


- 
- **Our project helps the student to find his teacher easily and see all the teachers in their area where to attend the class, student sees the review on the teacher and his certification.**

Problem

- A lot of students are confused to choose their teacher they can't know all the teachers near to them.

Solution

- Our website contains all teachers' data in one place.
- We are working on collecting data about all the teachers in different cities.
- Which is make it easy for the student

Project Goals

- Integrate the information technology with the process of education and learning to make education more effective
- Achieving real professional development for the student in teacher preparation which helps their practice of teaching
- Develop the student's strength to use effective methods of learning
- Strengthen the principles of self-learning and highlight the acquired creativity during the applying different strategies of education and learning
- Improve the ability of the student to take responsibility, take the right decisions on its time, find a creative solve problem

Feasibility study

1. Technical Feasibility:

- Devices and the internet are available to work on
- We can implement the project
- We have the most knowledge to complete the project

2. Operational Feasibility:

- All students and teachers have smartphones which are easy for them to open a website.
- Teachers can use websites and the internet.
- Nowadays all students know how to use websites and the internet.
- Most parents can use the internet to scroll through websites and read about it.

3. Organizational Feasibility:

- It will be simple as we could to have the ability to be used by anyone easily
- Easy way to book, pay, and query.
- The user accepted it “based on a questionnaire.”

4. Economic Feasibility:

Project's cost		
Equipment	No.	Cost
Laptop	2	20,000
Apps	10	2,700
Networking		600
Others		3,000
total		26,300

PROJECT PLAN

Activity	Duration	
A. Find idea	30 days	25 Oct : 25 Nov.
A. Analysis system	14 days	28 Nov : 11 Dec.
A. Design web pages	7 days	24 Jan : 31 Jan
A. Coding html	5 days	2 Feb : 7 Feb
A. Coding CSS	7 days	10 Feb : 17 Feb
A. Coding java script	3 days	20 Feb : 23 Feb
A. Coding bootstrap	7 days	24 Feb : 2 Feb
A. Database	3 days	
A. Create SQL	14days	
A. Coding c#	14 days	

PROJECT METHODOLOGY

Waterfall development:

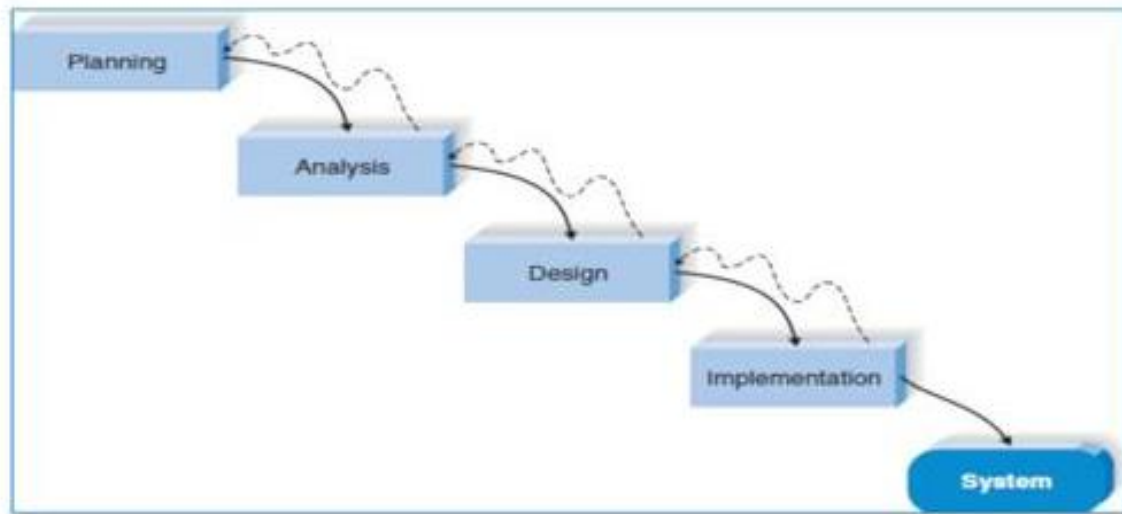
It is a project management approach that emphasizes a linear progression from beginning to end of a project, it's a sequential development process that flows like a waterfall through all phases of a project (analysis, design, development, and testing) with each phase completely wrapping up before the next phase begins.



