# CHAPTER III

# RESEARCH METHODOLOGY

Each section discusses the approach to be used for the analysis and other technical specifications to help reinforce the proposal. It also includes diagrams, designs features techniques and materials for implementing iLearnCentral: a cloud-based learning center platform with mobile technology to fulfill the study's goals requirement.

## Software Engineering Methodology

iLearnCentral's development study will use the agile approach as the project framework for software engineering. Agile software development defines an approach to software development under which requirements and ideas progress through the collaborative effort of cross-functional self-organizing teams.

One of the benefits of the agile approach that suits this study is collaboration and open interactions to designers, advisors, and collaborators based on their feedback and any changes that occur throughout the development. This promotes flexible planning, structural growth, first conveyance, and ongoing transition, and facilitates rapid and adaptable change response.



Figure 2: **Agile Development Methodology**

Figure 2 shows the representation of the framework lifecycle in an agile development methodology. The agile process requires less preparation and the activities are split into small increments. Agile process is designed for short-term projects with a team effort that meets the life cycle of software development (Sharma, 2012). By using customer feedback to agree on ideas, iteratively improves software This approach provides opportunities for assessing the path throughout the development lifecycle This is achieved by generic workflows, such as sprints or cycles to the end of which teams will deliver a material increment that is potentially transmittableThis approach focuses on the replication of abbreviated work cycles and the practical yield of the material.

The developers did the following phases of the Agile Methodology:

**Requirement Analysis.** Define the requirements for the iteration based on the product backlog, sprint backlog, customer and stakeholder feedback.

The system features are gathered for this section by conducting research, interviews with industry experts specifically in the related fields. The UI designer and the programmer must define the code specifications needed to fulfill the requirements of the project. The technical writer should take note of the changes that have been made. It will then be checked by the technical writer with all team members. The database designer will then verify if the features are compatible with the materials. The project manager must report the improvements made by the team to the team's advisor.

The team members assigned to work on the obstacles will analyze the issue for the next iterations and come up with a possible solution. They will consult on possible solutions with the other members. At the end of each day, the team members will report on their progress.

**Plan Phase.** Phase of preparation involves creating a set of plans that helped guide the team through the phases of project implementation and closure. The plans produced during this process helped developers manage time, cost, performance, change, risk, and issues to ensure the project was delivered on time and within budget by the developers.

**Design Phase.** The specifications evaluated and defined by the designers were used in the design phase to make design choices using various diagrams. The user interface will be designed by the UI designer The programmer and database designer must describe the device element interface mechanism. The project manager will monitor the progress of the members ' tasks. The researchers must describe the various hardware used for the project in this process.

**Development Phase.** In this step, usability and reliability will be tested for all aspects of the product. The software will be tested if it meets all the requirements set out in the evaluation of requirements and if it handles the information correctly.

The developers checked the software, analyzed it, and identified the issues and updated or modified the issues beyond the steps or requirements that were set up. Until deployment, every part of the operation underwent a continuum of individual evaluation through different testing methods to ensure its efficacy and efficiency.

**Release.** Before releasing it to the market, developers carried out several activities to test the device and the application in order to pass through the process required. It allows the system to work within each operation of the deployment phase with tolerable performance and specific processes. Using the guidance given in the deployment document developers then installed the application in the server environment.

**Track and Monitor.** After the program was sent out to the customers / clients in this process. Developers maintain tracking, monitoring, and providing IT support services to include system and software updates and enhancements if appropriate.

## Planning/Conception-Initiation Phase

High-level decisions on why a project is needed, whether it can be completed or not, and what is needed are taken in this segment. This helped the researchers keep track of their assigned tasks in meeting the specified deadline, the progress of each requirement and task, and the budget for project work plans.

## Business Model Canvas

The Business Model Canvas is a visual representation, commonly used by strategic managers, of existing and emerging business models.

**Table 2**

BUSINESS MODEL CANVAS

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Key Partners** | **Key Activities** | **Value Proposition** | | **Relationships** | **Customer Segment** |
| -Learning centers administration  -Educators currently teaching in learning centers  -Job seeking educators | -Design and develop an intelligent school management software geared towards the needs of learning centers, educators, students | - System can be used by any type of learning center  - System could automate basic operations of administration with integrated artificial intelligence  - System has additionalsupport to the educators and students | | - Customer service hotlines  - User Feedback  - Email | - Learning center administration  - Educators in learning centers  - Students in learning centers  - Educators seeking employment |
| **Key Resources** | **Channels** |
| - Web domain and host  - Developers  - UI/UX designers  - Researchers | - Visits to Establishments  - Company Website  - Social Media Marketing  -Word of mouth |
| **Cost Structures** | | | **Revenue Streams** | | |
| - Customer acquisition costs  - Hosting  - Research and Development  - Marketing and Advertising  - Operations and Maintenance | | | - Subsciption based on feature packages  - Ad Revenue from free or trial users | | |

