

Project Report
On
“Know Your Personality”



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We also thank our colleagues who have helped in successful completion of the project.

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CERTIFICATE

This is to certify that this report of Attendance Management System embodies the original work done by **Jatin Kinra, Neha Agrawal, Shipra Bhatt** during this project submission as a partial fulfillment of the requirement for the System Design Project of Masters of Computer Application IV Semester, of the Rajasthan Technical University, Kota.

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SYNOPSIS

KNOW YOUR PERSONALITY

1. Introduction:-

1.1 Purpose:-

The purposes of developing application are as follows:

- User can use this application for his/her personality assessment
- Any user can also use this software for getting information about his/her friends and colleague.
- By knowing the lucky color and lucky number one can use this information in his/her future
- User can also gather information related to the like and dislikes of her colleagues.

1.2 Scope:-

The application areas where we can use this software are:

- Any organization can use this application for making environments friendlier.

- Today's youth can use this application for gathering information about his/her personality.
- Some web sites can also use this software for entertainment of the visitors.
- We can also use this application for improving customer relationship with organization.

1.3 Technology Used:-

Language:-VB.NET

Backend:-MS-Access

1.4 System Requirement:-

Minimum RAM:-256 MB

Hard Disk:-40 GB

Processor:-Intel Pentium 4

Operating System:-Windows XP Service Pack2

1.5 Overview:-

Know Your Personality is an application by which user will get information about his/her personality or the nature, likes, dislikes etc of his/her colleague. In this

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application we will show the over all description of the user by using following parameters:

- Eye color
- Desert user likes
- First alphabet of name
- Zodiac sign

On the basis of using these parameters we will tell the following information to the user

- Nature of the user
- Temper state
- Lucky Number
- Lucky Color

On selecting the option relevant information will be shown to the user.

FEASIBILITY STUDY

“**KNOW YOUR PERSONALITY**” is a system, which helps the user to assess and enhance its personality. People use this project to know about their relatives and friends. Organizations use this system to create user-friendly environment.

- The user know about itself using various parameters:
 - Date of Birth (Zodiac Sign)
 - First Alphabet of user’s name
 - Favorite Desert
 - Eye color
- This project helps user to know about:
 - His/her nature
 - His/her lucky color
 - Lucky number
 - Temper status

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In feasibility study we had undergone through various steps, which are as follows:

- Identify the need of present system: Each and every person wants to know about its personality.
- Identified the expectation of user from computerized system:
- User wants the system is user friendless and easy to access.
- We go through different books and websites to search information.
- Analyze the current report.

Time:

This project will take 20-25 days to complete.

Technical Feasibility:

This project is technical feasible as required software's are easily available with our team.

Front-end: V.B. NET

Back end: MS Access

Economical Feasibility:

No need to spend money on buying software's and any special hardware.

No extra manpower is required.

Behavioral Feasibility:

The system working is quite easy to use and learn due to its simple but attractive interface. User requires no special training for operating the system.

Data Tables:

Login Table:

S.No.	Field name	Data Type	Description
1.	First_Name	Text	Store user's first name
2.	Last_Name	Text	Store user's second name
3.	DOB	Text	Store user's date of birth
4.	Address	Text	Store user's Address
5.	E mail	Text	Store user's email address
6.	Phone_no	Number	Store user's phone number
7.	User_Name	Text	Store user's user name
8.	Password	Text	Store password corresponding to username
9.	Zodiac	Text	Store user's Zodiac Sign

Eye Colour Table:

S.No.	Field name	Data Type	Description
1.	Eye_color	Text	Store Different eye colors
2.	Description	Memo	Description According to User's eye color

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Deserts Table:

S.No.	Field name	Data Type	Description
1.	Type	Text	Name of the Deserts
2.	Description	Memo	Description of user nature according to user's favourite deserts

Zodiac Table:

S.No.	Field name	Data Type	Description
1.	Zodiac	Text	Zodiac of the user
2.	One Word	Text	User nature in one word
3.	Description	Memo	Description of user personality according to user's zodiac
4.	Lucky Number	Number	Lucky number for user
5.	Lucky Colour	Text	Lucky color for user
6.	Temper	Memo	Temper state of user

alphabet Table:

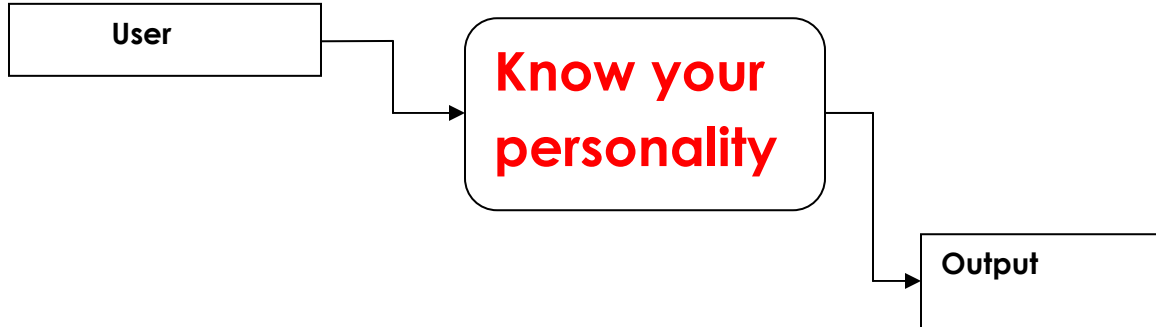
S.No.	Field name	Data Type	Description
1.	alphabet	text	List of alphabets

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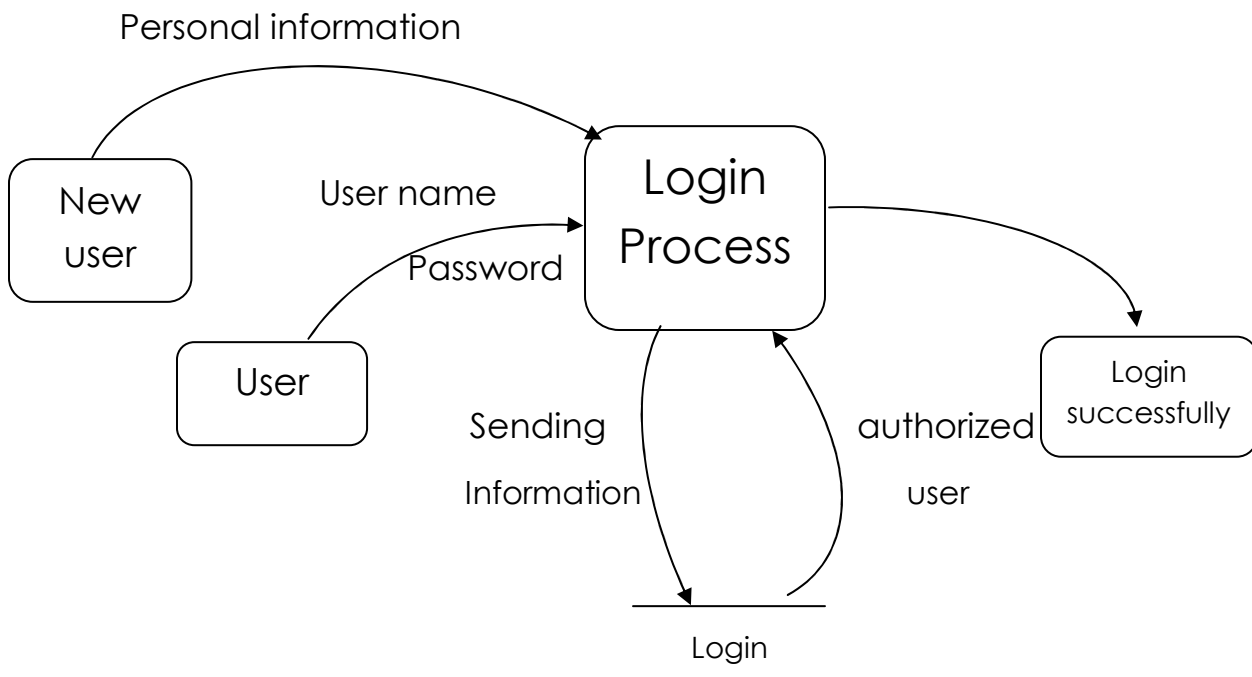
2.	Description	Memo	Store user's personality
3.	Course	Text	This is the course in which the students are studying .By default course is MCA
4.	Semester	Text	This is the semester in which Students are Studying. By default Semester is IV sem

