



**WE DEDICATE THIS WORK TO
MY FAMILY**



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GLOSSARY

- ❖ 2TUP: TWO TRACK UNIFIED PROCESS
- ❖ AICS: AFRICAN INSTITUTE OF COMPUTER SCIENCE
- ❖ UML: UNIFIED MODELLING LANGUAGE.
- ❖ OMT: object-Modelling Technique
- ❖ MVC: Model View controller
- ❖ API : APPLICATION PROGRAMMING INTERFACE
- ❖ 2TUP: TWO TRACK UNIFIED PROCESS
- ❖ DBMS : DATABASE MANAGEMENT SYSTEM
- ❖ UP: UNIFIED PROCESSES
- ❖ HTTP: HYPERTEXT TRANSFER PROTOCOL



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ABSTRACT

In today's fast-paced educational environment, there is a growing need for tools that enable continuous learning beyond the classroom. This project, themed "**CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM**," addresses this challenge by providing a solution that assists teachers in monitoring student progress outside of regular working hours and supports students in continuing their learning after class. The platform is designed to extend learning beyond school hours by offering personalized feedback, tracking academic progress, and providing resources tailored to each student's needs. It empowers teachers to stay connected with their students' development remotely and offers students the opportunity to maintain learning momentum at their own pace. With integrated communication tools and progress tracking, the platform facilitates seamless collaboration between teachers and students. This project follows agile methodologies and employs UML (Unified Modeling Language) for a structured and user-centered system design. The iterative development process ensures the platform evolves to meet the needs of both educators and learners effectively.

Keywords

- ❖ Teacher Assistance
- ❖ Student Progress
- ❖ Continuous Learning
- ❖ Educational Technology
- ❖ Remote Support



RESUME

Dans l'environnement éducatif rapide d'aujourd'hui, il y a un besoin croissant d'outils qui permettent un apprentissage continu au-delà de la salle de classe. Ce projet, intitulé "CONCEPTION ET DÉVELOPPEMENT D'UN SUPPORT ÉDUCATIF ET D'UNE PLATEFORME DE PROGRÈS PERSONNALISÉ DES ÉTUDIANTS", répond à ce défi en proposant une solution qui aide les enseignants à suivre les progrès des élèves en dehors des heures de travail habituelles et soutient les élèves dans la poursuite de leur apprentissage après les cours. La plateforme est conçue pour prolonger l'apprentissage au-delà des heures scolaires en offrant des retours personnalisés, en suivant les progrès académiques et en fournissant des ressources adaptées aux besoins de chaque élève. Cela permet aux enseignants de rester connectés au développement de leurs élèves à distance et offre aux étudiants l'opportunité de maintenir leur élan d'apprentissage à leur propre rythme. Avec des outils de communication intégrés et un suivi des progrès, la plateforme facilite une collaboration fluide entre les enseignants et les étudiants. Ce projet suit des méthodologies agiles et utilise le UML (Langage de Modélisation Unifié) pour une conception de système structurée et centrée sur l'utilisateur. Le processus de développement itératif garantit que la plateforme évolue pour répondre efficacement aux besoins des éducateurs et des apprenants.

Mots-clés:

- ❖ Assistance aux enseignants
- ❖ Progrès des étudiants
- ❖ Apprentissage continu
- ❖ Technologie éducative
- ❖ Assistance à distance



GENERAL INTRODUCTION

The evolution of education has been shaped by numerous technological advancements, enabling more effective learning and teaching processes. While traditional education systems focused primarily on in-person, classroom-based learning, the rise of digital tools and platforms has introduced new possibilities for supporting students outside formal learning environments. These developments have significantly enhanced educational experiences, allowing students to learn at their own pace and enabling teachers to track their students' progress beyond regular school hours. In the modern educational landscape, personalized learning platforms have become vital in fostering student growth and teacher-student collaboration. In alignment with this trend, the African Institute of Computer Sciences (AICS) continues to fulfill its mission of equipping future African engineers with the skills necessary to meet the demands of evolving industries. As part of this mission, AICS provides students with a three-month internship program that allows them to apply their acquired skills in real-world scenarios, further honing their problem-solving abilities. This report covers the development of a project carried out during out internship at “**HB TRAIN**” which focused on the theme “**CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM.**” The goal of this project is to provide teachers with a platform that assists them in monitoring students' academic progress outside of working hours, while also empowering students to continue learning autonomously after school hours. By using this platform, educators can deliver tailored feedback and resources based on each student's unique needs, fostering personalized learning pathways. The project was carried out in six main phases:

The insertion phase, where the host company and the intern's integration process are detailed;

The specification phase, identifying user needs and outlining the project's constraints and requirements;

The analysis phase, presenting the methodology used to design the system and initial models of the platform;

The conception phase, which delves into the detailed study of the platform's real-world components;

The realization phase, where the system is developed and made operational for the users;

The user guide, providing instructions on how to install and use the platform.



CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM





PART ONE: INSERTION PHASE



Preamble

This document provides an overview of our enterprise, covering the following key aspects welcoming and Introduction, discovering the working environment, organizational structure, and partnership and localization plan.

Content Overview

INTRODCUTION

I. WELCOME AND INTEGRATION

II. GENERAL PRESENTATION OF HB TRAIN

III. ORGANISATION OF HB TRAIN

IV. HARDWARE AND SOFTWARE RESOURCES

V. BRIEF PRESENTATION OF OUR THEME

CONCLUSION



INTRODUCTION

The insertion phase is the period during which a student must become familiar with our working environment, the staff and the other interns. Here, we will begin by discussing our first week in the company, how we were welcomed and how we began adapting to our internship environment. We will proceed by exploring the history of the company discovering its missions, learning what its major activities are and witnessing some of its key realisations. We will also get to understand how the company is structured administratively and functionally so that it operates effectively and accomplishes its goals. Furthermore, we will look at the hardware equipment used by the company, and the software resources used in its daily operations. We will then introduce our chosen theme for the internship period, briefly explaining what it is all about.



I. WELCOME AND INTEGRATION

On July 1ST, 2024, we visited the premises of HB Train. Upon arrival at the reception, we were warmly welcomed by Mrs. NDIOMO MBAZOA Jacinta. We were then taken to the developer's workspace and the CEO's office, Mr. NGONGO Amombo, which was intended to familiarize us with the new environment and facilitate our adaptation after the initial introduction; we were asked to assist the interns already present in the enterprise. Furthermore, on the same day, we were tasked with researching potential themes for our defense presentation the next day; we began working on the project assigned to us by some of the interns. Simultaneously, we continued our research on potential themes for the defense. By the end of the second week, we had successfully delivered the assigned task. During the first two weeks, we primarily focused on developing the project using HTML, CSS, JavaScript, Python, and PHP. Toward the end of the two-week period, we were assigned our respective defense themes based on the guidelines provided by the Resident Representatives of AICS-Cameroon.

II. GENERAL PRESENTATION OF HB TRAIN

● History

HB TRAIN, born on January 1, 2024, is not just a startup; it's an extraordinary human adventure. Founded by Ms. Amombo Ngongo Stefan, a visionary with a compassionate heart, HB TRAIN is the embodiment of a fierce determination to make the world a better place through technology.

● The Spark of an Idea

The story of HB TRAIN begins with a chance encounter. While observing a blind man struggling to hail a taxi, Ms. Amombo was deeply touched by the daily challenges faced by the visually impaired. This experience set in motion a series of events that would change her life and the lives of many others.

● From Innovation to Impact

Inspired by this encounter, Ms. Amombo brought to life a revolutionary invention: a smart helmet for the blind equipped with artificial intelligence. This ingenious device not only



facilitated mobility for the visually impaired but also paved the way for a multitude of other innovations.

● **A Shared Vision, Amplified Success**

Convinced of the transformative potential of technology, Ms. Amombo decided to share her knowledge and expertise with others. Partnering with Ms. Ndiomo Mbazoa Jacinta, an astute financial expert, she founded HB TRAIN, a startup dedicated to training young people passionate about IT and eager to pursue their own projects.

● **A Spectrum of Services for a Connected World**

HB TRAIN didn't just stop at training talent. Under the visionary leadership of Ms. Amombo Ngongo Stefan (CEO), Ms. Ndiomo Mbazoa Jacinta (CFO), Ms. Biaka Tony (Internal Controller), and Ms. Ayissi Atangana Jean Marie (Marketing Director), the company developed a comprehensive range of innovative services, including:

- **Smart Home Implementation:** HB TRAIN transforms ordinary homes into intelligent and comfortable spaces, giving users greater control over their environment.
- **Blind Helmets:** HB TRAIN's flagship invention continues to evolve, offering increased autonomy and freedom of movement for the visually impaired.
- **Custom AI for Businesses:** HB TRAIN leverages its AI expertise to develop customized solutions that meet the specific needs of businesses.
- **IT Security for Businesses:** In an increasingly complex digital world, HB TRAIN protects businesses from cyber threats and ensures the security of their data.
- **Applications:** HB TRAIN designs and develops custom mobile and web applications to meet the needs of individuals and businesses.
- **Flyers and Video Editing:** HB TRAIN provides visual communication services to help businesses stand out and reach their target audience.

● **Recognition and Awards**

HB TRAIN's talent and innovation have been recognized on multiple occasions. Ms. Amombo Ngongo Stefan has won prestigious awards, including for her smart helmet for the blind, at competitions such as the University Games. These accolades are a testament to HB TRAIN's commitment to developing cutting-edge technological solutions that have a positive impact on people's lives.

- **HB TRAIN: More Than a Business, a Mission**

HB TRAIN is not just a thriving business; it's an inspiration and a model of success. The story of Ms. Amombo Ngongo Stefan and her team demonstrates that with passion, perseverance, and a commitment to innovation, it's possible to transform ideas into reality and create a positive impact on the world.

III. ORGANISATION OF HB TRAIN

I. GEOGRAPHICAL LOCATION

HB-TRAIN is located in Yaoundé, in the Centre region of Cameroon, in the Abang district.




Figure 1: Geographical location (Source: HB TRAIN)



CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM



Table 1: ORGANISATION STAFF

Company Name	HB TRAIN
Type Of Enterprise	Start-Up
Chief Executive/Developers/Project Manager	Mr. Amombo Ngongo Stephane
RESPONSABLE COMMUNICATION / MARKETING	Mr. Ayissi Atangana Jean Marie
PHONE NUMBER	691-56-99-75/671-51-89-25
WEBSITE	Hbtrain.com
LANGUAGE	English and French
LOGO	

II. ORGANIZATIONAL CHART OF HB Train

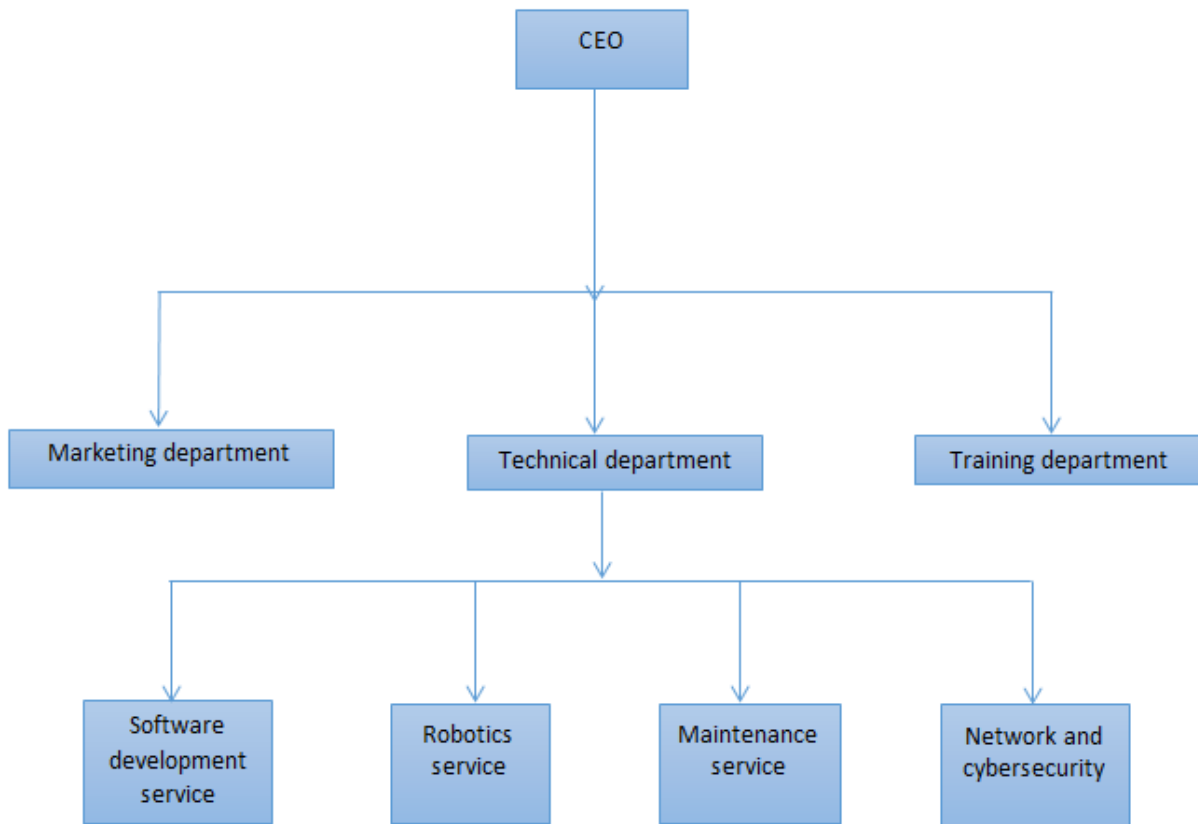


Figure 2: organization chart

- **GENERAL MANAGEMENT:** Its function is to define the company's objectives, plan and choose actions to be taken, monitor their execution, and take any necessary corrective and developmental measures. It ensures that all priorities defined within the company are respected.
- **MARKETING MANAGEMENT:** Its role is to develop and implement marketing plans and actions to boost the sale of the company's goods or services.
- **TECHNICAL MANAGEMENT:** Responsible for the efficiency of the production process within the company. The technical director collaborates with general management and analyses available resources to make recommendations regarding organization, safety, and equipment investment.
- **TRAINING MANAGEMENT:** It is the department responsible for training staff on the use of new technologies and computer equipment. This department ensures that the staff is capable of using the computer tools at their disposal.



CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM





III. MISSIONS AND ACTIVITIES OF HB TRAIN

1. MISSIONS

The primary mission of HB-TRAIN is to provide Cameroonian society with technological solutions to improve their living conditions in medical, educational, or professional fields. To achieve this goal, they have set objectives, which include: Développer des applications et des outils technologiques innovants pour faciliter l'accès aux soins de santé dans les zones rurales et urbaines.

- Developing innovative applications and technological tools to facilitate access to healthcare in rural and urban areas.
- Establishing online learning platforms and digital educational resources to promote education and professional training.
- Designing software solutions and technological equipment tailored to the specific needs of Cameroonian businesses and workers.
- Organizing training programs and support to help communities adopt and effectively use new technologies.
- Promoting digital inclusion by ensuring that the solutions developed are accessible to everyone, including the most vulnerable people.
- Investing in research and development to design technologies adapted to the local context and evolving needs.

2. ACTIVITIES

HB-TRAIN is a startup specializing in IT services, which include:

- **Website Development:** They offer dynamic and static websites, paying attention to detail and perfection. Their expert and professional team will accompany clients from the expression of their needs to the realization of a modern and professional website.
- **IT Maintenance:** They ensure the proper functioning of the IT park (a place consisting of several electronic devices such as computers, printers, etc.). For example, when a computer breaks down, they take care of its repair. On the software side, they ensure that the software works correctly, handle installations and updates of antivirus



programs, constantly check the Microsoft Park and other software, update obsolete applications, and more.

- **IT Security and Networking:** They handle the setup of network equipment (computers, etc.) to share resources (printers, scanners, files, documents, modems, etc.) and secure networked computers against external attacks. They also create restrictions within networks, such as preventing an intern from accessing social networks without prior authorization, among other measures.
- **IT Project Analysis:** They use two analysis methods (UML and MERISE) to analyze projects from the beginning to the delivery of the project document. This analysis involves evaluating the objectives to be achieved for the project's realization and setting up all the factors that will help in its completion, including identifying potential problems.
- **Graphic Design and Digital Marketing:** They design flyers, business cards, logos, personalized advertisements to solve visibility issues and manage online marketing to meet clients' needs.



IV. HARDWARE AND SOFTWARE RESOURCES OF HB TRAIN

1. Material Resources

The hardware of this structure consists of the following elements:

Table 2: material resources of HB TRAIN

Type of Resource	Description	Quantity
Computer	Ordinateur de bureau Dell	10
Printer	Dell desktop computers	3
Tableau	HP multifonction printers	4
Whiteboard	Erasable whiteboards	2
Screen	ND smart flat screen	1
Large format printer	Yingher large format printer	1

2. Software Resources

The software resources are composed of the following elements:

Table 3: software resources of HB TRAIN

Software Type	Examples
Browser	Google Chrome, Microsoft Edge
Antivirus	Kaspersky anti-virus
Operating System	Windows 10 professional
IDE	Visual studio code, Arduino
Office Suite	Microsoft package
Graphic Tools	Adobe package



CONCLUSION

The insertion phase at HB Train lasted for two(02) weeks, we discovered an amazing environment where I found myself in. this environment gave room for hard work, perseverance and collaboration, what most students are looking for. I learnt about the missions of the company and its activities. We met and got familiar with the staff and other interns at HB Train. Finally, we chose my theme “ **CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENTS PROGRESS PLATFORM**”.



TECHNICAL PHASE



PART TWO: EXISTING SYSTEM



Preamble

In this chapter, we shall give a detailed explanation of our theme. That is, what the theme is all about and to give more precision concerning the application we are to produce. This chapter will also describe the problematic that led to our proposed solution.

Overview

INTRODUCTION

I THEME PRESENTATION

II STUDY OF THE EXISTING SYSTEM

II CRITICISM OF THE EXISTING SYSTEM

IV PROBLEMATIC

V PROPOSED SOLUTION

CONCLUSION



INTRODUCTION

The existing system part of our report is very important. Here, we shall present our theme to improve our understanding of it and increase the likelihood of succeeding, present the study of the existing system, which will guide us on the approach to take. After studying the existing system, we shall present our different critics concerning it. We shall also give the problematic i.e., the different problems phased by the existing system and finally we shall propose a solution to solve these problems.

I. PRESENTATION OF THEME

In the context where online learning is becoming increasingly important, it is essential to provide tools that offer continuous educational support and personalized academic management of students. This platform aims to be an interactive space where students can access online courses, ask questions, track their progress, and receive tailored recommendations based on their needs. The primary goal is to ensure constant monitoring via resources available 24/7, while allowing teachers to guide and evaluate their learners. The platform also integrates innovative features that enhance student autonomy when working out of regular instructional hours. Without revealing all aspects from the outset, this solution also holds a surprise in terms of intelligent assistance, ensuring a seamless and support learning experience at all times.

II. DESCRIPTION OF EXISTING SYSTEM

We noticed there was little or no teacher assistance; every student was left on his own, a task is given but not controlled, for shy students, it was difficult to express themselves looking at their mates' rapid ability to master and understand the course. It was such a way that only those who rapidly understand the course could go to the next level; the slow learners were left on their own to understand and follow the lead. In addition, there was language barrier; since there was more Anglophones than francophone, the courses were given in French despite the presence of English-speaking students. Moreover, we were leaving very early, giving us less time to study or revise; when the time comes, everybody leaves.



III. CRITICISM OF THE EXISTING SYSTEM

At the end of our collection of information concerning the teaching and learning process in HB Train, we find that this system has weaknesses that should be considered despite their warm welcome. However, it should be noted that some observations have been made within the start-up and it would be wise for us to suggest solutions to the various problems noted.

Limitation	Consequence	Proposed solution
Fixed Schedule and location	Students may struggle to balance their studies with other responsibilities such as family leading to potential absenteeism and reduce academic performance.	The platform offers a flexible, online learning environment where students can access course materials and participate in classes at their convenience.
Limited flexibility	Students who need more time to grasp certain concepts may fall behind, as they cannot adjust the pace of the course to fit their individual learning needs.	The platform features adaptive learning tools and resources that allow students to progress at their own pace. Personalized feedback and supplementary materials will be available to help students who need extra time or support, addressing the limitations of rigid class structures.
Health and safety concerns	In-person classes can lead to the spread of illnesses, causing health risks for the students and the staff, and potentially resulting in class cancelling or interruption	By offering a robust online learning component, the platform will mitigate the need for physical attendance, reducing the risk of health issues and class interruptions. Student can



		continue their education safely at home, ensuring uninterrupted learning.
Accessibility issues	Students living in remote areas may find it difficult to attend classes regularly, impacting their ability to participate fully in the educational experience	The platform will be designed with accessibility in mind, providing features such as screen readers, and remote access options. This will ensure that students with disabilities and those in remote areas have equal access to educational opportunities, proving the necessity of an inclusive digital solution

IV. PROBLEMATIC

Despite the growing of digital learning tools, traditional and physical classes still face significant challenges that hinder effective and inclusive education. Through these observations, we ask ourselves “ **HOW CAN ONLINE EDUCATIONAL PLATFORM ADDRESS THE CHALLENGES IN TRADITIONAL PHYSICAL CLASSES?** ”

V. PROPOSED SOLUTION

An online educational platform can effectively address the challenges of traditional physical classes by offering a flexible, accessible, and resource-rich learning environment. By providing asynchronous access to course materials, interactive tools, and adaptive learning technologies, the platform allows students to learning at their own pace and from any location, thus eliminating the constraints of fixed schedules and geographical barriers. Additionally, it can incorporate up-to-date digital resources and innovative teaching methods that surpass the limitations of outdated physical classroom materials. With robust health and safety features,



CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM



such as reducing the need for in-person interactions and offering remote learning options, the platform ensures continuity of education during health crisis. Inclusive design ensures that students in remote areas have equal access, thereby addressing all critical issues inherent in traditional classroom settings.



CONCLUSION

Finally, addressing the challenges of fixed schedules, limited resources, health risks, and accessibility in tradition physical classes can significantly enhance the educational experience. By overcoming these barriers, a more flexible, inclusive, and resourceful approach to learning can be achieved, ensuring all students have the opportunity to succeed and engage effectively in their education.



PART THREE: SPECIFICATION BOOK



Preamble

The specification book outlines the goals to be achieved through this project and the responsibilities of the different parties involved in the project. It specifies and describes the subject and the needs of the users, as well the conditions necessary to realize the project.

Content Overview

INTRODUCTION

I. CONTEXT AND JUSTIFICATION

II. OBJECTIVES OF THE PROJECT

III. EXPRESSION OF NEEDS

IV. ESTIMATED COST OF THE PROJECT

V. PROJECT PLANNING

VI. LIST OF PARTICIPANTS

CONCLUSION



INTRODUCTION

The specification book of our reports helps us provide details about our theme, to improve our understanding of it and increase the likelihood of it succeeding. To delimitate the scope of our project, we will specify the context of our theme. From the context, we will list the problems we have identified in our context and that we have decided to address throughout the project. After presenting our solution, we will talk about the objective we have set for ourselves for the project. Also, we will explore the needs to which our system will respond both at the functional and non-functional level. We will then look at the estimated financial requirements for our project, and establish a plan we will follow to complete our project on time. From here we will discuss what is expected of us by the end of the project under the project deliverables.



I. CONTEXT AND JUSTIFICATION

Context refers to the circumstances or conditions in which something exists or occurs. It encompasses the background information environment or setting that helps to clarify the meaning of an event, statement or idea. Context can include various factors such as:

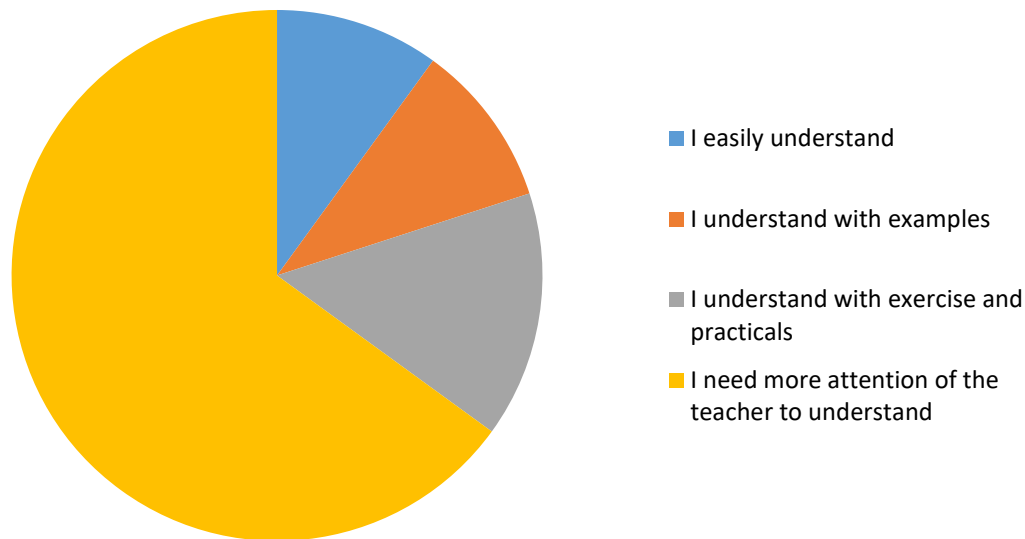
- Cultural: the social norms and values that influence understanding.
- Historical: the period and events that shape the situation.
- Situational: the specific condition or environment at a given moment
- Linguistic: the words and phrases surrounding a particular statement that provide meaning.

Understanding context is crucial for effective communication and interpretation, as it influences how information is perceived and understood.

A. Context

In Cameroon, education is a vital component of national development, with a population of closely 28,703,875 million inhabitants. The country has made significant strides in expanding access to education, with around 73% of the population engaged in some form of educational activity. However, educational access varies widely between urban and rural areas. Urban centers, with better infrastructure and resources, generally provide more robust educational opportunities compared to rural regions. Approximately 30% of the population lives in rural areas, where educational facilities are less developed.

how fast do you understand the courses?



Here, we realize that there are more French-speaking people than English, obviously they would not displace Anglophone teachers for 10 students and displace francophone teachers for 85 students, knowing that each of the teachers must be paid no matter the number of students. They find it easier to merge both the Anglophone and francophone in one class displacing only francophone teachers since they are more popular than the others, which is a problem for the 10% of the students not understanding French.