The pros of using waterfall development:

1. Easy to understand and use
2. Define requirements before programming begin
3. Management simplifies the planning process (Human Resources and Times)
4. Each stage ends with the production of a document with an understanding of what has been accomplished (Which facilitates the introduction of new elements in the work team at any stage)

PROJECT ANALYSIS



Functional requirement

Students:

- Enter their data to login
- Search for the teacher by subject
- Filter the teachers by their country
- Enrolment in the subject with the suitable teacher.
- Pay for attending the course.



Teacher:

- Enter his data to login.
- Teaching online.
- Make an exam for students.

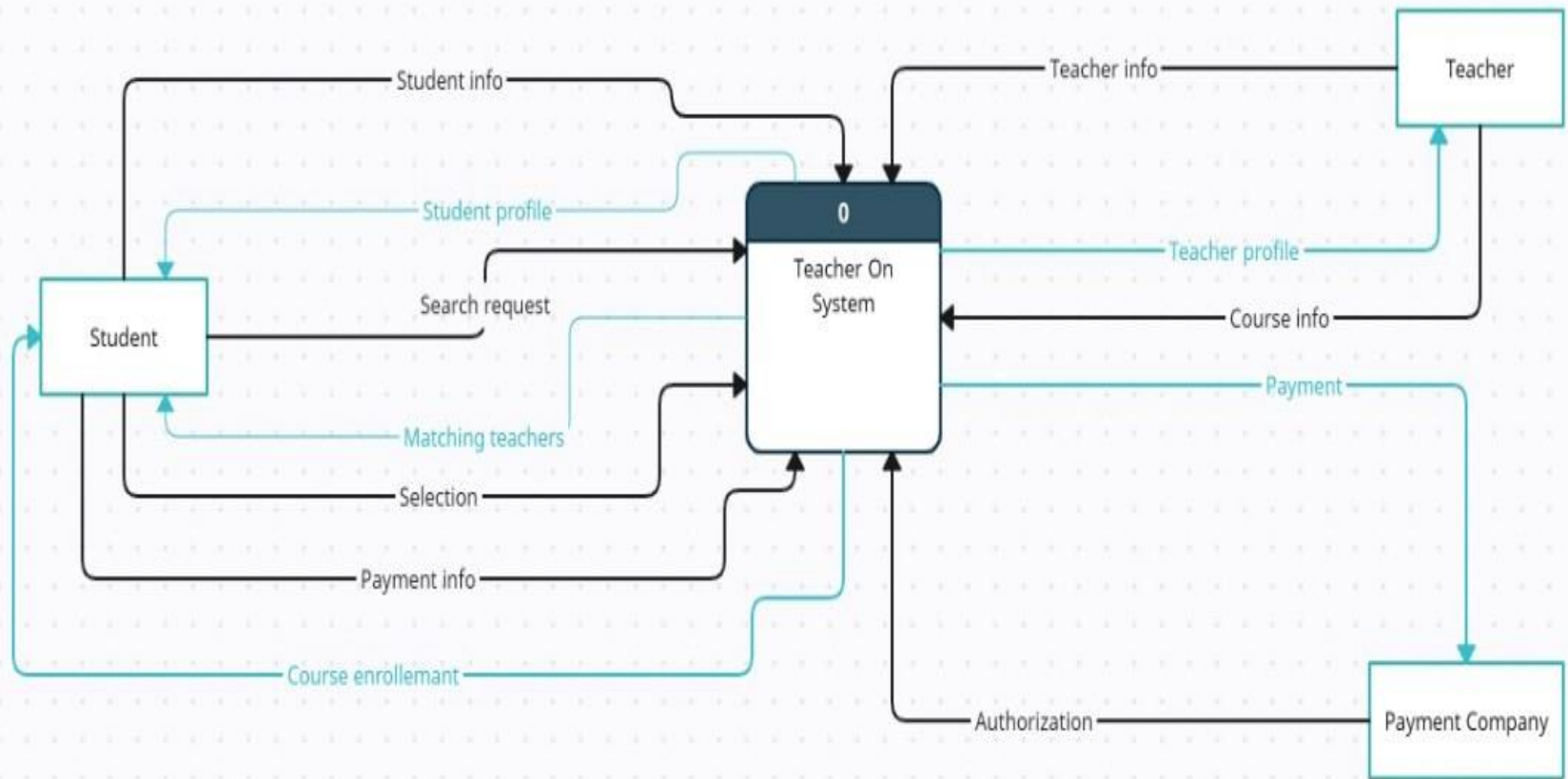
Admin:

