**ABSTRACT ACTIVITY 2**

**MOHAMMAD BASIL ALI KHAN**

**20K-0477**

**Read the following technical report and write an ABSTRACT for it within 200 to 250 words.**

This Research paper discusses the development and implementation of mobile-based platform system called Result Alert System that provides ease and convenient way to students to access their examination result through email and SMS technology on their mobile devices. The papers addresses the problem that is the inconvenience and cost associated with accessing examination results through web-based platform in countries where internet connection and services are poor and Students have to visit Cyber café and pay to access their result. Therefore, the objective of the work is to design a system that can provide students with their examination result conveniently and via email or SMS. The methodology used in the design and implementation of system involves PHP programming language, PHP designer, JavaScript and CSS to create software. The administrator is responsible for registering students, uploading results and generating alert reports and send to students when new updates available. The system architecture is design to allow students to access their examination results by sending SMS with specific information to the system GSM modem. Students through their unique ID’s can access the results. Thus, Result Alert System with Email and SMS is a convenient and efficient way for students to access their examination results using mobile devices. The system was design to provide easy access to results while keeping in view the challenges faced. The use of email and SMS technology makes it easier for students to receive alerts on new updates, and the system is an important and beneficial addition to the education sector.

**Read the abstract below and perform the tasks that follow:**

1. **State the research problem of the abstract in your own words.**

The research problem is that board games application perform poorly on smartphones and tablets due to lower computational power and limited power budget.

1. **What is the motivation for this study? Explain in 1 to 2 sentences only.**

To improve user experience playing board games while keeping power and energy low.

1. **Name the games that the study worked with?**
2. Reversi
3. Blokus
4. Connect6
5. **What are the strengths of the study as indicated by the results?**

The strengths of study are results, which show that use of hardware and software design to develop board games that can improve performance and energy efficiency by some level. That can result in much stronger and battery efficient application with improving user experience across multiple patforms.