Here, we realize that not all the students actually understand the course at the same rhythm. The teachers cannot be blame actually since the have a short period of time to teach a course of over 10 modules for example. This becomes a problem when every student comes with the aim of acquiring knowledge and skills.

B. Justification

Education is experiencing a great number the youth in the different areas of the country, with many schools but with no guarantee to have a good follow-up. As a result, many youth are forced to travel to areas having good schools with good reputation. For example a student can leave EMANA to AICS everyday due to the fact that there is no professional school offering computer sciences in that area. Another case might be that of those youth having disabilities like a student might be unable to speak or hear what the teachers say in class and feels uncomfortable in school and prefers to stay home.



For these reasons, “EASY BOSCH” will permit both the abled and disabled students to have access to education, despite the distance and the health state of both the student and the teacher; they all can have access to the course of their choice with the possibilities of tailored recommendations.

II. Objective of the project

A. General Objectives

To develop a comprehensive educational support platform that personalizes student learning experiences, fosters academic growth, and enhances overall student engagement through tailored resources and progress tracking.

B. Specific Objectives

➤ Personalized Learning Pathways:

Create individualized learning plans based on students' strengths, weaknesses, and learning styles.

➤ Progress Tracking:

Implement a robust system for monitoring and reporting student progress in real-time, allowing for timely interventions.

➤ Resource Accessibility:

Provide a centralized repository of educational resources, including tutorials, articles, and interactive materials, tailored to different learning needs.

➤ Engagement Features:

Develop interactive tools such as quizzes, gamified learning modules, and discussion forums to enhance student participation and motivation.

➤ Feedback Mechanisms:

Establish channels for students and educators to give and receive feedback, fostering a collaborative learning environment..



➤ User Training and Support:

Provide training resources and ongoing support for both educators and students to maximize platform effectiveness.

By focusing on these objectives, your project can effectively support students' educational journeys and improve their academic outcomes.

III. Expression of needs

A. Functional Needs

In this context, functional requirements describe what the system or application should do. The modules are as follows;

1. **User Registration and Profiles:** Secure user registration for students, educators, and administrators. Customizable user profiles that include academic information, learning goals, and preferences.
2. **User Authentication:** Implement secure login mechanisms for users to ensure only authorized access. Support for multi-factor authentication (MFA) to enhance security.
3. **Role-Based Access Control:** Define user roles (e.g., student, teacher, admin) with specific permissions for appropriate access to resources and functionalities. Allow administrators to manage user roles and permissions easily.
4. **Personalized Learning Pathways:** Algorithms to generate personalized learning pathways based on assessments and learning styles. Ability for users to adjust their learning goals and preferences.
5. **Progress Tracking Dashboard:** Interactive dashboards that visually display student progress, achievements, and areas needing improvement. Notifications and alerts for milestones or required actions.
6. **Resource Management:** A centralized library for educational resources, including videos, articles, quizzes, and interactive simulations. Search and filter options for easy access to relevant materials.



7. **Interactive Learning Tools:** Tools for creating quizzes and assessments that adapt to student performance. Gaming features, such as badges and leaderboards, to enhance engagement.
8. **Communication and Collaboration:** Messaging and discussion forums for students and educators to interact. Group project features that facilitate collaboration among students.
9. **Feedback and Assessment Tools:** Mechanisms for educators to provide feedback on assignments and progress. Self-assessment tools for students to reflect on their learning.

B. Non-functional needs

They specify the quality attribute of a software system. They judge the software system of application based on Performance, Responsiveness, Usability, Security, Portability and other non-functional standards that are critical to its success. Failing to meet non-functional requirements can result in a system that fails to satisfy user need. **Performance, Scalability and Security**

Performance defines how fast a software system , or its piece responds to certain user's action under certain workload. In most cases, this metric explains how much a user must wait before the target operation happens (the page renders, a transaction is processed, etc.) given the overall number of users at the moment. But it's not always like that. Performance requirement may describe background processes invisible to users. Our goal will be to provide our users with the best performance as it affects the overall user experience.

Scalability accesses the highest workloads under which the system will still meet the performance requirements. In this project we will mainly leverage the power of cloud storage and third-party API's. The application should have a friendly user interface (UI) and should be easy to use. The code should be clear to facilitate future development and improvement. The web application should be resizable when opened on any device (android phone, computer, tablet web browsers Security is also one of the most important aspects of any system, especially the ones dealing with sensitive user's information. The application should provide a strong security mechanism to reassure user's that they can trust it for their sensitive information. Some of the security principles include reassuring confidentiality, accountability, Integrity, Authentication.



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IV. ESTIMATED COST OF THE PROJECT

A. Hardware Resources

Table 4: Hardware resources

RESOURCES	HARDWARE	USAGE	QUANTITY	UNIT COST(FCFA)
COMPUTER	DELL Windows 10 pro 64 bits, Latitude E6520, 8GB RAM, 500GB hard disk; intel core i5.	main resource for the accomplishment of this project; report writing, designs, analysis, coding	1	300, 000
Fingerprint sensor	Mfs-100-mantra	Captures and transmit fingerprint biometrics into the application.	1	500, 000
Removable disk	8GB USB key	For file transfer from one computer to another.	1	8000
CD	CD-ROM		3	2500
Local Server				
MODEM	4g LTE-advanced <i>mobile</i> <i>WiFi</i> hotspot <i>mq531</i> 150mp s	Used to share internet access amongst devices	1	15000
Total				825500



B. Software Resources

Table 5: Software resources

RESOURCES	HARDWARE	USAGE	QUANTITY	UNIT COST(FCFA)
Development tool	Visual studio code	Code editing	1	Open source
Project planner	Gantt project	Project planning tool	1	Free software
Operating system	Microsoft windows 10 pro	Computer operating system	1	103000
Text Editor	Microsoft office word 2019	For typing and formatting of report	1	161000
Presentation	Microsoft office PowerPoint 2019	For making presentations	1	84230
Modelling tool	Visual-paradigm Modeler version	Modelling the system in uml	1	3350
Geo-location plan designing tool	Microsoft Visio 2007	To draw location plan	1	Free version
Web browser	Google chrome	For running and testing application	1	Free version
Database management system	MYSQL	Communing with the database	1	Open source
Total				351,580



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C. Human Resources

Table 6: Human Resources

RESOURCES	NUMBER	COST PER DAY	NUMBER OF DAYS	COST (FCFA)
Project manager	3	150000	90	13500000
Analyst	1	150000	30	4500000
Designer	3	100000	25	3250000
Programmer	3	120000	32	3200000
Security expert	1	100000	10	1000000
Network administrator	1	100000	10	1000000
Program Tester	1	20000	10	200000
Trainers for the employees to the new system	5	50000	14	700000
Total	18	890000		24150000

D. Total Project Estimated Cost

Table 7 Total Estimated Cost

Overall total (FCFA)



V. PROJECT PLANING

A. Chronogram of activities

Table 8: Chronogram of activity

PHASE	OBJECTIVE	OUTPUT	DURATION	PERIOD
Insertion	Welcome and installation into the into the company, and the attribution of themes	Insertion report	2weeks	01 st to 14 th July 2023
Specification	Assessment of functional needs	Specification book	1week 6days	15 th to 28 th July 2023
Analysis	Analysis of the system	Analysis book	3weeks	29 th July to 19 th August 2023
Conception	Hardware and software conception	Conception book	2weeks	20 th August to 09 th September 2023
Realization	Realization of the system	Realization document	4weeks 2days	10 th September to 20 th September
Deployment	Deployment of the system	Testing of the software and debugging	1week 2days	20 th to 5 th September

B. GANTT CHART

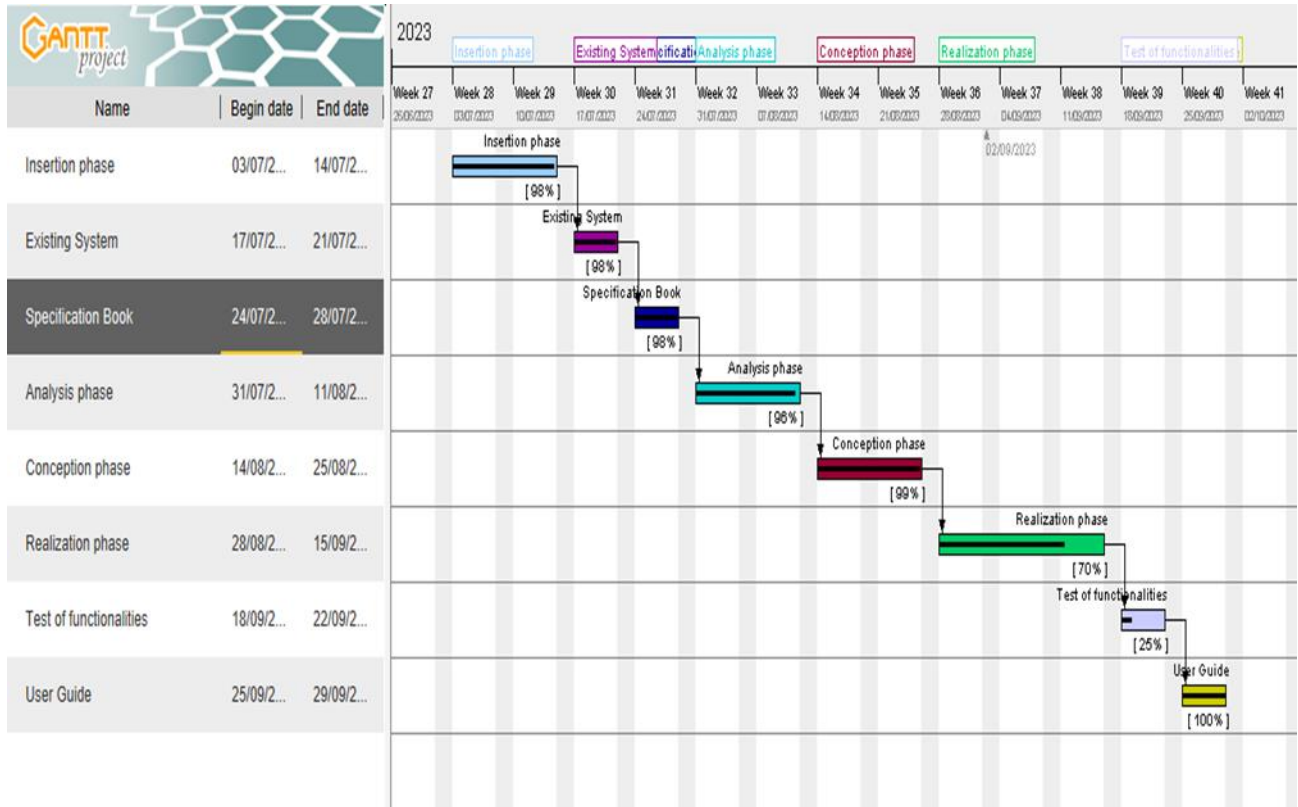


Figure 3: GANTT CHART



VI. LIST OF PARTICIPANTS DELIVERABLES

A. List of participants

NAME	TITLE	ROLE
Mr. AGBOR Anderson	Lecturer at AICS-CAMEROON	Academic supervisor
Mr. NGONGO Amombo	CEO at HB TRAIN	Professional supervisor
PAULINE SIDONIE BAMSECK	software engineering student at AICS-Cameroon	Analyst and developer

B. Deliverables

We are supposed to submit a report at the end of this project that includes;

- An insertion phase book;
- A specification book;
- An analysis book;
- A conception book;
- A realization book;
- A user guides.



CONCLUSION

The specification book helps us to site the different needs we need in order to implement our mobile application for student follow-up, we saw list of participants and deliverables for our project. In time allocated for this section, we were able to accomplish the different task, we will move directly to the next phase, which is the analysis phase. In the analysis phase, we will study the existing system in detail and model our system with a modelling language and process.



PART FOUR: ANALYSIS PHASE



Preamble

After specification book, we have the Analysis phase, which permits us to represent a detailed analysis of the limitations identified in our context, and our solution, through a software development process and modelling language.

Content Overview

INTRODUCTION

- I. PRESENTATION OF THE ANALYSIS
METHOD
- II. JUSTIFICATION OF THE ANALYSIS
METHOD
- III. MODELING OF THE SYSTEM

CONCLUSION



INTRODUCTION

The analysis book permits us to examine in an explicit way the existing system, its limitations and how we can remedy them. We will also describe in details the modeling language known as UML (Unified Modeling Language) which is coupled with Two Tract Unified Process (2TUP) to form a method and its justification why we decided to use it in preference of another. Then we will dive directly into the modeling of the proposed solution consisting of diagrams that meets the requirements of the functional needs.



I. PRESENTATION OF THE ANALYSIS METHODS

We have studied in details some analysis methods by looking at its objectives, its structuring, its pros and cons, so as to choose an analysis method which is reliable and adaptive to our project, below are some analysis methods we studied and a brief explanation in order for you to understand why we made our choice;

- **Merise:** It is an information system design and development widely used in France. It was first early introduced in 1980s.
- **Agile:** This methodology is growing in popularity, thanks to highly competitive business environment and increased innovation. In general, agile methodologies prioritized shorter, interactive cycle and flexibility.
- **Scrum:** This is the most popular agile development framework because it is relatively simple to implement. It also solves so many problems that software developers struggle with in the past, convoluted development cycles, project plan, and shifting production schedules. This methodology allows for rapid development and testing, especially with small teams.
- **APF:** Which stands for ADAPTIVE PROJECT FRAMEWORK, it grows from the difficulty in managing most IT projects using traditional project management methods due to uncertain and changing requirement. APF begins with a requirement breakdown structure (RBS) to define strategic goals based on productive requirements, functions, sub-function and features. The project proceeds in iterative stages and at the end of each step, teams evaluate previous results to improve performance and practices.
- **XP:** Which stands for Extreme Programming is a software development methodology that advocate frequent releases in short development cycles, which is intended to include checkpoints for the adoption of new customer requirements and improve productivity. This methodology takes its name from the idea that the traditional software engineering practices are taken to extreme levels.