- Manage the requests of the students.

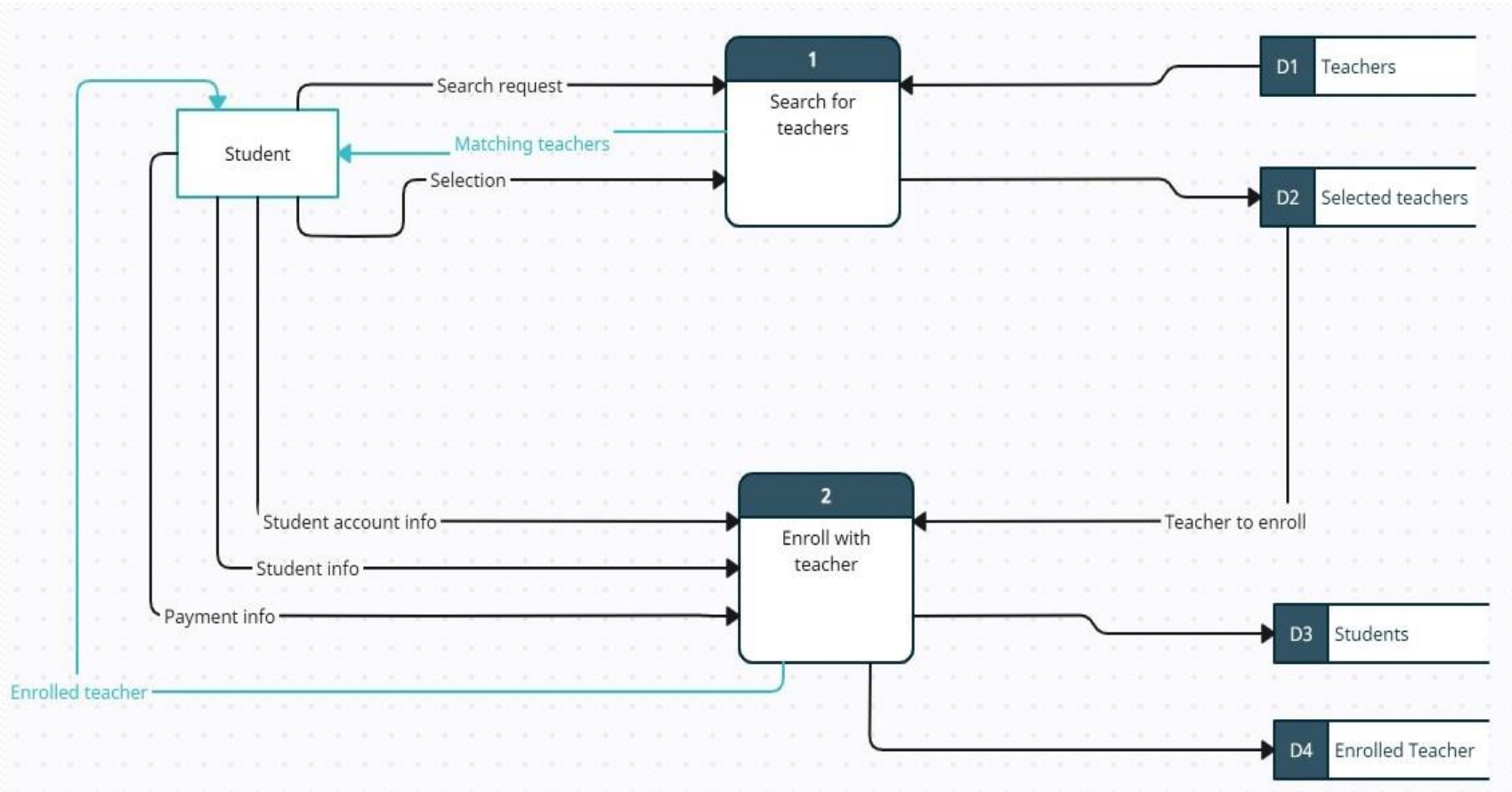
Non-functional requirement:

- Fast update
- System Security
- System Usability
- Performance requirements

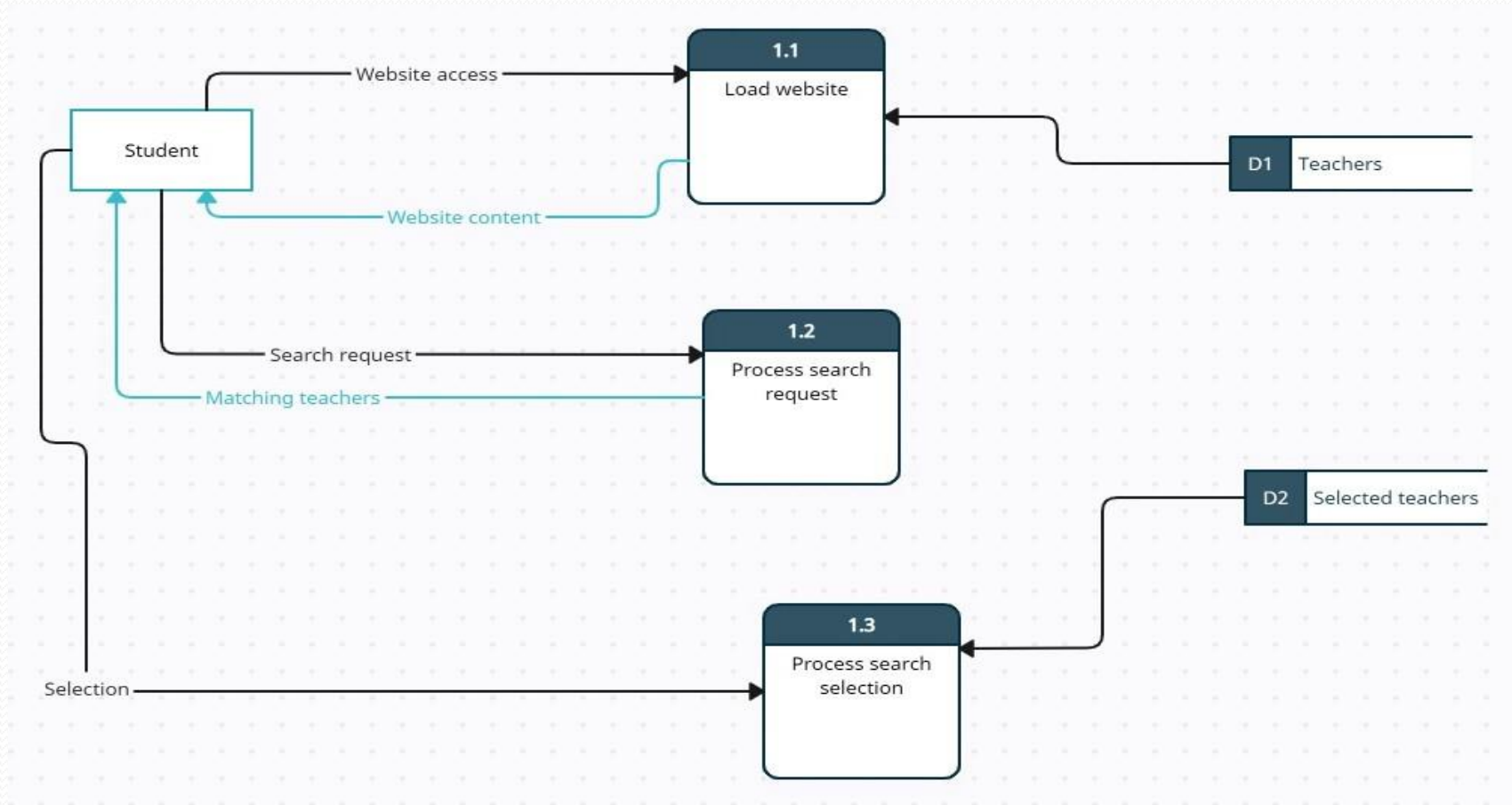
Context diagram



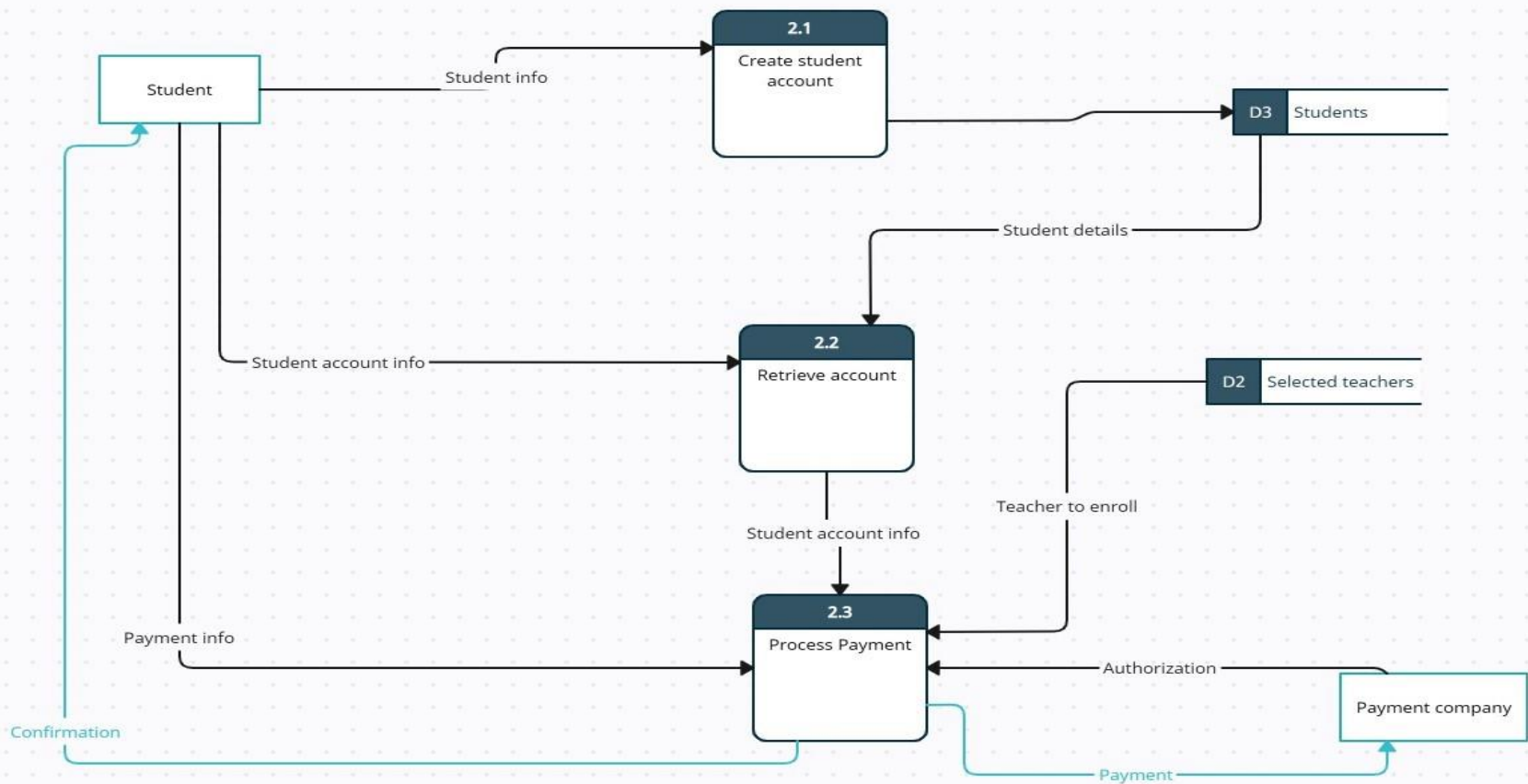
