

# Implementation of Education Management System

Anand Mishra, Ashutosh Kumar, Sankalp Pandey, Rushikesh Chidre,

Sanskar Agrawal, Prof. D. G. Jadhav

Department of Information Technology

Sinhgad College of Engineering, Pune, Maharashtra, India

**Abstract:** While pursuing any graduation Degrees or in school student have difficulty controlling their time and faculty work parallelly. This certainty affects work productivity in offices. With the establishment of the Education Management system application. The purpose of making this application is to assist users in managing their college work or school work all at once in an application. The research method used in data collection is literature study and indirect observation. The application development method uses the system development life cycle method with the waterfall model. This model uses a systematic and sequential approach that starts at the level of requirement to the level of maintenance. This application is based on Android Developed with the Java programming / Kotlin language. The result is an Education Management system application that can be used for remainder or also bring a Digitalization which also reduce a crowd or keeping a store of documents of college students or school students.

**Keywords:** Education Management System ,Java , SQL, Firebase Database

## I. INTRODUCTION

Working through mail can be suitable, especially for those who live in faraway places. Still, this method is time consuming and difficult because the taking and sending an information manually. Existing studies have pointed out that remote applications will decrease student trouble and helps to interact smoothly. As the number of service-oriented applications is increasing, the importance of dependability of them increases, too. To make this a reality the application should be accessible to the students or faculty member without making them stand in a long queue outside the department or office. Over the years many systems and ideas have been implemented and imitated to achieve a possible application for Education. The main goal of this idea proposed is to encourage student to make aware to digitalization wherever they are, whichever smartphone they are using to reduce the time consumption and make it more flexible and possible for the people

## II. RELATED WORK

Existing Android Application: -

### Money Diary Application Models :

In terms of smartphone deployment, Android is at the first level with the most market share. This is likely to have a direct or indirect impact on the number of applications developed with Android-based to facilitate human life. Online market applications are becoming one of the applications that are mushrooming and at the same time are causes of financial control are not well controlled. So basically Previous android application working on the basis of Financial Exchange.

### College Management System:

Recent days, there is a huge necessity needed for automated system which includes their role in academic infrastructures like schools & colleges that needs to change the role of their manual system to mobile computing systems. The Computer Technology changes uses the databases & application of the Information System of students, which helps to make their documents and records as centralized. Android play a vital role. It leads to the inventiveness to the processing of traditional – transactional systems. For example, attendance management in the existing organization is done on paper sheets. The whole session attendance is stored in either register or record books and at the term end reports are generated. We are not able to spawn report in the middle of the session or as per the requirement because it takes more time in scheming. It is a very time intensive process, also provide a platform for college students to develop better interaction with students.

Copyright to IJARSCT

DOI: 10.48175/IJARSCT-10885

[www.ijarsct.co.in](http://www.ijarsct.co.in)