A. MODELING WITH UML 2.5

The unified modeling language (UML) is a general purpose, developmental modeling language in the field of computer engineering that is intended to provide a standard way to visualize the design of a system. It was born from the merge of the three object-oriented programming methods namely:

The BOOCH Method (a method for object-oriented software development that has an object 3 modeling language, an iterative object-oriented development process and a set of recommended practices) developed by Grady brooch, James Rumbaing's Object Modeling Technique (OMT) (an object modeling approach for software modeling and design) and Ivar Jacobson's OBJECT SOFTWARE ENGINEERING (OOSE) (software design technique used in object-oriented programming). UML was created to forge a common, semantically and syntactically rich visual modeling language for the architecture, design and implementation of complex software systems both structurally and behaviorally.

The Unified Modeling Language (UML) was standardized in January 1997 by the Object Management Group (OMG), which is an American association created in 1989 and aims to promote and standardize the object model in all its forms. In 2005, UML was also published by the international organization for standardization (ISO) as an approved ISO

Standard. Uml since 2015 is in its version 2.5. This version consists of fourteen diagrams classified into structural and behavioral diagrams.

a. Structural Diagrams:

Structural diagrams represent the static components of a system; they emphasize on what should be in the system we are modeling. They include:

- ✓ Class diagram;
- ✓ Object diagram;
- ✓ Package diagram;
- ✓ Composite structural;
- ✓ Deployment diagram;
- ✓ Component diagram;
- ✓ Profile diagram.

b. Behavioral Diagrams:

The behavioral diagrams capture the dynamic state of a system; they emphasize on what should happen in the system we are modeling. They are:

- ✓ Use case diagram;
- ✓ Activity diagram;
- ✓ State machine diagram;
- ✓ Sequence diagram;
- ✓ Communication diagram;
- ✓ Interaction overview diagram;
- ✓ Timing diagram

B. UML 2.5 diagrams overview

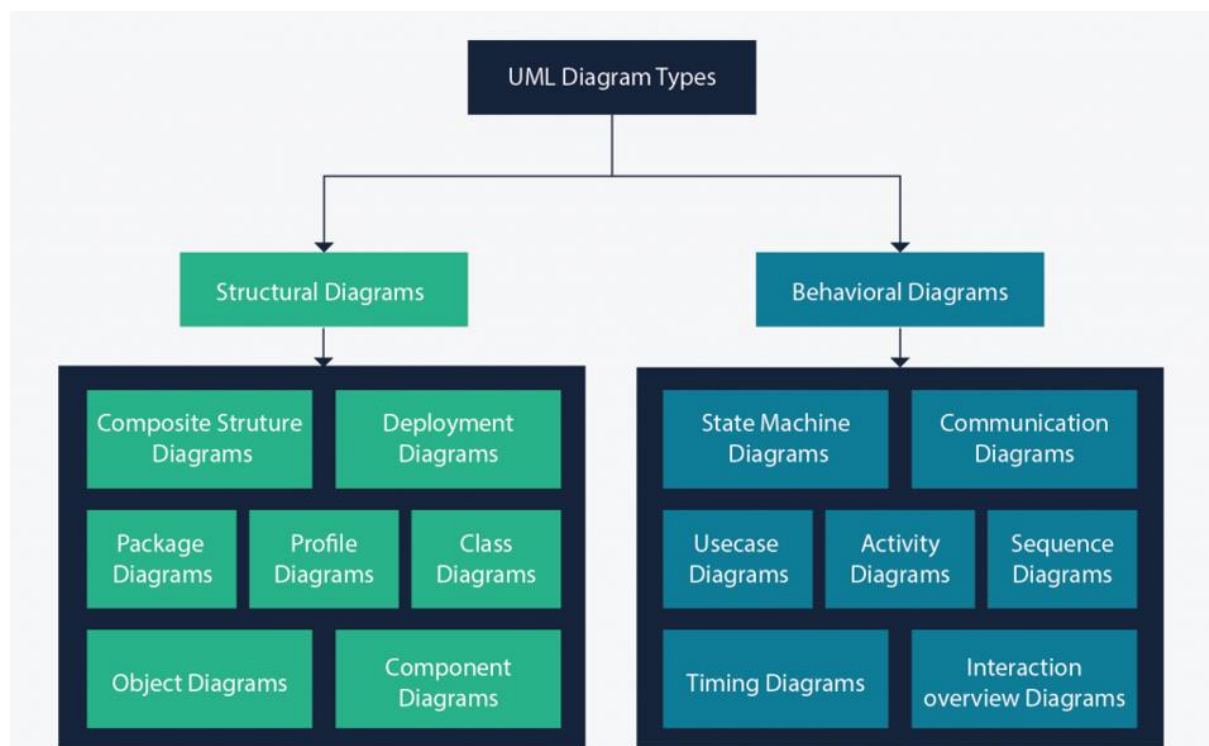


Figure 4: UML diagrams overviews (Source: <https://creately.com/log/diagram-types-examples/>)

It is important to note that uml is a modeling language and not a method or procedure. Hence, to give it an approach, we need to associate UML to a Unified process (UP) in order to



give our conception a methodology to follow. A unified process is a generic method for developing software. This implies it is necessary to adapt the UP to the context of the project, team domain and or the organization. We will use the Two Tracks Unified Process (2TUP) throughout our project to implement our solution.

C. The Process of Development of a Software

A process can be defined as a partially sequence of steps that permits us to obtain software systems or evolution of an existing one. The main objective of software development is the production of quality software that response to the needs of the users during a particular time and at a particular cost.

D. A Unified Process

A unified Process is a process of development of software constructed on UML; it is iterative, incremental and centered on and architecture, driven by use cases and requirements.

Iteration are distinct sequence of activities with a basic plan and evaluation criterion that produces an internal or external output. Either the content of an iteration is improved or users evaluate the evolution of the system.

An increment is the difference between two released products at the end of two iterations. Each iteration that the group is capable of integrating the technical environment in order to develop a final product and give users the possibility of having tangible results.

Centered on architecture the different models derived during the establishment of system must be reliable and coherent.

Driven by use case and requirements enables the clear definition of a users' needs and priorities respectively thereby minimizing the risk of project failure.

E. The Two Track Unified Process (2TUP)

2TUP is a unified process, which is belt on UML and has as objective to bring solution to constraints of functional and technical changes imposed on information systems by strengthening controls on development capacities. It proposes a Y-sharped development life cycle that separates the functional aspect from the technical aspects, and the merging of these

two forms the implementation aspect. 2TUP distinguishes therefore two branches: the functional and technical branches, the combination of the result of these two branches forms the third: the realization branch – where we realize our system. The diagram bellow illustrates the branches of 2TUP.

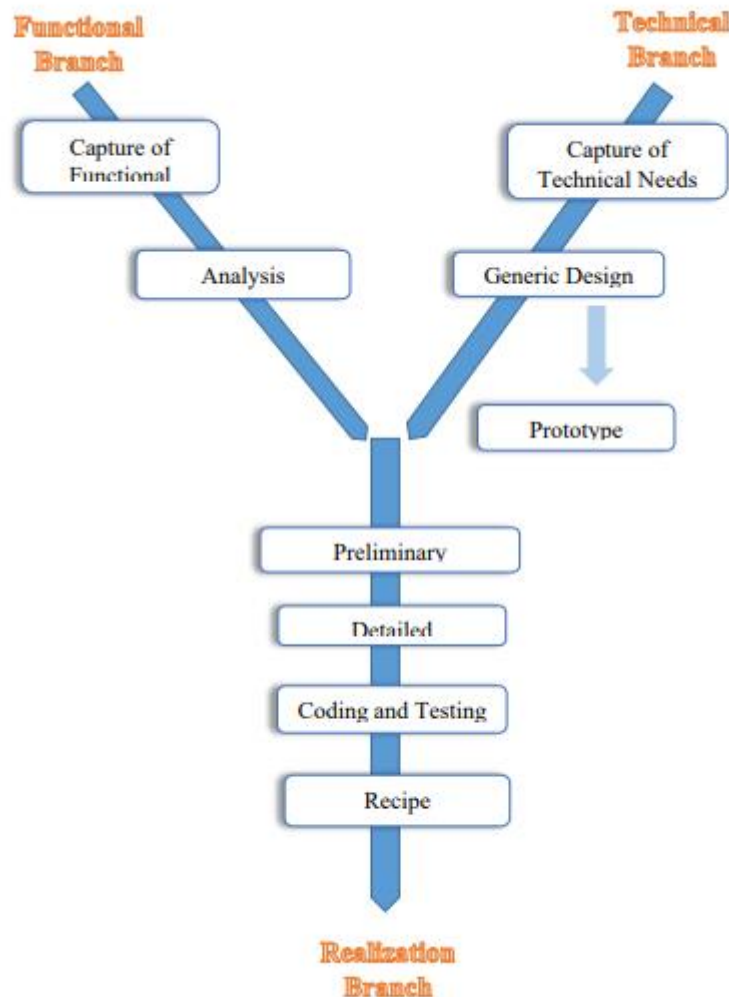


Figure 5:2TUP diagram (Source: <https://www.mysciencework.com/omniscience/pervasive-mobile-healthcare-system-based-on-cloud-computing>)



a. The left branch (functional branch)

It captures the functional needs of a system. This ensures the production of software that meets the needs/requirements of the user. The analysis here consists of studying precisely the functional specification in order to obtain an idea of what the system is going to realize and its result does not depend on any technology.

b. The middle branch (Realization or implementation branch)

In this branch, we study the preliminary conception, detailed conception, and documentation of the system. The realization branch supports the following:

Preliminary conception: This is the most sensitive step of 2TUP as it is the confluence of the functional and technical branch. It is completed when the deployment model, the operating model, the logical model, interphases and the software configuration model are defined.

Detailed conception: This is the detailed design of each feature of the system.

Coding and testing: This is the phase where we program the designed features and test the coded features.

The recipe: Also known as the deliverables is the validation phase of the functions of the developed system.



II. JUSTIFICATION OF THE ANALYSIS METHOD

Some developers have been successful at developing small systems without the use of diagrams or other features of modelling languages. However, as their systems become larger and larger, such developers have increasingly difficulties to seeing the ‘big picture’ of their system and are liable to create poor designs and take much longer time in their work. Most system are therefore documented with the use of diagrams. These provide views of structure and functionality that would be difficult to grasp by looking at code or textual description alone. In other words, diagrams provide abstraction.

Our choice for the UML modelling language and the 2TUP development process are based on the following criteria:

- UML is a language which is centered on user’s needs
- UML is based on the object-oriented approach
- 2TUP offers a development cycle (the Y shape development cycle) which dissociates the technical aspects from the functional aspects
- UML produces good standards for software development
- UML has large visual elements to construct and easy to follow

2TUP is a process based on object approach and is constructed on UML.



III. MODELLING OF THE PROPOSED SOLUTION

A. Capture of the functional needs

The functional requirements of a system specify the desired behavior or basic functionalities that the system is required to perform. In this section, we will present the following diagrams: a use case diagram along with textual descriptions of use cases, an activity diagram, a communication diagram, an interaction overview diagram, and a state machine diagram.

1. Use Case Diagram

a. Definition

A use case diagram is the primary form of a system/ software requirements for a new software program under development. Use cases specify the expected behaviour (what), and not the exact method of making it happen (how). Use cases once specified can be donated both textual and visual representation (such as UML). A key concept of use case modelling is that it helps us design a system from the end user's perspective. It is an effective technique for communicating system behaviour in the user's terms by specifying all externally visible system behaviour.

b. Formalism

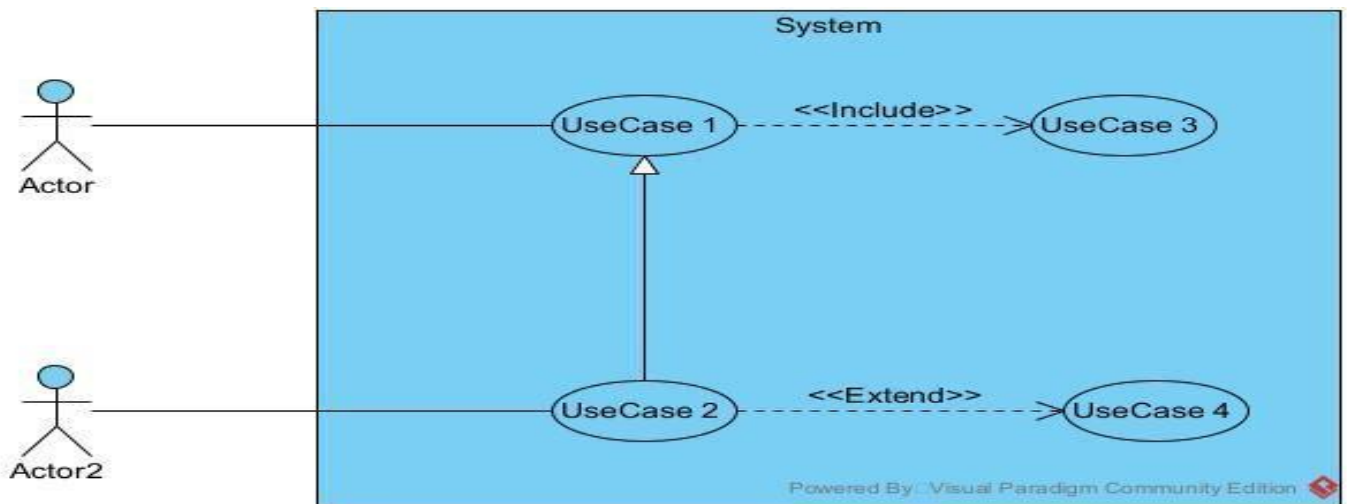


Figure 6: formalism of a use case diagram

c. Components of a use case diagram

Table 9: Components of a usecase diagram

Element	Description and Main properties	Notation
Actor	Represents an entity that directly interacts with the system. The actor is what performs the different possible actions of the system.	
Use case	It corresponds to the objective/function of the system motivated by the need for one or more actors. The set of use cases describes the goal of a system. They are described in the form of infinitive verbs plus objects.	