1 st level



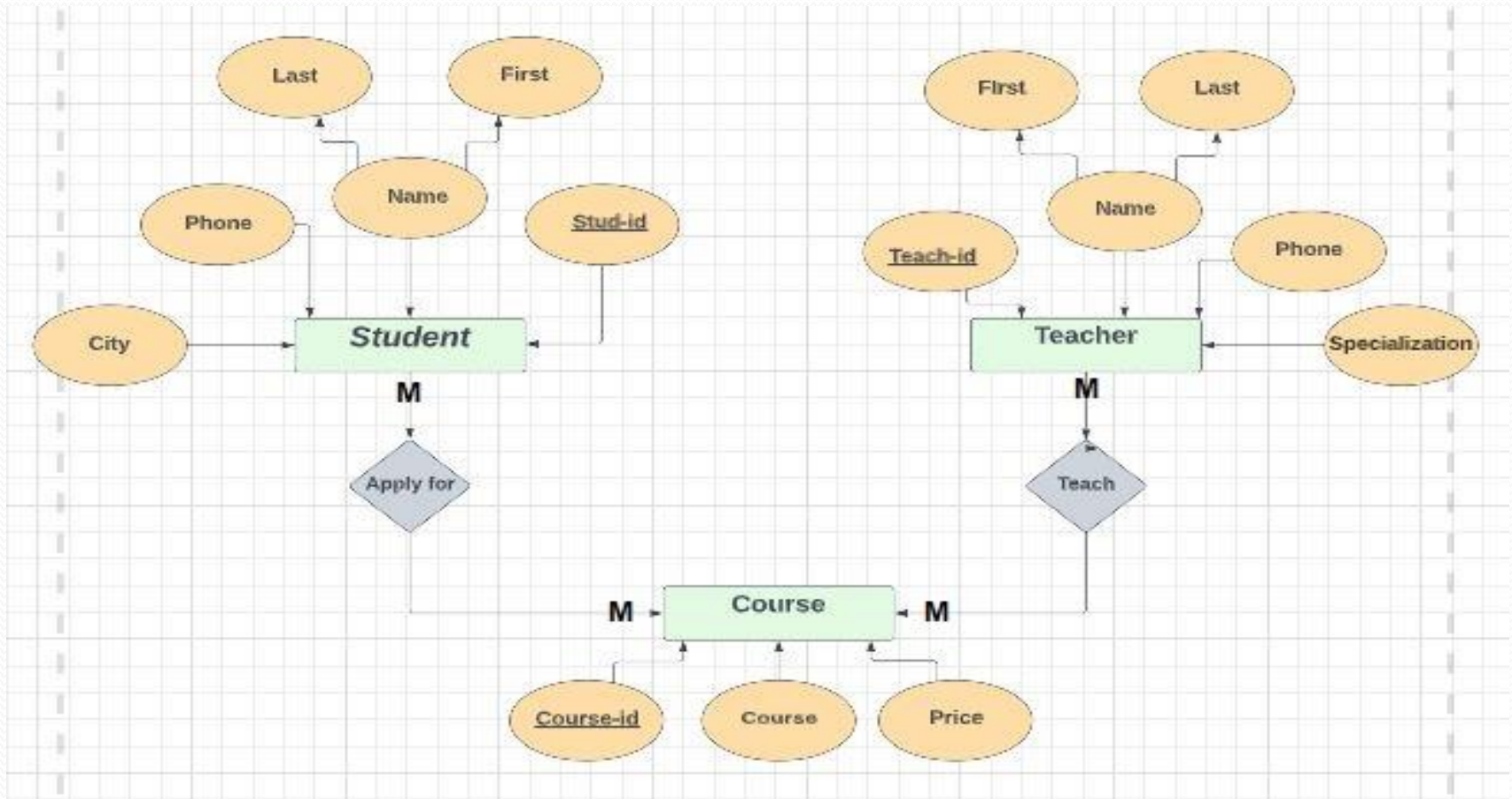
2nd level



2nd level



ERD



SCHEMA

