

Client Solutions

Mosab Khalid, Ramji Kanaujia, R Vijay, Mo. Dishad

School of Computer Science and Engineering,

Galgotias University, Greater Noida, India

mosabkhalid19161@gmail.com, singhaniaarj@gmail.com, r.vijay@galgotiasuniversity.edu.in,

mdilshad006@gmail.com

Abstract- Client Solutions will enable to draw the details of the client along with the job allotted to that particular client with just one button click. This will help to reduce the effort for the client to solve their problems. Nowadays everything goes online so it is very essential to have a software which helps to solve the problems related to their work or projects or software. This system will reduce the time, energy, money wasted in manually searching the details of the clients, with the help of this system the work of the client are properly channelized. In the era of information technology a lot of products are being designed or developed for the client and in that designed products the clients faces many problems regarding design, interface, coding. This proposed system will help the client to overcome those problems regarding design, coding by interacting with the developer via this system.

Keywords:- the time, energy, money, etc.

I. INTRODUCTION

The Client Solution is made by using Graphical User Interface. A graphical user interface (GUI) is a type of user interface through which users interact with electronic devices via visual indicator representations.

Graphical user interface design principles conform to the model-view-controller software pattern, which separates internal representations of information from the manner in which information is presented to the user, resulting in a platform where users are shown which functions are possible rather than requiring the input of command codes. Users interact with information by manipulating visual widgets, which are designed to respond in accordance with the type of data they hold and support the actions necessary to complete the user's task.

The appearance, or "skin" of an operating system or application software may be redesigned at will due to the nature of graphical user interfaces being independent from application functions. Applications

typically implement their own unique graphical user interface display elements in addition to graphical user interface elements already present on the existing operating system. A typical graphical user interface also includes standard formats for representing graphics and text, making it possible to share data between applications running under common graphical user interface design software.

Graphical user interface testing refers to the systematic process of generating test cases in order to evaluate the functionality of the system and its design elements. Graphical user interface testing tools, which are either manual or automated and typically implemented by third-party operators, are available under a variety of licenses and are supported by a variety of platforms.

Popular examples include: Tricentis Tosca, Squish GUI Tester, Unified Functional Testing (UFT), Maveryx, Appium, and eggPlant Functional. It make easy to interact with client. We use three frame in this software. First frame is Login Form frame, second is Add New Client frame and third is View Client frame.

II. RELATED WORK

Client Solution systems using different types of technologies have been in use for quite some time now. Graphical user interface is used for designing purpose. Platform on which this system is made is NETBEANS(IDE) using java. For Security concerns we introduces ITIL-V3 standard security.

1. Graphical User Interface:

A graphical user interface (GUI) is a type of user interface through which users interact with electronic devices via visual indicator representations. Graphical user interface design principles conform to the model-view-controller software pattern, which separates internal representations of information from the manner in which information is presented to the user, resulting in a platform where users are shown which functions are possible rather than requiring the input of command codes. This method is often used by small and large organizations to understand and analyze new trends, market demands, and opinions.

Collecting information through a tactfully designed survey research can be much more effective and productive than a casually conducted survey.

2. Components used:

- A GUI control component is created by calling the appropriate constructor.
- The GUI control component is added to a container using a layout manager. This involves invoking the overloaded method add() on a container with the GUI control component as the argument. `guiFrame.add (guiComponent);`
- Listeners are registered with the GUI component, so that they can receive events when these occur. GUI components generate particular events in response to user actions.
- Button- has a textual label and is designed to invoke an action when pushed.
- Checkbox- has textual label that can be toggled on and off.
- ComboBox- is a component that provides a pop-up menu of choices.
- Label- is a component that displays a single line of read-only, non-selectable text.
- List- is a component that defines a scrollable list of text items.
- Scrollbar- is a slider to denote a position or a value.

- Text Field- is a component that implements a single line of text.
- Text Area- is a component that implements multiple lines of text.

III. IMPLEMENTATION

The developed system has the following salient features as below;

1. Coding of Modules:

The developed system can be divided into four major modules namely;

- Login Form
- Home Page
- View Clients

Each of these modules has certain specific functionality related to them and are described below;

1.1 Login Form: In Login Form. We have two input fields Admin ID and Password. If correct Admin id and Password is entered by user and clicks on Login button then the user will be login.

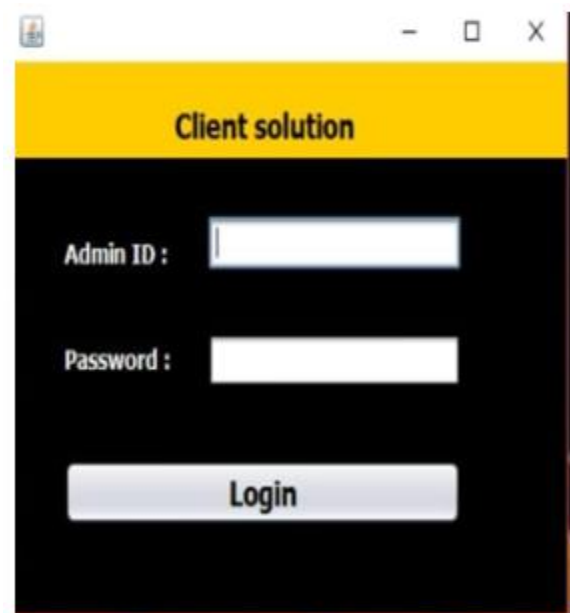


Fig 1. Login Page.

1.2 Home Page: In Home Page we have the following input fields Name, Gender, Country, etc. User enter all the fields and then clicks on Add button to add new client. Under Operation menu clicks on View Clients option. In Home Page we have the following input fields.

1.3 View Client Page: In View Client page enter the name of the client we can see all the details and can also update and delete the information of the client.

Fig 2. Home Page.

Fig 3. View Client Page

modification in the codes so as to reuse it in the changing scenario. So it is compatible on every platform which means it is platform dependent and can run on windows, Linux, mac etc. In the coming few years the world will be totally digital so in order to digitalize everything this system surely make an impact.

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IV. CONCLUSION AND FUTURE SCOPE

Since this project has been generated in Java, there are many chances of re- usability of codes in other environment even in different platforms. Also its present features can be enhanced by some simple