**Mobile based Student -Centerd Learning System :**

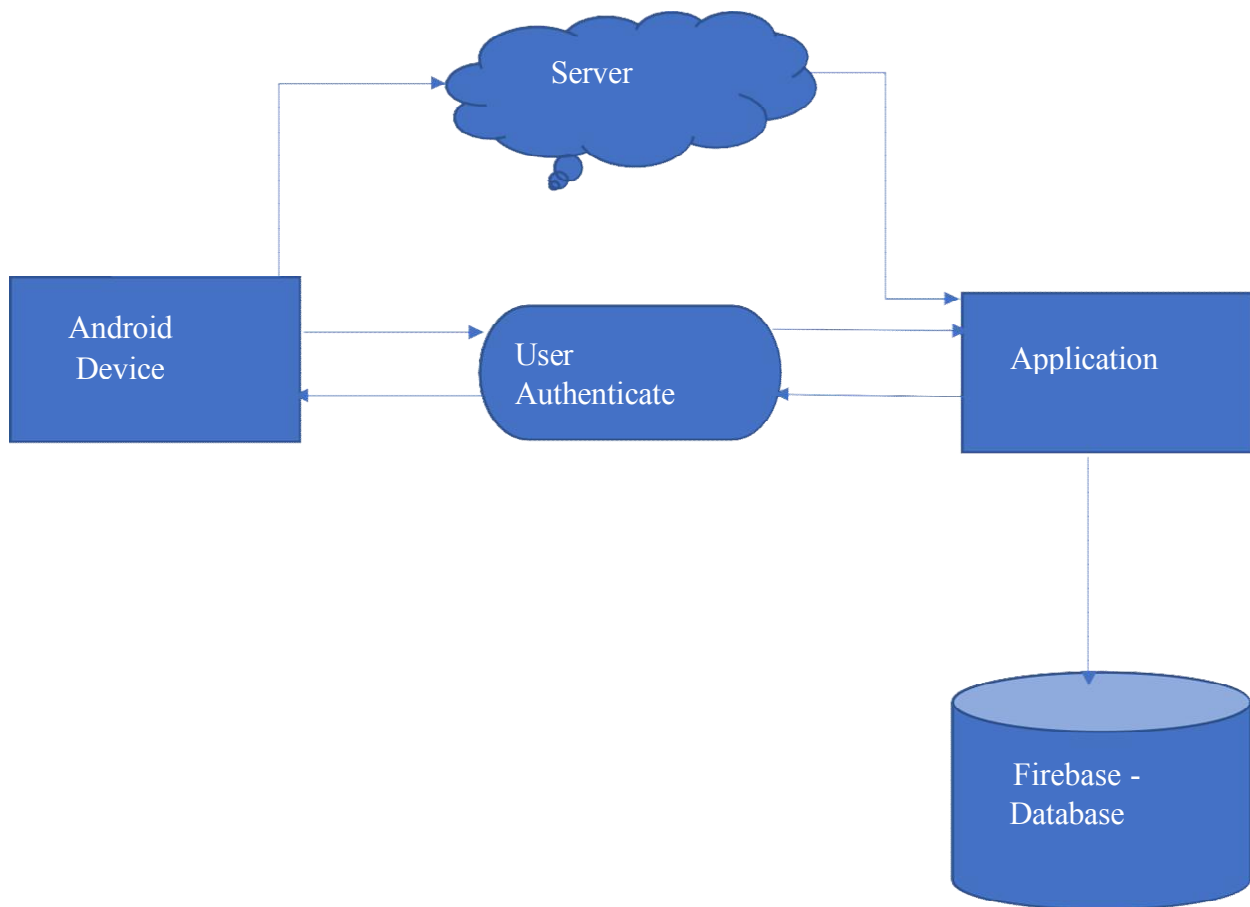
Information technologies and wireless communications have made a very vibrant change in the global educational scenarios. Higher education in Science and Engineering are the process of knowledge sharing among the professors and the young students. Educational system involves learning, training, coaching and teaching. In digital learning process, electronic learning (e-learning) is the conventional way to gather engineering knowledge and technical skills through internet in form of digital library sources such as, e-books, visual aids, text files, audio files and video presentations. Mobile learning (m-learning), is a latest idea in the academic learning steps which shows the capability of information sharing without considering the physical site of learning process. Smart mobile devices, tablet computers and PDA’s (Personal Digital Assistants) are the hand-held devices can be used for smart learning. The authors in surveyed with 63 undergraduate and graduate students to evaluate the applications of mobile learning from the student side that produced positive reports. Basically, it states that innovative teaching method and effective learning

**III. BUILDING EDUCATION MANAGEMENT SYSTEM**

The frontend of the site was built by Java to provide a user interface. Java is also used at often places for some functionalities. We used Java as a backend language and SQL & Firewall database for managing data, processing, storage, and retrieval.

The System is divided into User & Admin Interface: -

- User Side: The user side system of an Education Management system typically consists of some components: Faculty & Students.
- Admin Side: The admin side of an Education Management System typically consists of Faculty: Attendance, Courses, Marks.