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Association	It indicates that an actor takes part in a use case.	
Inclusion	An inclusion relation denotes that an included action must be performed before another action can be performed. A includes B signifies that B is a compulsory part of A.	
Exclusion	It denotes that an action may be performed while another one is being performed. A use case B extends A means B is an optional part of A.	
Inheritance	It is the only possible relation between actors.	
Generalization	This shows that a uses case is a kind of another. This relation also permits to decompose a complex case into smaller and simple cases.	
System	This is the representation of our system	



a. Identification of actors and their use cases

We will now list the actors likely to interact with the system, but at first, we will define an actor.

An actor represents the abstraction of a role played by external entities that interact directly with the system studied. The actors of the system identified at first are:

Table 10: Identification of actors and their use cases

Actor	Role
Employee	Their responsibility is to check in/out and view their presence history.
Manager	He is in charge of recording attendance of the employee, managing their presence on real time and manage employee leave request adding and removing employees in the system
Administrator	The administrator is in charge of the general functioning of the system.
Fingerprint Sensor	Its role is to register each employee uniquely and to identify a random employee.

e. General use case diagram

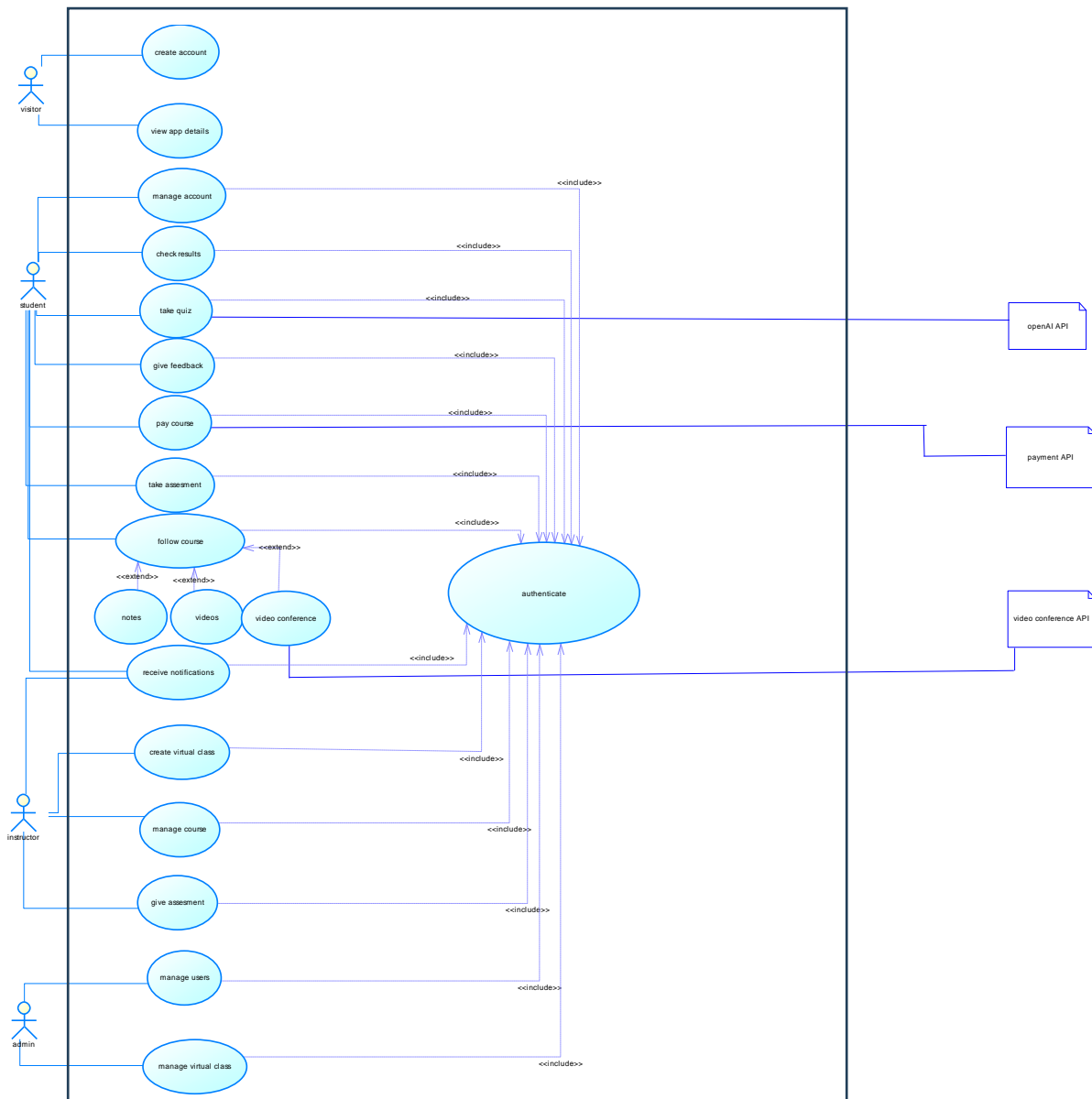


Figure 7: general usecase diagram

f. manage course

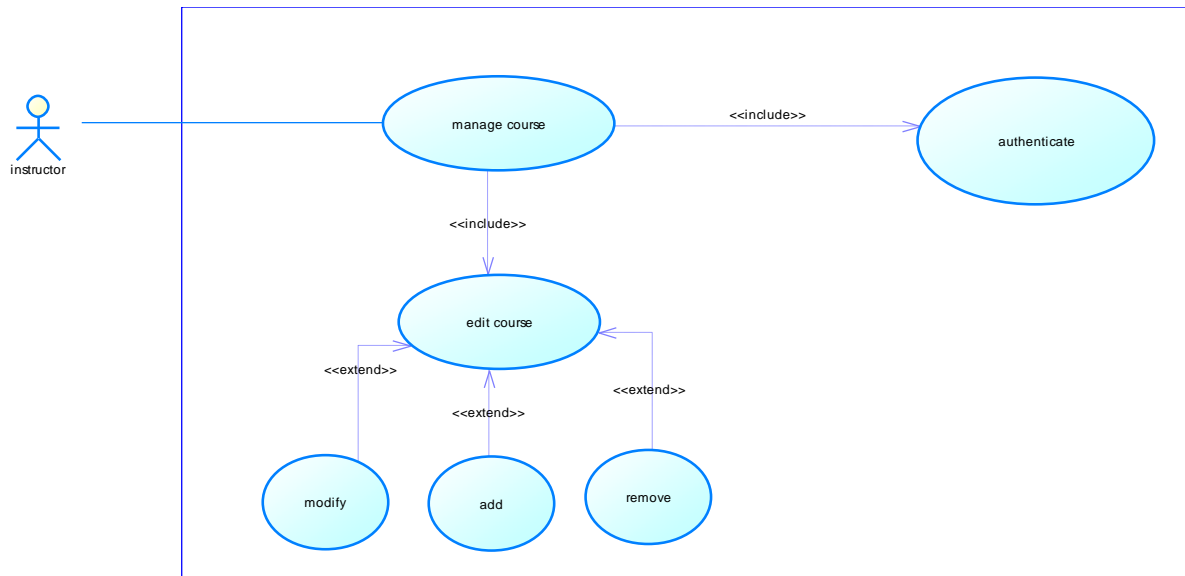


Figure 8: manage course use case

g. Take assessment

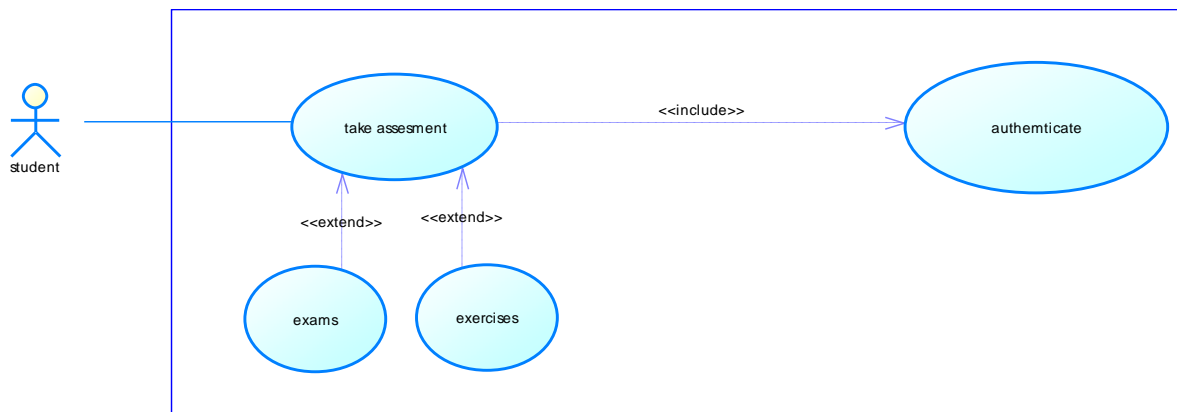


Figure 9: take assessment usecase

case textual description

As we mentioned earlier, a use case represents a transaction. Here, it is a question of breaking down the use cases, making a textual description and then emphasizing on the different detailed scenario. This will be done using diagrams known as the sequence diagram and the activity diagram.

a. Use case authenticate

Table 11: Textual description of use case Authenticate



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Goal in context:	Grant the user access to the application
Pre-condition(s):	The system should be loaded
Nominal scenario:	<ol style="list-style-type: none">1. The user click the login button2. The system provides the login form3. The user fill and submit the form4. The system verifies the credentials5. The system verifies the information in the database6. The system start the user's session
Alternative scenario (invalid credentials)	<ol style="list-style-type: none">4.1 The system display the error message4.2 The system returns to step (2) of the nominal scenario
Alternative scenario (user does not exist)	<ol style="list-style-type: none">5.1 The system display the error message5.2 The system returns to step (2) of the nominal scenario
Post-conditions (s)	The user's session is launched.

2. Communication Diagram

a. Definition

It is a diagram which is used to show the relationship between the actors of a system, both the sequence and the communication diagrams represent the same information but differently. Instead of showing the flow of message. It depicts the architecture of the object residing in the system as it is based on object-oriented programming.

b. Formalism

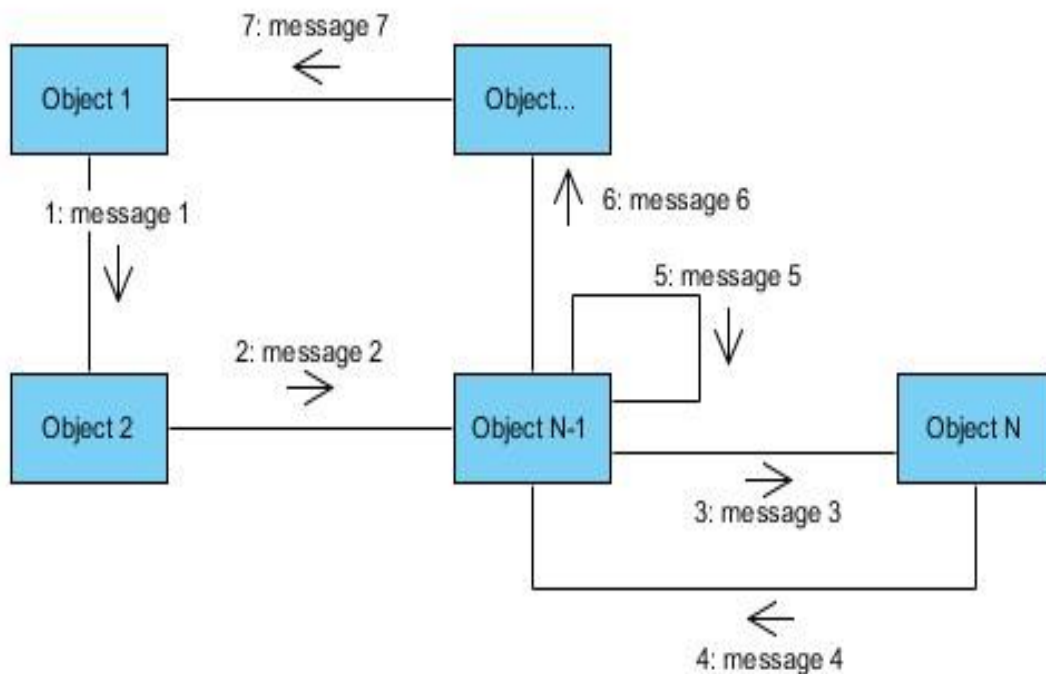
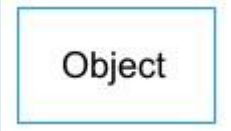





