

**A
REPORT
ON
“ONLINE JOB SEARCH ENGINE
FOR JOB SEEKERS & JOB
PROVIDERS”**

by

Name:

Enrolment No:-.....

Under Guidance

of

.....

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LOGO

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CITY

ONLINE JOB SEARCH ENGINE FOR
JOB SEEKERS & JOB PROVIDERS

Under Supervision of :

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With Candor and Pleasure I take opportunity to express my sincere thanks and obligation to my esteemed guide It is because of his able and mature guidance and co-operation without which it would not have been possible for me to complete my project.

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Finally, I gratefully acknowledge the support, encouragement & patience of my family, and as always, nothing in my life would be possible without God, Thank You!

DECLARATION

I hereby declare that this project work titled “**ONLINE JOB SEARCH ENGINE FOR JOB SEEKERS & JOB PROVIDERS**” is my original work and no part of it has been submitted for any other degree purpose or published in any other form till date.

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1. INTRODUCTION

1.1 INTRODUCTION

This project is web-based enterprise software (website), which provides solution to the Online job seekers problem and the problem of finding right employee to the company. This website is being developed for companies who have requirements of employees and the Online job seekers who require right job. The sample data collected to design and test from companies at local level and unemployed persons to address the various aspects of their problems and requirements.

In Today's life, the very big problem for every man is to search and get the job either he is more educated or less educated. The person who is qualified and wants to do a job but he has no idea and no information about the companies who have the requirements of employees or having openings. Because of lack of information the person would not get his right place or would not able to fulfill his aim however he is educated. But truth is that if anybody has ability to do something and he has right way to go then he can achieve his aim easily.

2. SYSTEM STUDY

2.1 PRELIMINARY INVESTIGATION

System development, a process consisting of two major steps of system analysis and design, start when management or sometimes system development personnel feel that a new system or an improvement in the existing system is required. The system development life cycle is classically thought of as the set of activities that analysts, designers and users carry out to develop and implement an information system. The system development life cycle consists of the following activities:

- Preliminary investigation
- Determination of system requirements
- Design of system
- Development of software
- System testing
- Implementation, evaluation, and maintenance

A request to take assistance from information system can be made for many reasons, but in each case someone in the organization initiates the request is made, the first system activity the preliminary investigation begins. This activity has three parts:

- 1) Request clarification
- 2) Feasibility study
- 3) Request approval

Request clarification: Many requests from employees and users in the organizations are not clearly defined, therefore it becomes necessary that project request must be examined and clarified properly before considering systems investigation.

TOOLS/PLATFORMS, HARDWARE & SOFTWARE REQUIREMENTS

HARDWARE:

Processor	:	Pentium 2.4 GHz or above
Memory	:	2 GB RAM or above
Cache Memory	:	128 KB or above
Printer	:	Laser Printer
Pen Drive	:	2 GB

SOFTWARE:

Operating System	:	Windows 10, WAMP Server.
Font-End Tool	:	PHP, Java Script
Back-End	:	My SQL (phpmyadmin)
Editor	:	Dreamweaver

PHP

PHP is a widely-used general-purpose scripting language that is especially suited for Web development and can be embedded into HTML. **PHP**, or PHP: Hypertext Preprocessor, is a widely used, general-purpose scripting language that was originally designed for web development, to produce dynamic web pages. It can be embedded into HTML and generally runs on a web server, which needs to be configured to process PHP code and create web page content from it.

3. SYSTEM ANALYSIS

3.1 IMPORTANCE OF COMPUTERIZED ONLINE JOB SEARCH ENGINE FOR JOB SEEKERS & JOB PROVIDERS

There are several attributes in which the computer based information works. Broadly the working of computer system is divided into two main groups:

- ◆ Transaction System
- ◆ Decision Support System

Transaction System:

A transaction is a record of some well-defined single and usually small occurrence in a system. Transactions are input into the computer to update the database files. It checks the entering data for its accuracy. This means that numeric data appears in numeric field and character data in character field. Once all the checks are made, transaction is used to update the database. Transaction can be inputted in on-line mode or batch mode. In on-line mode, transactions are entered and updated into the database almost instantaneously. In batch mode, transactions are collected into batches, which may be held for a while and inputted later.

Decision Support System:

It assists the user to make analytical decision. It shows the various data in organized way called analysis. This analysis can be made to syrdy preferences and help in making decisions.

Computer system works out best with record maintenance. It will tell you which customer would get how much pending/reports statements. It will also help to search the information about a particular person by simply entering his telephone number. User can store information as per requirement, which can be used for comparison with other reports.

PRINCIPLES OF SYSTEM ANALYSIS

Principles:

1. Understand the problem before you begin to create the analysis model.
2. Develop prototypes that enable a user to understand how human machine interaction will occur.
3. Record the origin of and the reason for every requirement.
4. Use multiple views of requirements like building data, function and behavioral models.
5. Work to eliminate ambiguity.

A Complete Structure:

The limited time and resources have restricted us to incorporate, in this project, only the main activities that are performed in news sites, but utmost care has been taken to make the system efficient and user friendly.

For the optimum use of practical time it is necessary that every session is planned. Planning of this project will include the following things:

- Topic Understanding.
- Modular Break – Up of the Syst
- Processor Logic for Each Module.
- Database Requirements.

Topic Understanding:

It is vital that the field of application as introduced in the project may be totally a new field. So as soon as the project was allocated to me, I carefully went through the project to identify the requirements of the project.