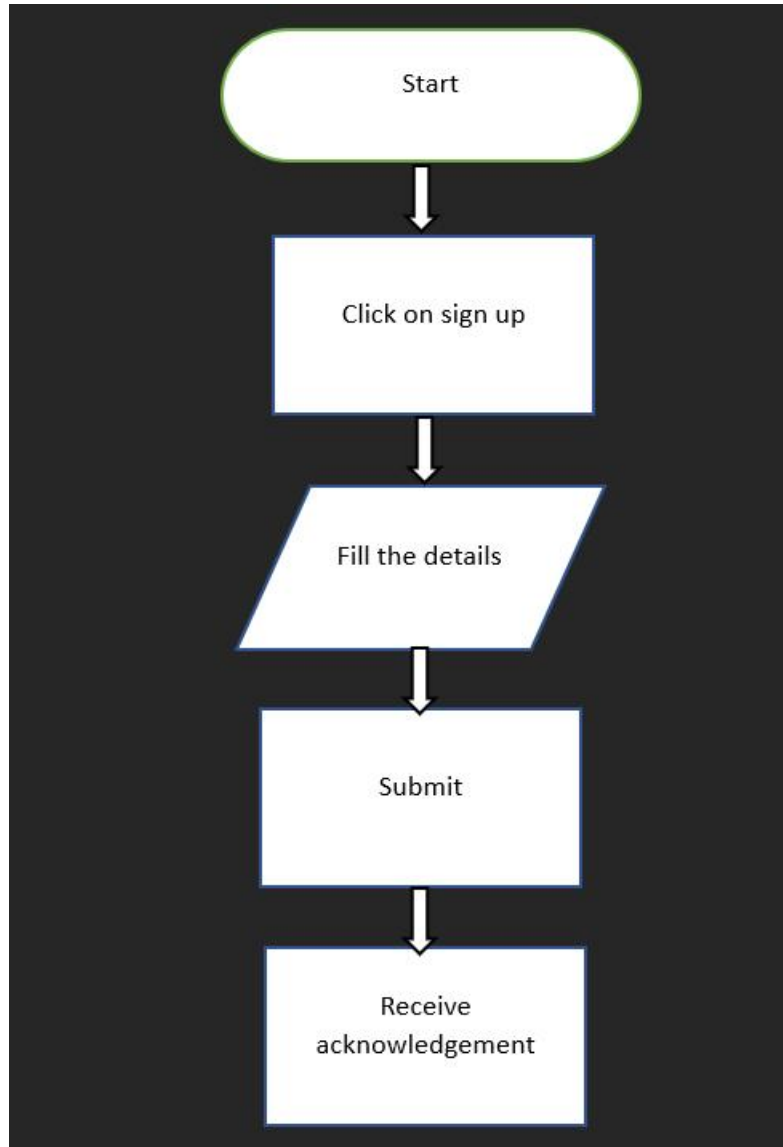


**IV. IMPLEMENTATION**

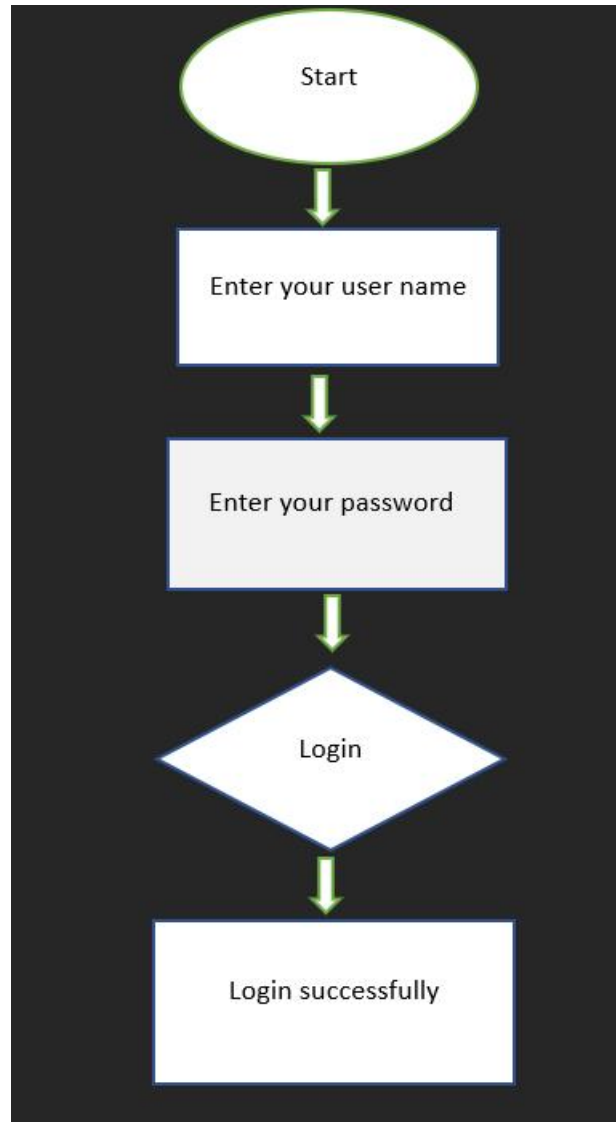
Phases of the Log in.

Creation of Student interface including Attendance, Elibrary, Fees-Receipt, Performnce.

Creation of Faculty interface including different Department.



Resister



Login