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Paper Authors
Mrs. S.Nagavali[1], Kolusu Geethika [2], Jangala Charitha [3] , Badugu Deepthi [4] , Jagarapu Mohan Durga prasad [5]

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STUDENT ONLINE FEEDBACK AND REVIEW SYSTEM

Mrs. S.Nagavali[1], Kolusu Geethika [2], Jangala Charitha [3] , Badugu Deepthi [4] , Jagarapu Mohan Durga prasad [5]

[1]Associate Professor, Dept. of CSE, [2]17ME1A0532, [3]17ME1A0524, [4]17ME1A0505, [5]17ME1A0523

Ramachandra College of Engineering, A.P., India

ABSTRACT

The Student Online Feedback and Review System is a web based system which collects the feedback from every individual student and provides an collective feedback which has been taken by the students. We have developed a feedback system to provide the feedback in an easy and quick manner. The existing system takes more time to get the feedback from the students, thus the online feedback system is implemented. Students will fill online feedback using a standard form provided online. This online feedback system is the perfect place to find feedback evaluated according to the requirements and it is the efficient one to get feedback analysis of students and staffs.

1. INTRODUCTION

1.1 Overview

The Online Feedback System is used to manages feedback provided by students. Online Feedback System allows students to select particular subject and respective teacher to give feedback about teacher and subject. A Online Feedback System is an feedback generation system which gives proper feedback to teacher provides the proper feedback to the teachers about their teaching quality on basis of points. In the existing system students requires giving feedback manually. In existing system report generation by analyzing all feedback form is very time consuming. By online feedback system report generation is consumes very less time. In online feedback system student gives feedback for teacher of particular subject for particular period of time may be at month end. Feedback is send to HOD of particular department as well as all departments' feedback to principal. HOD has rights to whether feedback shows to respected teacher or not. After analyzing report HOD or principle conducts the meetings for staff by send mail to them.

2. SYSTEM ANALYSIS

2.1 Introduction

Analysis can be defined as breaking up of any whole so as to find out their nature, function etc. It defines design as to make preliminary sketches of; to sketch a pattern or outline for plan. To plan and carry out especially by artistic arrangement or in a skillful wall. System analysis and design can be characterized as a set of techniques and processes, a community of interests, a culture and an intellectual orientation.

The various tasks in the system analysis include the following.

● Understanding application.
● Planning.
● Scheduling.
● Developing candidate solution.
● Performing trade studies.
● Performing cost benefit analysis.
● Recommending alternative solutions.
● Selling of the system.
● Supervising, installing and maintaining the system.

This system manages to the analysis of the report generated by the students. First design the students, Faculty and admin login details in the tables called users. Next, the creation of tables of various categories in Feedback system like give feedback, view feedback, Manage records. This project will helps the feedback form system for the department feasibility report of student due details. This application system will provide flexible report to the faculty.

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2.2 Existing System

In existing system the feedback is done by manual process. The students can give feedback about the lecturers by using paper and pen. After filling the feedback form, these forms are collected by the faculties and then they calculate the overall grade. Later on this collective grade report is viewed by the Head of Department and estimating the performance of lecturer. This existing system is very time consuming and also causes a lot of trouble to the persons who are in charge of creating this analysis through the paper feedback forms.

2.3 Proposed System

In the proposed system of Student Feedback System, the registered students can simply generate a feedback anywhere and anytime providing the required details. By this process student can give feedback in online system without wasting his time in writing. Student can fill the objective questionnaire ,system will generates the report based on points. After student filling the feedback then the faculty can be able to see the generated report. Database will be used to maintain the data required for student feedback system.

3. SYSTEM SPECIFICATION

3.1 Software Environment:

Software environment is the term commonly used to refer to support an application. A software environment for a particular application could include the operating system, the database system, specific development tools or compiler.

3.1.1 Python Python is an interpreted, interactive, object-oriented programming language. It incorporates modules, exceptions, dynamic typing, very high-level dynamic data types, and classes. Python combines remarkable power with very clear syntax. It has interfaces to many systems calls and libraries, as well as to various window systems, and is extensible in C or C++. It is also usable as an extension language for applications that need a programmable interface. Finally, Python is portable: it runs on many Unix variants, on the Mac, and on Windows 2000 and later. When he began implementing Python, Guido van Rossum was also reading the published scripts from "Monty Python's Flying Circus", a BBC comedy series from the 1970s. Van Rossum thought he needed a name that was short, unique, and slightly mysterious, so he decided to call the language Python.

Python Features:

provides lots of features that are listed below.

1) Easy to Learn and Use: Python is easy to learn and use. Python It is developer-friendly and high-level programming language.

2) Expressive Language: Python language is more expressive means that it is more understandable and readable.

3) Interpreted Language: Python is an interpreted language i.e.; interpreter executes the code line by line at a time. This makes debugging easy and thus suitable for beginners.