Figure 10 Communication diagram formalism

Table 12: Components of a communication diagram

Element	Representation	Description
Object		An actor represents an individual participant in the interaction conversation.
link		It initiates an association it connects two objects together for them to communicate.
Actor		A role play by an entity that interacts with the subjects.
message		Defines a particular communication between lifelines in an interaction.

a. Add assessment communication diagram

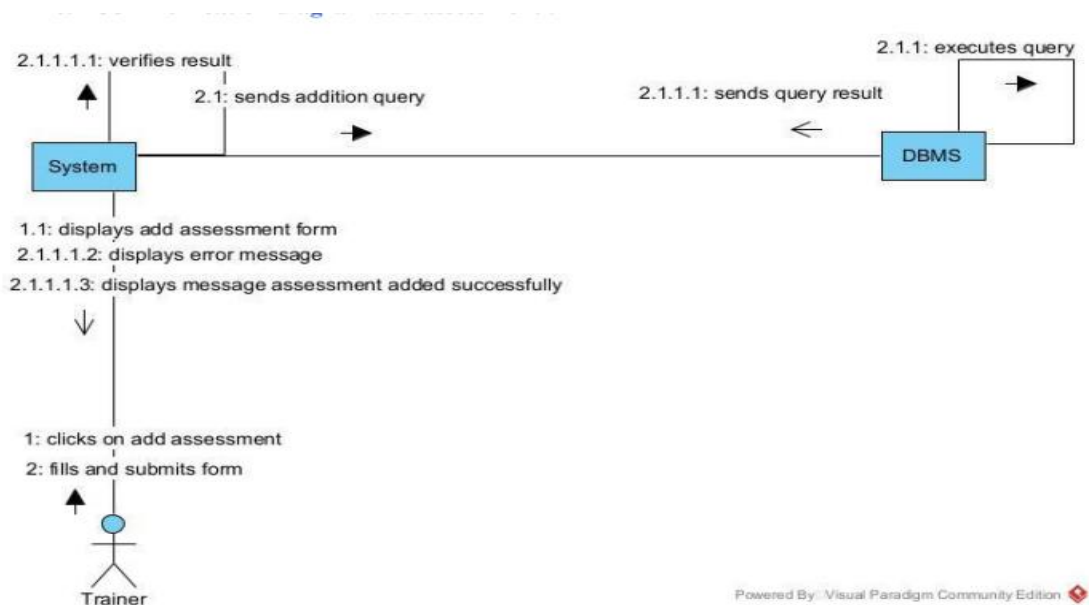


Figure 11: add assesment communication diagram

b. authentication communication diagram

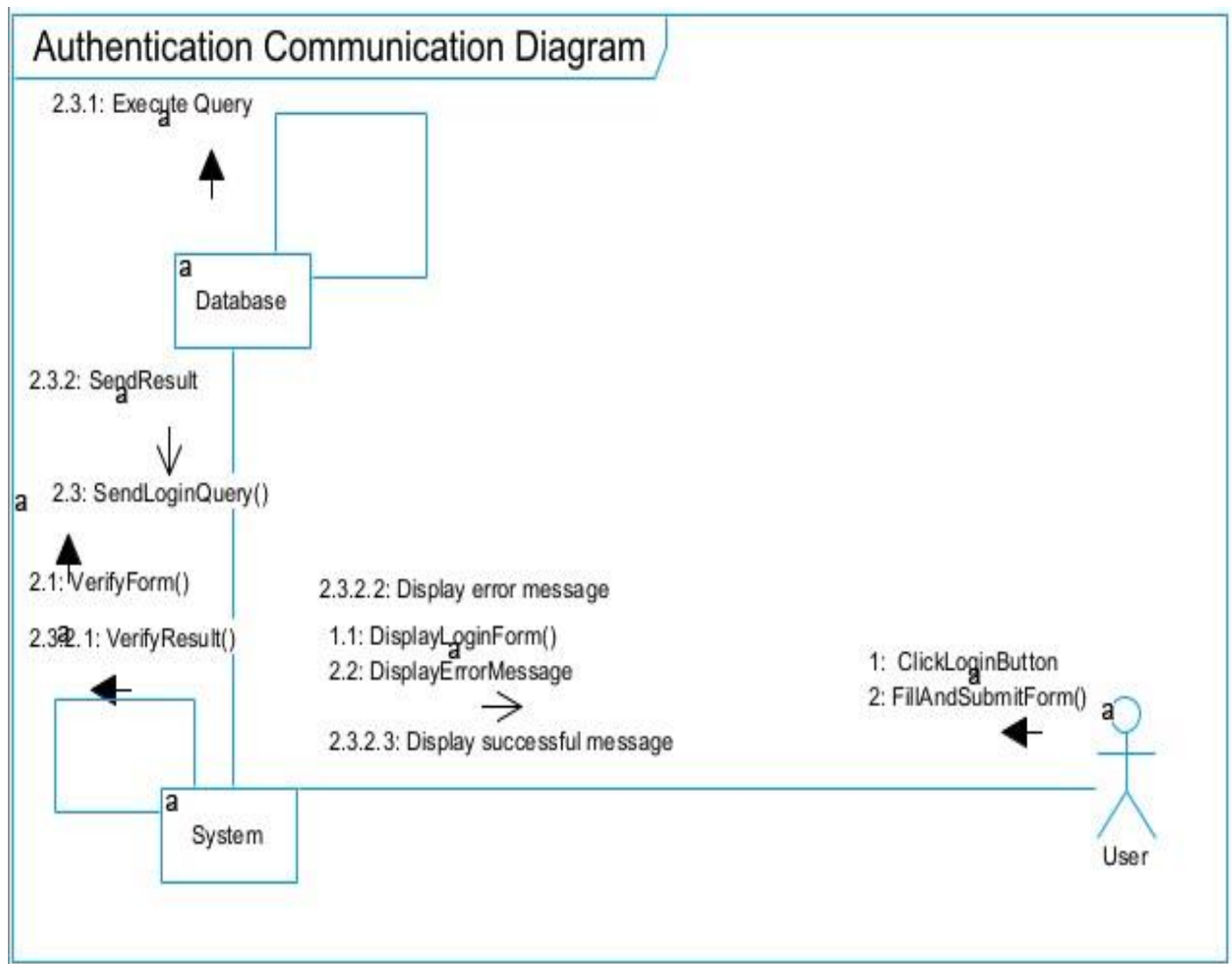


Figure 12:communication diagram authenticate

c. submit assessment communication diagram

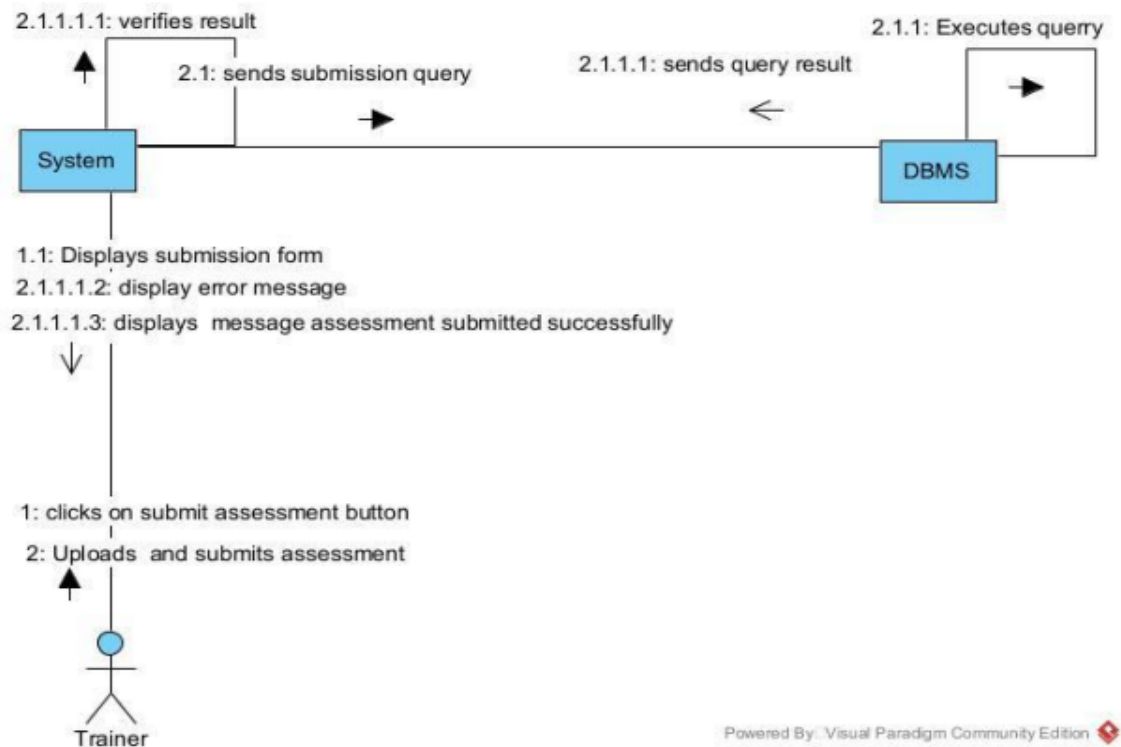


Figure 13: submit assessment communication diagram

3. Sequence Diagram

a. Definition

A sequence diagram is a form of interaction diagram, which shows objects as lifelines running down the page and with their interactions over time represented as messages drawn as arrows from the source lifeline to the target lifeline. Sequence diagrams are good at showing, which objects communicate with which other objects and what messages trigger those communications. Sequence diagrams are not intended for showing complex procedural logic.

b. Formalism

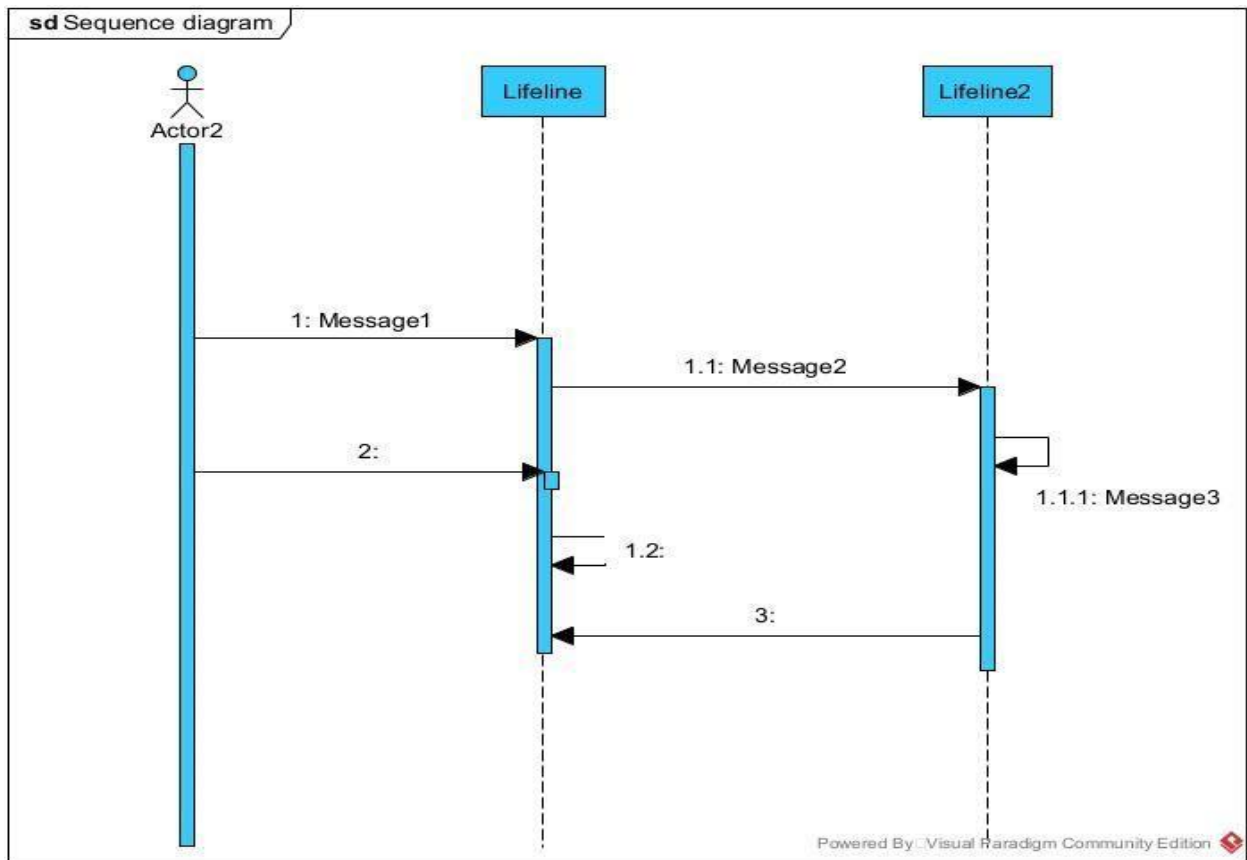
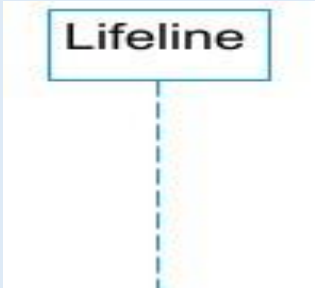
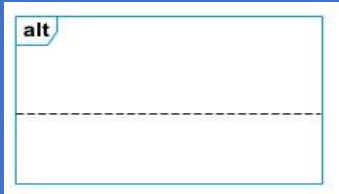