Table 2 illustrates the system’s Business Model Canvass. To build a successful business market, the Business Model Canvass is essential This will give concrete ideas to the researchers about the target market of the project and the cost of developing it. Value ideas should demonstrate the system's need and show the public its value. Channels are a way for the group to interact simultaneously with customers and investors to sell the program. Customer relationships will ensure that the entities involved are supporting our business relationship, and revenue streams will demonstrate how we can earn revenue from the products and services provided.

## Program Workflow

Defining, managing, automating and optimizing business processes is a software workflow. Progressions of measures (tasks, events, interactions) involving a cycle of work, involving two or more individuals, and generating or adding value to the activities of the organization

## Validation Board (Stages 1 and 2)

Table 3 shows the different problems that our customers encountered. It also shows the solution to the problem being solved by the researcher. Table 3 also contains the most risky assumption, the methods and the criteria for success, the results and the decision, as well as the learning.

## Gantt Chart / PERT Chart

This section presents a Gantt chart showing the work done or activities completed in specific time frames in relation to the amount planned for the specified periods. Every activity is performed in three different colors: red means that the activity is still incomplete, yellow means that the activity is still on the way, and green means that the activity is already finished. The chart serves as a guide for the advocates to decide how long a project will take, classify the resources needed, and schedule the order in which the complete tasks of the researchers are to be performed.

## Functional Decomposition Diagram

This section demonstrates the functional relationship between the various components of the decomposed project into critical modules to clearly illustrate and simplify various activities.

## Analysis / Design Phase

The stage of analysis includes the concept of the specifications needed to accomplish the method. Each step determines the problem to be solved by the customer.

## Use Case Diagram

Use case diagram shows the graphic representation of the mechanism of iLearnCentral and potential sequences of interactions between systems and users in a specific environment related to a specific target.

## Storyboard

## User Interface Diagram

## Database Design

This section shows every table's relationship through its key information. Every database layout table has the correct keys to access the tables ' contents. The primary key is a unique identifier in the world of relational databases, and can not hold a null value. Foreign key, or secondary key, is often another table's primary key that connects a table to another table.

## Entity-Relationship Diagram

This segment shows the relationship between iLearnCentral entities involved.

## Data Dictionary

This section describes the types of data, properties and field sizes shown in the tables in the previous section.

## Network Model

The model of the network shows how the system components communicate via the internet. The diagram shows that the user is able to check and monitor their account through application for possible breaches or errors.