4) Cross-platform Language: Python can run equally on different platforms such as Windows, Linux, Unix and Macintosh etc. So, we can say that Python is a portable language.

5) Free and Open Source: Python language is freely available at official web address. The source-code is also available. Therefore, it is open source.

6) Object-Oriented Language: Python supports object-oriented language and concepts of classes and objects come into existence.

7) Extensible: It implies that other languages such as C/C++ can be used to compile the code and thus it can be used further in our python code.

8) Large Standard Library: Python has a large and broad library and provides rich set of module and functions for rapid application development.

9) GUI Programming Support: Graphical user interfaces can be developed using Python.

10) Integrated: It can be easily integrated with languages like C, C++, and JAVA etc.

3.1.2 Python Idle

Every Python installation comes with an Integrated Development and Learning Environment, which you'll see shortened to IDLE or even IDE. These are a class of applications that help you write code more efficiently. While there are many IDEs for you to choose from, Python IDLE is very bare-bones,which makes it the perfect tool for a beginning programmer. It is included in Python installations on Windows and Mac. If you're a Linux user, then you should be able to find and download Python IDLE using your package manager. Once you've installed it, you can then use Python IDLE as an interactive interpreter or as a file editor.

An Interactive Interpreter

The best place to experiment with Python code is in the interactive interpreter, otherwise known as a shell. The shell is a basic ReadEval-Print Loop (REPL). It reads a Python statement, evaluates the result of that statement, and then prints the result on the screen. Then, it loops back to read the next statement. The Python shell is an excellent place to experiment with small code snippets. You can access it through the terminal or command line app on your machine. You can simplify your workflow with Python IDLE, which will immediately start a Python shell when you open it.

4. SYSTEM DESIGN AND DEVELOPMENT
4.1 System Design

System design is transition from a user oriented document to programmers or data base personnel. The design is a solution, how to approach to the creation of a new system. This is composed of several steps. It provides the understanding and procedural details necessary for implementing the system recommended in the feasibility study. Designing goes through logical and physical stages of development, logical design reviews the present physical system, prepare input and output specification, details of implementation plan and prepare a logical design walkthrough.

4.2 Software Design

In designing the software following principles are followed:

Modularity and partitioning: software is designed such that, each system should consists of hierarchy of modules and serve to partition into separate function.

Coupling: modules should have little dependence on other modules of a system.

Cohesion: modules should carry out in a single processing function.

Shared use: avoid duplication by allowing a single module be called by other that need the function it provides.

4.3 UML Concepts

The Unified Modeling Language (UML) is a standard language for writing software blue prints. The UML is a language for

• Visualizing
• Specifying
• Constructing
• Documenting the artifacts of a software intensive system.

4.3.1 Things in UML

Things are the abstractions that are first-class citizens in a model; relationships tie these things together; diagrams group interesting collections of things. There are four kinds of things in the UML:

• Structural things
• Behavioral things

• Grouping things
• An notational things

5. ROJECT DESCRIPTION

5.1 Problem Definition The existing system carries more time to do a piece of work for this reason the online system feedback is implemented. This system developed will reduce the time. By this process student can give feedback in online system without wasting his time in writing. system is designed to be simple to use, simple to understand and easy to implement and configure to fit. Student can send feedback at any time and anywhere.

5.2 Problem Overview In our project, the security is also maintained by the result of feedback is only visible to the authentic user. The user have username and password. User is three types, one admin, student and faculty After logging in, it enters into different type of module, at the time of login it is decide. If the user is admin it logon into admin module, otherwise it logon into the student module. Admin can have the control over the student module and the faculty module.

5.3 Module Description
There are three modules student, faculty and admin.

5.4 Functional Requirements
• The system should be giving minimal and relevant data only to the users.
• Digital storage of data should be secure,always available and persistent.
• Admin manages the overall feedback system.
• Students can register and provides feedback.
• Faculty can access the feedback given by the students.

5.5 Non Functional Requirements
Non-functional requirements specify the standard that is utilized to judge the operations of the system. It describes the performances characteristics of the system.

5.7 Output Design
Output design of this application "Student Online Feedback and Review System" generally refers to the results and information that are generated by the system for many end-users; output is the main reason for developing the system and the basis on which they evaluate the usefulness of the application. The output is designed in such a way that it is attractive, convenient and informative. Forms are designed with various features, which make the console output more pleasing. As the outputs are the most important sources of information to the users, better design should improve the system's relationships with us and also will help in decision making. Form design elaborates the way output is presented and the layout available for capturing information. One of the most important factors of the system is the output it produces. This system refers to the results and information generated. Basically the output from a computer system is used to communicate the result of processing to the user.

CONCLUSION

The project "Student Online Feedback and Review System" is designed in order to reduce the burden of maintaining the bulk of records of all the students feedback details. Inserting, retrieving and updating the feedback details of a student are easy when it is compared to the manual feedback. In college student feedback system it is very easy process to save each and every record of individual student by the use of database.

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