**CHAPTER FIVE**

**SUMMARY, CONCLUSION, AND RECOMMENDATIONS**

**5.1 INTRODUCTION**

This chapter presents a summary of the study findings and conclusions drawn from them. It also provides recommendations for further work on the topic of designing and implementing a student activities planner mobile application.

**5.2 SUMMARY**

The main objective of this project was to design and implement a student activities planner mobile application that would help students plan their activities and manage their time effectively. To achieve this, an analysis of the current system was conducted, designed and developed the new system using Flutter, and Firebase, and tested the system to ensure that it met the functional and non-functional requirements.

**5.3 CONCLUSION**

Based on the findings of the study, it can be concluded that the implementation of a student activities planner mobile application is beneficial for students. The application provides a user-friendly interface that helps students to plan their activities and manage their time effectively. The new system is more efficient than the current manual system, as it is faster, more reliable, and provides better functionality.

**5.4 RECOMMENDATIONS**

This project has provided a starting point for further work on the topic of designing and implementing a student activities planner mobile application. Future work can focus on enhancing the application by adding new features and improving existing ones. Additionally, further research can be conducted to explore the impact of the application on student productivity and academic performance. Further work can be done to improve the application. The following are some recommendations:

1. Integration of a social media platform to allow students to share their activities with their peers
2. Integration of a feedback system to allow students to provide feedback on the application and suggest improvements
3. Integration of an analytics system to track user engagement and activity on the application

In conclusion, the design and implementation of a student activities planner mobile application is an important tool for students to manage their time effectively and improve their academic performance. The project has successfully achieved its objectives and provides a solid foundation for future work on this topic.