Data Flow Diagram (DFD):

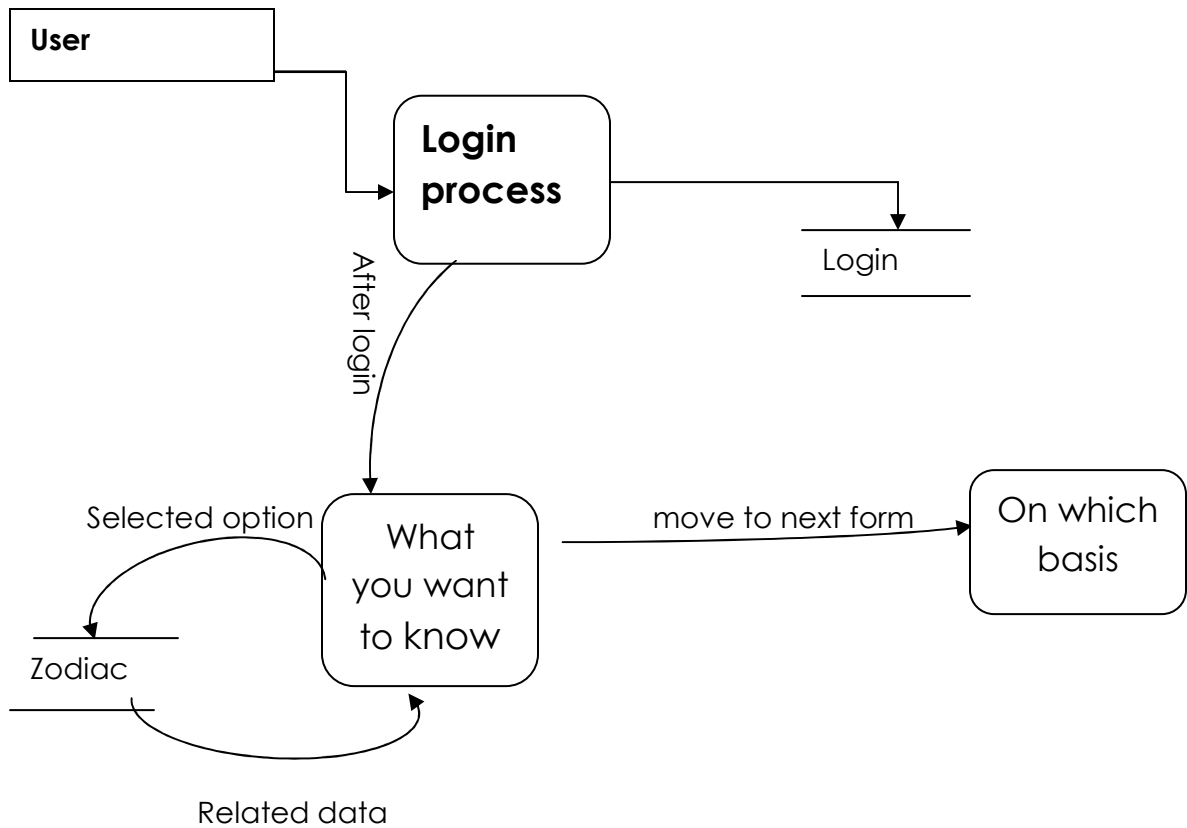
0-level DFD or Conext Diagram:



1-level DFD:

