organizations of the system, thus overcome the drawbacks of the survive structure.

D. Gunjal M.S., Andhale Tejal B., Dhamdhere Divya R., Dusunge Sujata S., Korade Renuka D "Online Hostel Management "1, March 2017 The representation of this expects are student raw information's, attendance details, room details, mess modules. The hostel management structure also includes some special features. The management has the unique sameness for each particular group as well as student information's outlay. The property directorate has also held by mess outlay, the mess expenditure that uses to calculate the mess bills of each of the individual students. The main drawback of this project is difficult to allocate for the student and also complicate to compute mess bill.

E. O. Shoewu; S.A. Braimah; and O. Duduyemi Oluwagbemiga Shoewu **"**Design and Implementation of Hostel Management System" November 2016 This is related with inadequacies as more personnel are often need and a lot of times are wasted while the semester is on with lectures and other activities. After inserting, the bio-data of students' bio-data are transferred to the porter's lodge where students will receive a mattress, pillow, and so on. The bearer and students' circumstance officers will also be able to access and create student documentation and the data with ease and systematically update of student profile is enhanced when adopted. The procedure of hostel appearing in many instruct employs a narrow-minded system that involves students going to the Students' Affairs Office to fill out a form for submission.

III. INFERENCES DRAWN

Table 2.1: Inferences drawn from Literature Survey

Author name and publication	Title of the paper	Techniques used
Kola Ayanlowo, O. Shoewu, Segun O. Olatinwo, Olusegun O. Omitola, Damilola D. Babalola Vol. 5 (1), 2014, 01-10	Development of An Automated Hostel Facility Management System	Visual Basic and Microsoft Access
U. Elakkiya, P. Nirmala Priyadarshini Vol. (10) Issue (1),	Web-Based Hostel Management System for Improving Sustainable Performance Of Educational Institutions	MySQL, JavaScript, Get pass model.
Bikash Choudhury, Deepak Kumar, Deepika Priyadarshani Khatua, Ajit Kumar Patro Vol. 4, No. 3 (march 2017)	Online Hostel Management System	HTML, CSS and JavaScript.
Gunjal M.S., Andhale Tejal B., Dhamdhere Divya R., Dusunge Sujata S., Korade Renuka D Volume 5, Issue 1, March 2017	Online Hostel Management	GSM model and fingerprint system.
O. Shoewu; S.A. Braimah; and O. Duduyemi Oluwagbemiga Shoewu Journal of Science and Technology Volume 17. Number 2. November 2016	Design And Implementation of Hostel Management System	PHP computer programming language, my SQL database and HTML.

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A. Proposed Methodology

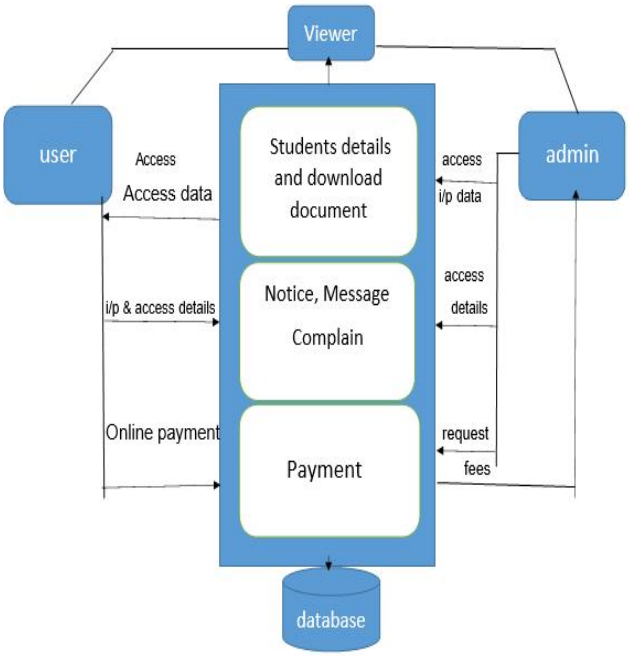


Fig 8.1: Flowchart for our proposed system

Fig 8.1: **B**lock Diagram of a Model, in our website, there will be a home page in which we are going to link our whole page like student details page and other page, as per the figure 8.1 shown above. In Student page or a user page there will be a log in page, registration form for the hostel, for both the male and the female student. And also there will be available for checking hostel, download document and also student online fee payment will be there. At another page in porter there will be some other page linked like register new admin, searching student details and the post latest news for all the particular hostel family.

B. Steps To Develop The System

1) *Step 1:* The details and the data of this website are collected from local small scale hostel, along with the details of some user.
2) *Step 2:* In this step user data will be stored according to their information including their details.
3) *Step 3:* The website will be designed using HTML, JavaScript, PHP and CSS as the front-end tools.
4) *Step 4:* The data of the needed information will be stored in MySQL as the database. PHP will be used as the back-end design.
5) *Step 5:* The system will contain all the data from the previous years and the present data. This system design can be hosted by the any user for their individual hostel.
6) *Step 6:* After the website is done and a mobile application can also be made which will work on Android platform.