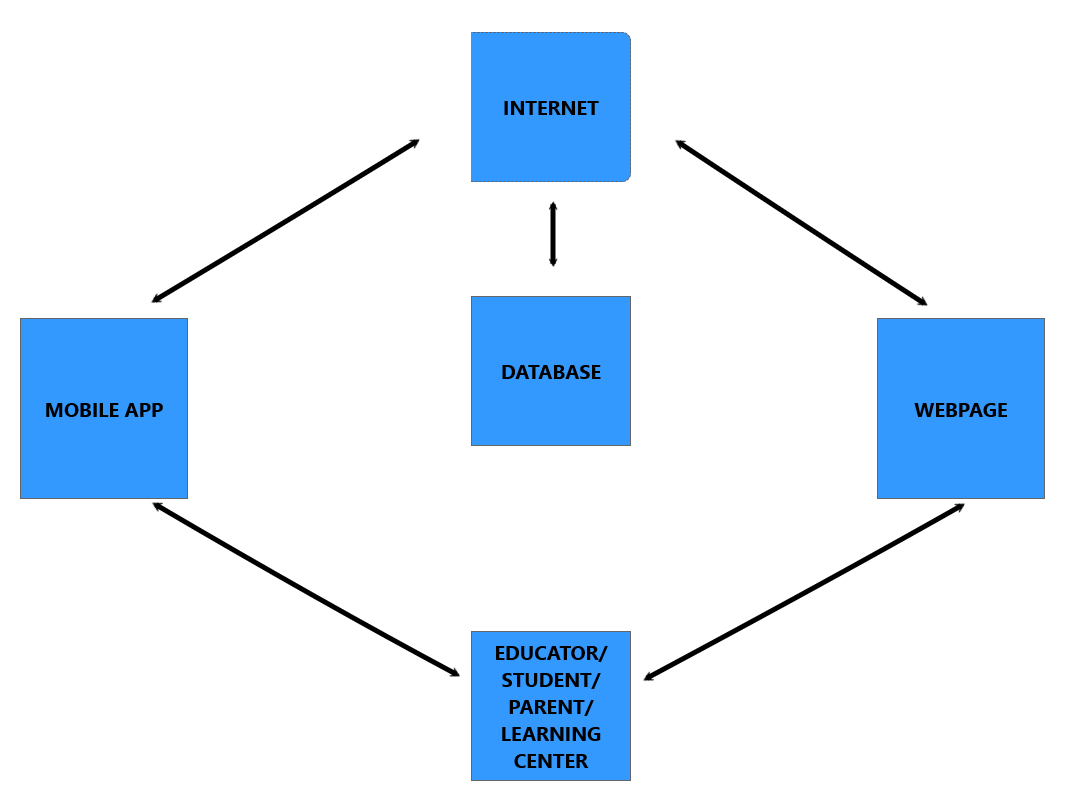


Figure 24: **Network Model**

Figure 24 shows the network model of the system. Internet is used for both web and mobile app to interact with the database.

## Network Topology

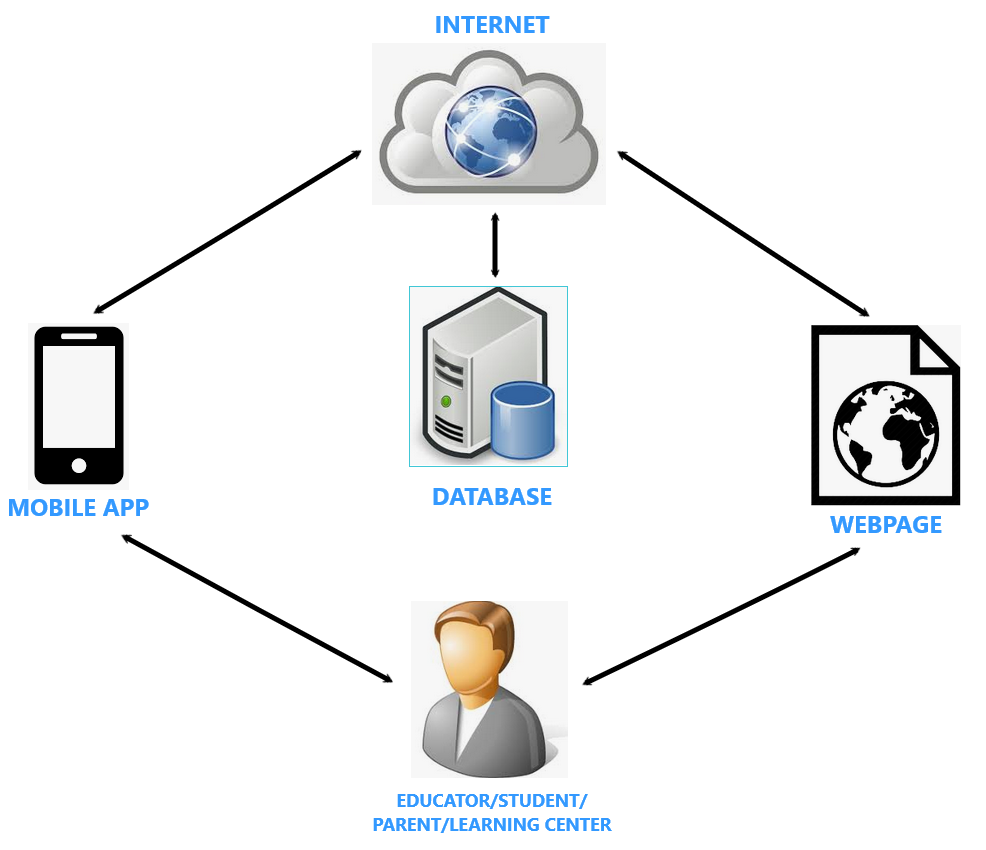
The network topology illustrates how the system's hardware and software component work in conjunction with the use of internet connection to access the user's access database.\

Figure 25: Network Topology

Figure 25 shows the network topology of the system. As shown the user can use both web and mobile app with the help of the internet. They can manage classes, check schedules, post and search jobs, etc.

## Development/Construction/Build Phase

The Development Phase marks the end of the initial process segment and marks the beginning of development. This phase is intended to turn the prototyped system design in the Design Phase into a working system that meets all defined system requirements. Two elements are required to complete this phase successfully: 1) a complete set of design specifications and 2) proper processes, standards and tools.

## Technology Stack Diagram

## Software Specification

## Program Specifications

Program specifications contain the list of algorithms needed for the system.