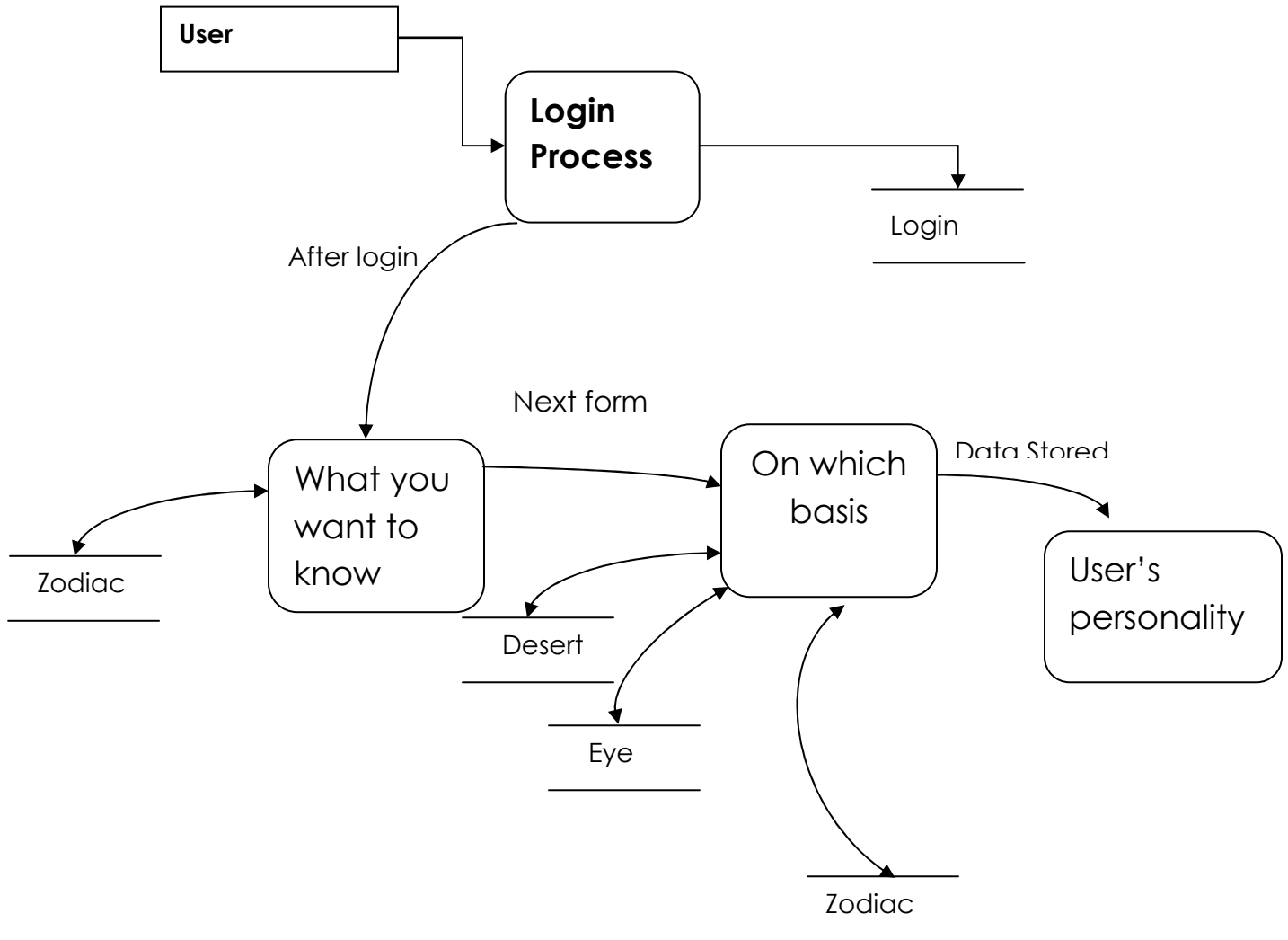


2-level DFD:

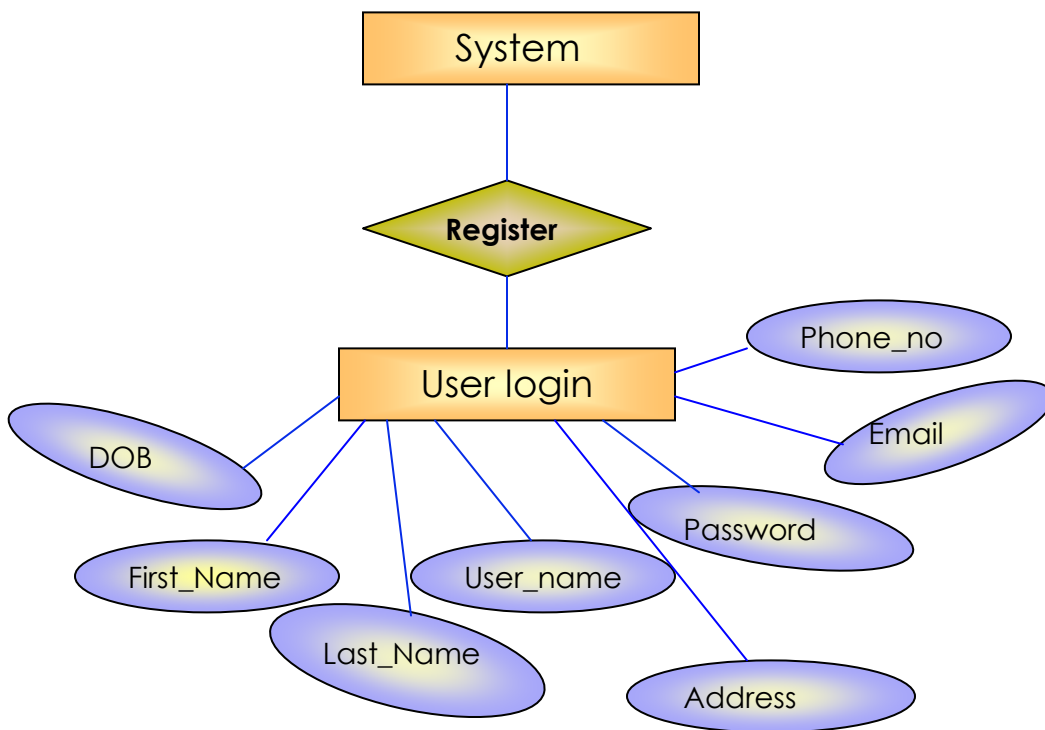


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3. level DFD :



E R Diagram:



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Future Scope

FUTURE SCOPE OF APPLICATION :

This application can be easily implemented under various situations. We can add new features as and when we require. Reusability is possible as and when require in this application. There is flexibility in all the modules.

SOFTWARE SCOPE:

- **Extensibility**: This software is extendable in ways that its original developers may not expect. The following principles enhances extensibility like hide data structure, avoid traversing multiple links or methods, avoid case statements on object type and distinguish public and private operations.
- **Reusability**: Reusability is possible as and when require in this application. We can update it next version. Reusable software reduces design, coding and testing cost by amortizing effort over several designs. Reducing the amount of code also simplifies understanding, which increases the likelihood that the code is correct. We follow up both types of reusability:

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Sharing of newly written code within a project and reuse of previously written code on new projects.

- **Understandability:** A method is understandable if someone other than the creator of the method can understand the code (as well as the creator after a time lapse). We use the method, which small and coherent helps to accomplish this.
- **Cost-effectiveness:** Its cost is under the budget and make within given time period. It is desirable to aim for a system with a minimum cost subject to the condition that it must satisfy the entire requirement.

Scope of this document is to put down the requirements, clearly identifying the information needed by the user, the source of the information and outputs expected from the system.

Conclusion

From a proper analysis of positive points and constraints on the component, it can be safely concluded that the product is a highly efficient GUI based component. This application is working properly and meeting to all user requirements. This component can be easily plugged in many other systems.

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