Figure 14 Formalism of a sequence diagram

c. Component of a sequence diagram

Table 13: components of a sequence diagram

Element	Representation	Description
Lifeline		An individual participant in a sequence diagram, it is position at the top of the diagram.
Combined fragment		It represents a choice of behavior in which at most one operand will be chosen.
Messages		These are arrows which shows the direction of message flow. We have the synchronous, the asynchronous and the self messages.
Activation		It describes the time period in which an operation is performed by an element.

a. sequence diagram authenticate

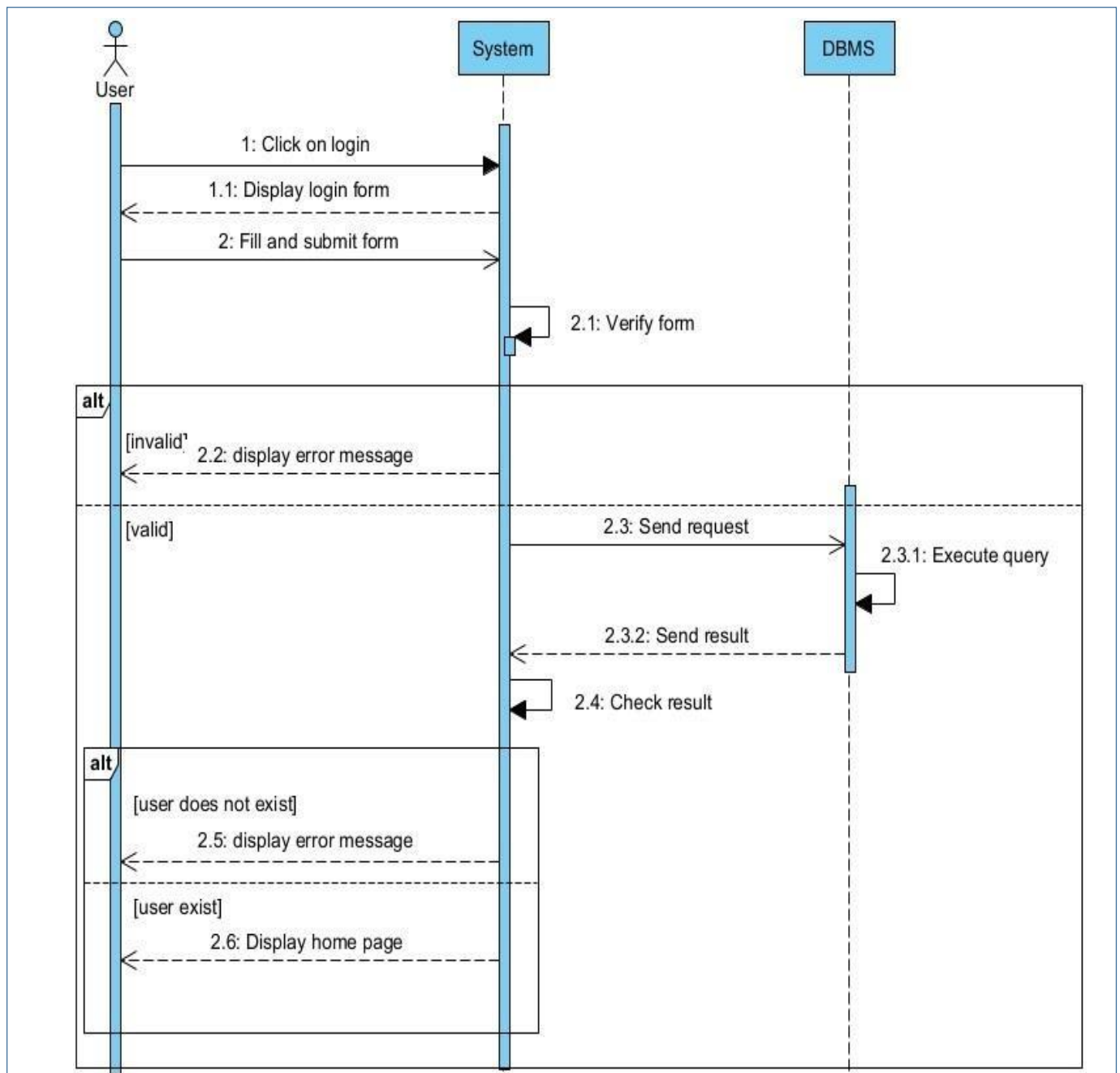


Figure 15:Sequence diagram authenticate

b. add assessment sequence diagram

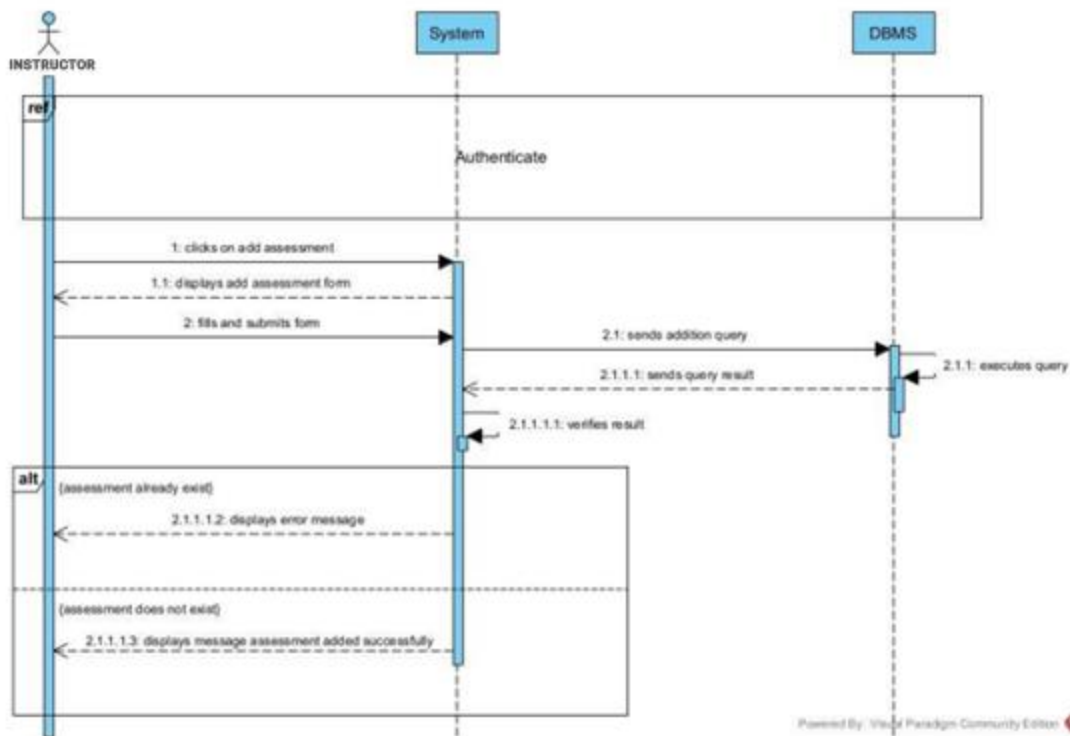


Figure 16: add assessment sequence diagram

c. Submit assessment sequence diagram

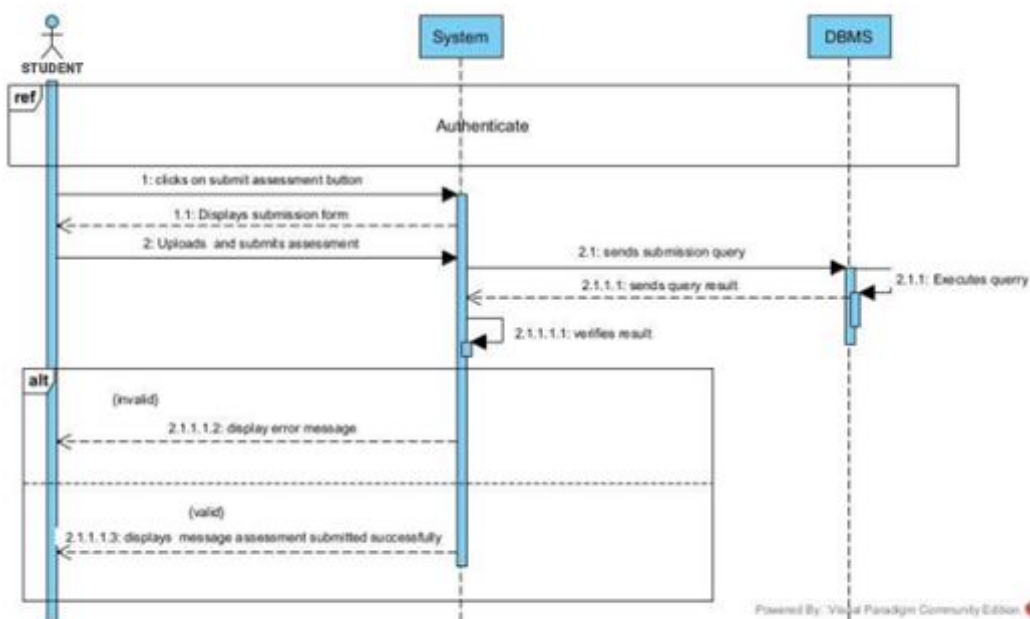


Figure 17: submit assessment sequence diagram

4. Activity diagrams

a. Definition

An activity diagram is a graphical representation of workflows that show the steps needed in the realization of a process showing the details from a start point to an end, point through all decisions and actions that can possible be performed. Activity diagrams are intended to model both the computational and organizational process. They flow can be sequential, branched or concurrent. Below is an activity diagram formalism.

b. Formalism

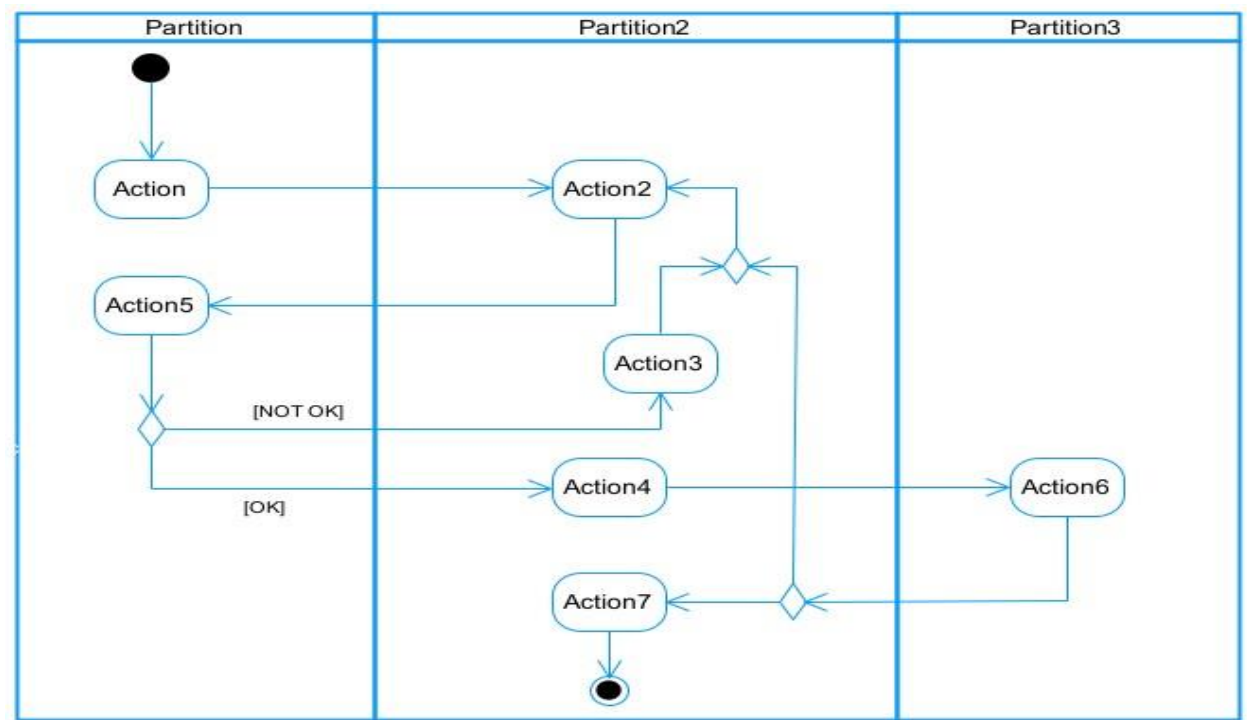
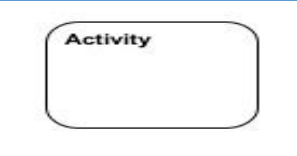