Modular Break –Up of the System:

- Identify The Various Modules In The System.
- List Them In The Right Hierarchy.
- Identify Their Priority Of Development
- Description Of The Modules:

4. SYSTEM DESIGN

The design document that we will develop during this phase is the blueprint of the software. It describes how the solution to the customer problem is to be built. Since solution to complex problems isn't usually found in the first try, iterations are most likely required. This is true for software design as well. For this reason, any design strategy, design method, or design language must be flexible and must easily accommodate changes due to iterations in the design. Any technique or design needs to support and guide the partitioning process in such a way that the resulting sub-problems are as independent as possible from each other and can be combined easily for the solution to the overall problem. Sub-problem independence and easy combination of their solutions reduces the complexity of the problem. This is the objective of the partitioning process. Partitioning or decomposition during design

5. SOURCE CODE

5.1 CODING

Conn.php

```
<?php
$con=mysql_connect("localhost","root","")or die("connection not build");
mysql_select_db("jobs") or die("Database not selected").mysql_error();
?>
```

Header.php

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<title><?php include("title.php");?></title>
<style type="text/css">
<!--
```

5.2. CODE EFFICIENCY

Reviewing of Code efficiency for a module is carried out after the module is successfully compiled and all the syntax errors eliminated. Code efficiency review is extremely cost-effective strategies for reduction in coding errors in order to produce high quality code.

5.3 OPTIMIZATION OF CODE

Code optimization is an informal code analysis technique. In this technique, after a module has been coded, it is successfully compiled and all syntax errors are eliminated. Some members of the development team are given the code a few days before the optimization meeting to read and understand the code. Each member selects some test cases and simulates execution of the code by hand (i.e. trace execution through each statement and function execution). The main objectives of the optimization are to discover the algorithmic and logical errors in the code. The members note down their findings to discuss these in a optimization meeting where the coder of the module is also present.

6. TESTING

6.1 TESTING PHASES

Software Testing is an empirical investigation conducted to provide stakeholders with information about the quality of the product or service under test , with respect to the context in which it is intended to operate. This includes, but is not limited to, the process of executing a program or application with the intent of finding software bugs. It can also be stated as the process of validating and verifying that a software program/application/product meets the business and technical requirements that guided its design and development, so that it works as expected and can be implemented with the same characteristics.

7. SYSTEM IMPLEMENTATION

POST IMPLEMENTATION MAINTENANCE AND REVIEW

As we know, creating software is one thing and the implementation of the created software is another. The process of implementing software is much difficult as compared to the task of creating the project. First we have to implement the software on a small scale for removing the bugs and other errors in the project and after removing them we can implement the software on a large scale.

Before we think in terms of implementing the Software on a large basis, we must consider the Hardware requirements.

7.1 HARDWARE EVALUATION FACTORS

When we evaluate computer hardware, we should first investigate specific *physical and performance* characteristics for each hardware component to be acquired. These specific questions must be answered concerning many important factors. These *hardware evaluation factors* questions are summarized in the below figure.

HARDWARE EVALUATION FACTORS

- 1) Performance
- 2) Cost
- 3) Reliability
- 4) Availability
- 5) Compatibility
- 6) Modularity
- 7) Technology
- 8) Ergonomics
- 9) Connectivity
- 10) Environmental requirements
- 11) Software

12) Support

7.2 SOFTWARE EVALUATION FACTORS

Software can be evaluated according to many factors similar to the hardware evaluation. Thus the factors of *performance, cost, reliability, compatibility, modularity, technology, ergonomics, and support* should be used to evaluate proposed software acquisitions. In addition, however, *the software evaluation factors* are summarized in below figure. For e.g. some software packages require too much memory capacity and are notoriously slow, hard to use, or poorly documented. They are not a good selection for most end users, even if offered at attractive prices.

8. COST ESTIMATION OF THE PROJECT

Cost in a project is due to the requirements for software, hardware, and human resources. Hardware resources are computer time, terminal time and memory required for the project. Software resources include the tools and compilers needed during development. The bulk of cost of software development is due to human resources needed. Cost estimates are determined in terms of person-months (PM).

9. GANTT & PERT CHART

GANTT CHART

Gantt charts mainly used to allocate resources to activities. The resources allocated to activities include staff, hardware, and software. Gantt charts (named after its developer Henry Gantt) are useful for resource planning. A Gantt chart is special type of bar chart where each bar represents an activity. The bars are drawn along a timeline. The length of each bar is proportional to the duration of the time planned for the corresponding activity.

10. SECURITY MEASURES

Software's Vulnerability to Attack

Software development is not yet a science or a rigorous discipline, and the development process by and large is not controlled to minimize the vulnerabilities that attackers exploit.

The security of software is threatened at various points throughout its life cycle, both by inadvertent and intentional choices and actions taken by “insiders”—individuals closely affiliated with the organization that is producing, deploying, operating, or maintaining the software, and thus trusted by that organization—and by “outsiders” who have no affiliation with the organization. The software's security can be threatened

11. SCOPE OF FUTURE APPLICATION

There is a lot of scope for developing this project in future according to organization. The following basic quality in the software always safeguards the future scope of the software.

Correctness:-

Reusability:-

Extensibility:-

Robustness:-

Understandability:-

Cost-effectiveness:-

12. CONCLUSION

This project is designed to meet the requirements of the users for online booking . It has been developed in PHP, My SQL, keeping in mind the specifications of the system.

13. BIBLIOGRAPHY

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14. APPENDIX

**Database Export and Import
Export Database from Mysql
Steps:-**

15. GLOSSARY

This glossary is based on the C++ glossary by Dr. Botting with the necessary adaptations for PHP 4.

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