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**CAPSTONE PROJECT**

# Software Management System

Ngô Đức Duy

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Ho Chi Minh City, May 2012

# Overview

Introduction

In Vietnam, online tutoring has become a popular trend for foreign language study. But

its counterparts in mathematics and other scientific subjects is not so widespread. One

of the main reasons is the lack of tools to prepare and deliver lessons over the network.

Additionally, the lack of digital study resources is the obstacle for mathematical remote

teaching from further achievements.

From these initial ideas, we decided to build an application to resolve the

aforementioned problems, which can bring Vietnam education to a new level. The

principles of this project are creating a new tool for high school mathematics teachers

to prepare and deliver the geometry lessons to students with ease.

# Scope

(pham vi anh huong, Quan li loai du an gi, phuc vu doi tuong nao, gioi' han cua chua nang)

# Project Title

Project Full name: Application for remote plane geometry teaching.

Project code: RPG (Remote Plane Geometry)

Software name: Pythagore

# Project start date/finish date

* From **Jan-03-2012** To **April-21-2012**

# Team member (Role and Reponsibility)

Name Roles Responsibilities

Thân Văn Sử Project manager Assistant Director of Identity

Management

Vũ Việt Tùng Team leader Process control and audit, support

on process related issues

Nguyễn Thế Minh Nhật Team member Engineers, Training, Customer

Support

Lưu Võ Ngọc Châu Team member Engineers, Training, Customer

Support

Trần Văn Quang Team member Engineers, Training, Customer

Support

# Current System(Limit)

The most frequently used manner to create geometry lessons is to use Microsoft™

Paint® to draw line and text, which has many disadvantages, enlisted as follows:

1. Segment lengths and angle magnitudes are not accurate.

2. Inflexibility for changing.

3. Once saved, everything becomes an image.

4. No collaboration.

More flexible drawing applications (ex: Adobe Photoshop) can be used. However, it will

reduce the usability.