

STUDYING STATION APPLICATION

Barış KAYA – Gözde İLHAN – Yasin Gökçe ŞAHİN Prof.Dr.HAYRİ SEVER



Çankaya University, Department of Computer Engineering

Abstract

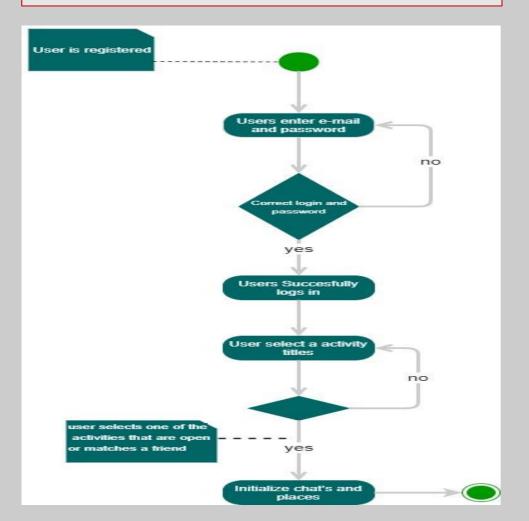
It is a platform where people can see the appropriate environments and collective workplaces they are looking for. Thanks to the comments and points given by the people present or present in these environments, they can actively rate these environments and talk to each other through this platform.

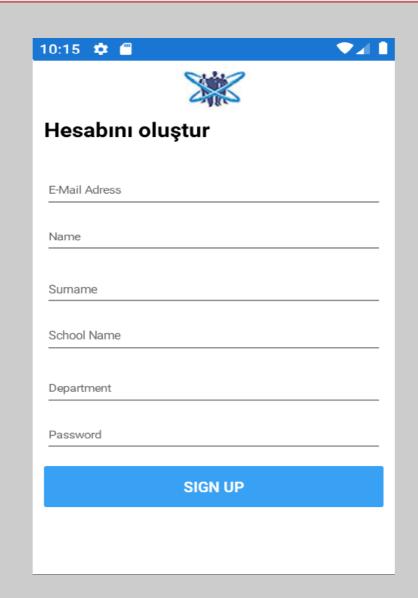
Introduction

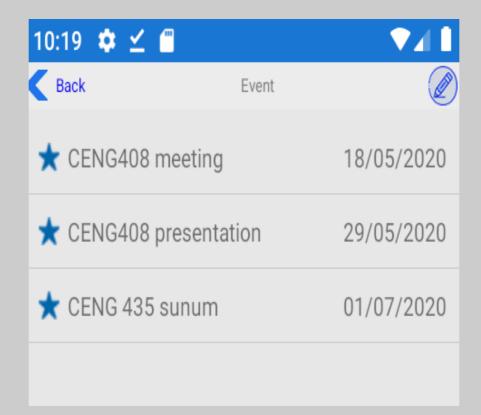
This project was carried out within the scope of the graduation project of Cankaya University Computer Engineering Department. The main purpose of the project is to provide benefit to the students by showing our programming skills. We have put forward the idea of this project based on the difficulties we face in our student life. The program will save students time and share information. You now have a common goal with students you do not know. To understand the course and to pass with good grades.

Solution

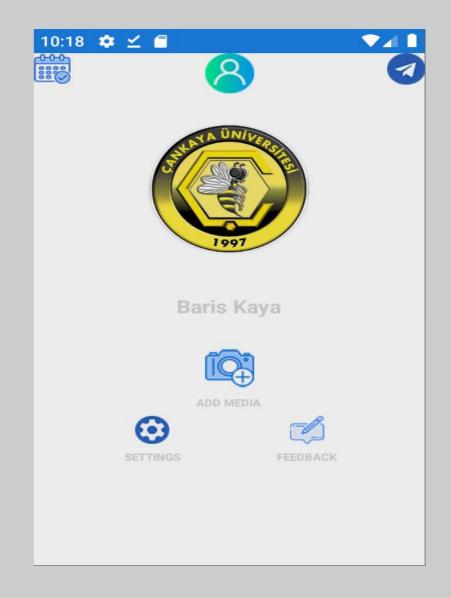
Today most people use mobile devices. Many things can be solved without the need for a computer thanks to mobile applications. At the same time, these applications provide ease of access and save time. In this way, people work with less effort. Target group of our mobile application is to students and to influence their school and social life at the same time.











Results & Conclusion

With this project, we developed ourselves in the field of mobile application. We had the opportunity to work in more detail with different technologies, especially using technologies such as Xamarin and Firebase.

We presented certain basic images from our application with the figures shown on the left and above.

In the future, this kind of mobile applications can be developed in different areas for easier interaction and effective feedback.