IV. CONCLUSION

This system is web-based portal of hostel which will be developed using PHP, CSS, HTML and JavaScript. This system overcomes many limitations incorporated in hostel management system in small skill. the advancement in web designing technology, it can be a boon to web designer. Accommodation System website is a user-friendly computer-based system for managing website staff in website. It has been designing to automate, manage and look after the overall processing of records of students residing in a medium website. It is skillful of administering Enquiry of the details, Student Details. The developed system provides solution to manual website management problems and also provides information such as website information, website room information. The website offers stability, cost-effectiveness and usability. It provides the most flexible and adaptable standards management system solutions for website.

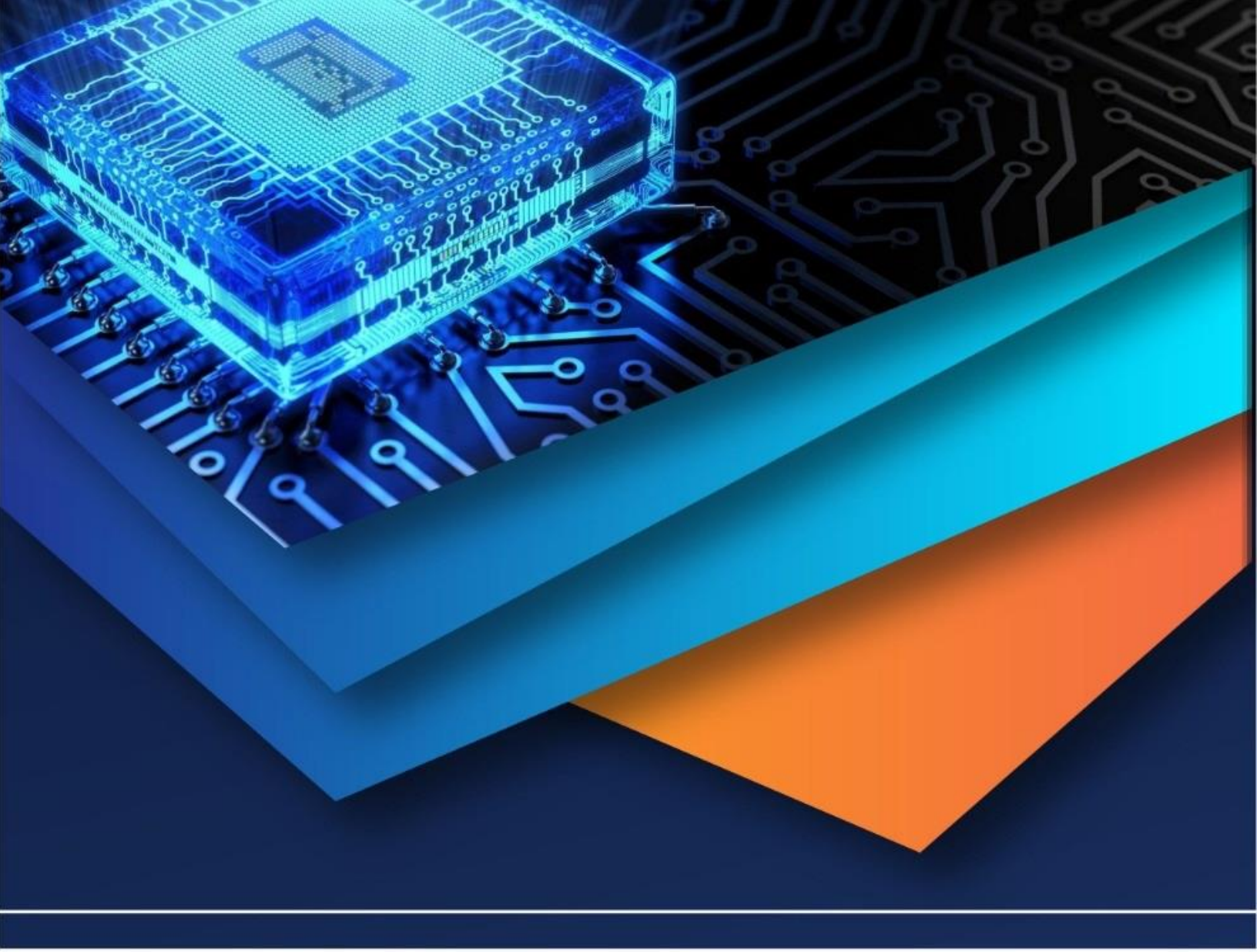
The system will be responsive which can be used in mobile phones.

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