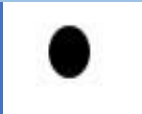

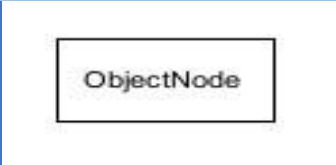
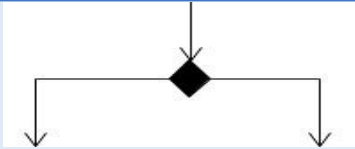
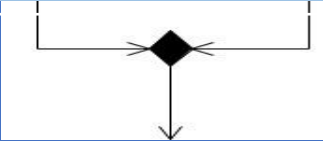
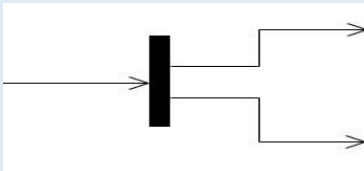


Figure 18 Formalism of an activity diagram

c. Components of an activity diagram

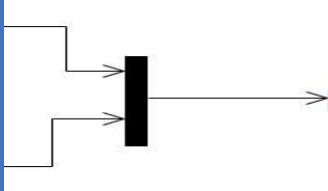
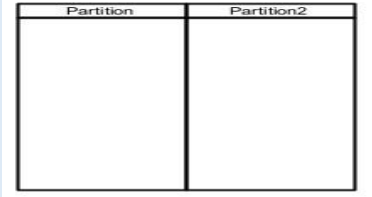
Table 14: Components of an activity diagram

Elements	Diagrammatic Representation	Description
Activity		Use to represent a set of actions.
Action		Represent a task to be performed.
Activity edge		A directed connection between two activity nodes through which tokens may flow.
Initial node		Shows the beginning of an activity or set of actions.
Final node		Stops all controls and object flows in an activity.
Object node		Represents an object connected to a series of object flows.
Decision node		Represents a test condition that splits an incoming activity edge into opposite outgoing activity edges.
Merge node		Reunite different decision paths created using a decision node.
Fork node		Slits behaviour into parallel or concurrent flows of activities (or actions)



CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM



Join node		Unites a set of parallel or concurrent flows of activities or actions.
Swimlane and partition		A way of grouping activities performed by the same actor in an activity diagram or to group actions in the same thread.

a. create account activity diagram

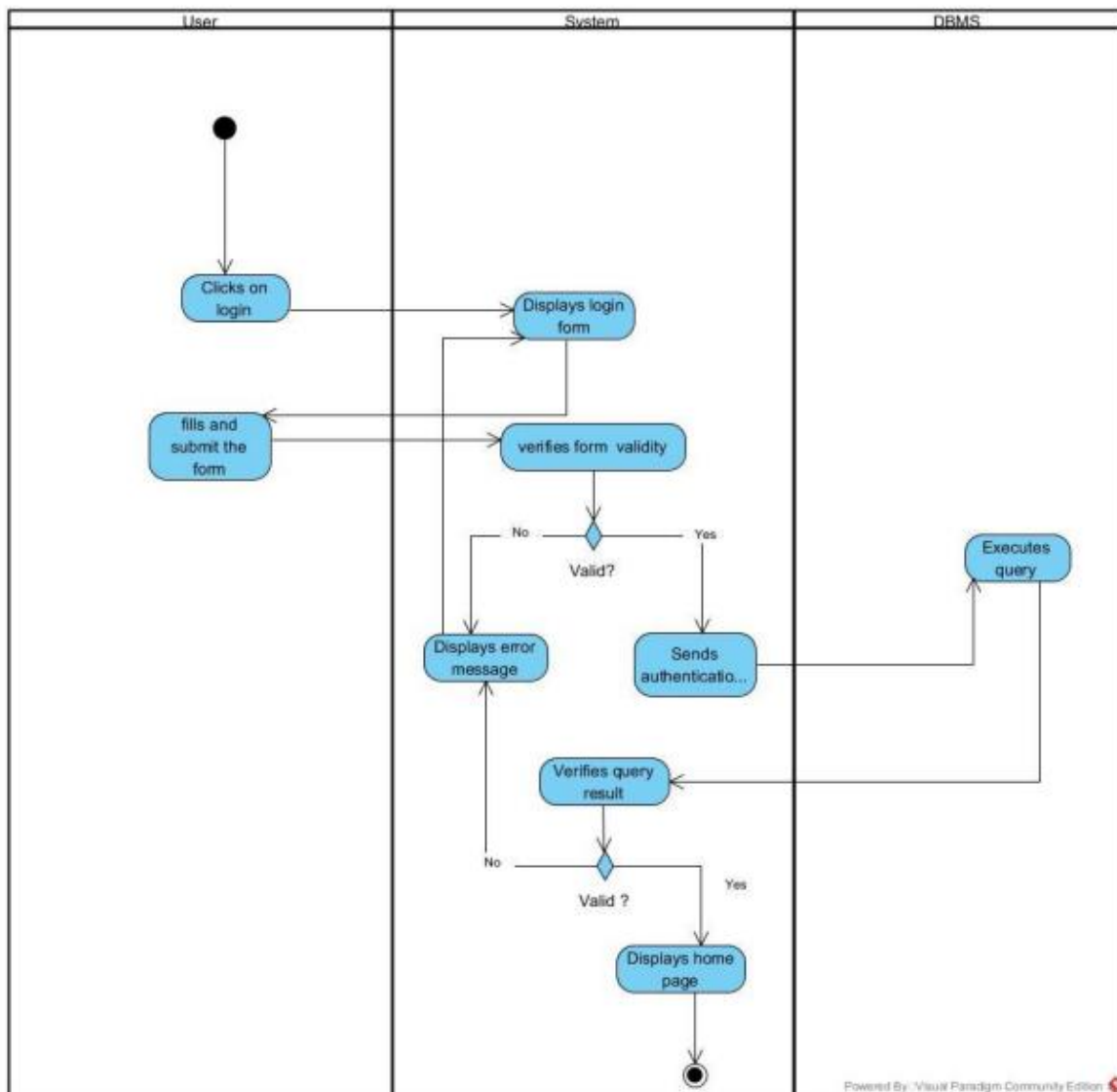


Figure 19: create account activity diagram

b. add assessment activity diagram

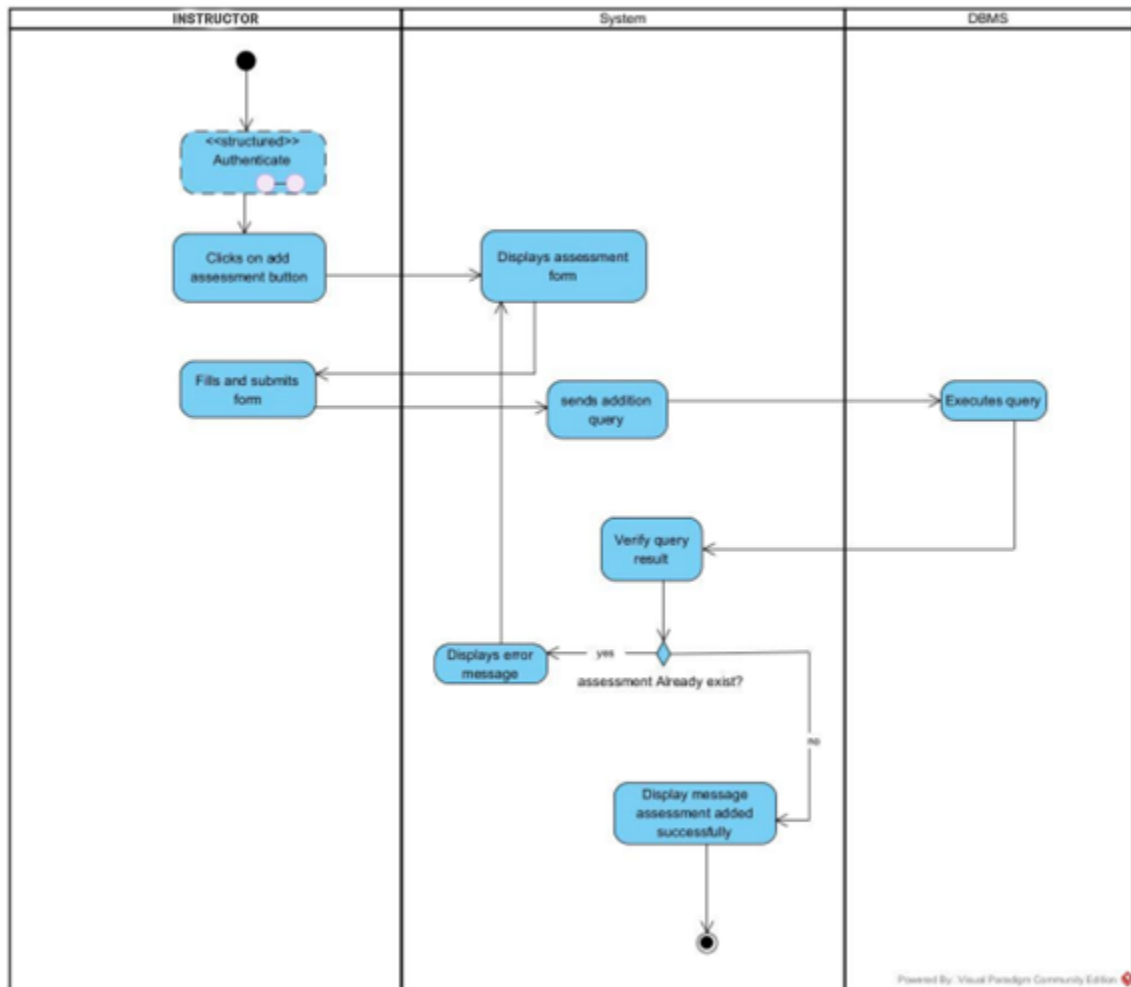


Figure 20: add assessment activity diagram

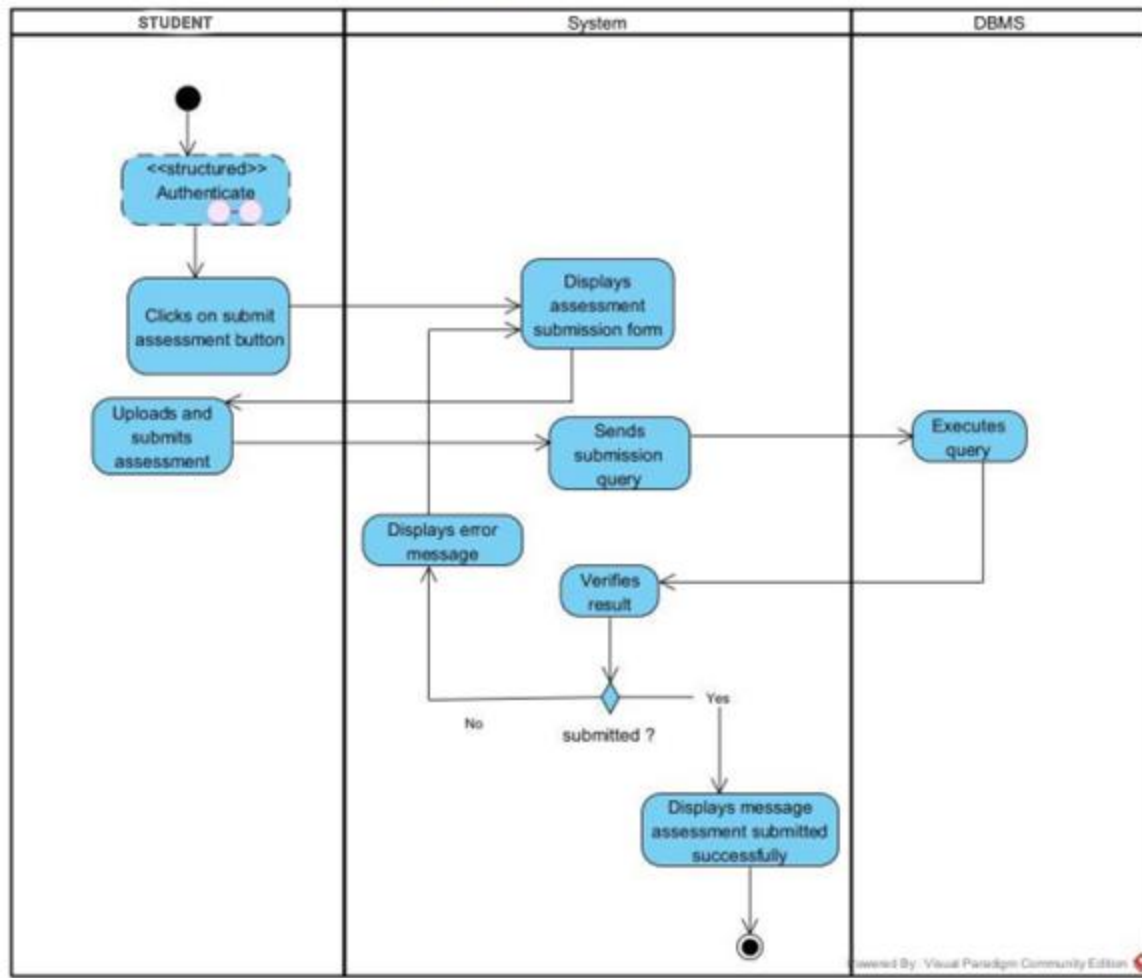


Figure 21: submit assessment activity diagram



CONCLUSION

In the analysis phase, we chose a software development process and modelling language, after which we presented the existing system, its limitation and our proposed solutions. We went forth explaining the functional need of our system; we saw the use case diagram, which shows the relationship between the actors, and use case (the action the actor can perform on the system). We saw the activity diagram, which shows the workflow of our system, and lastly the State machine diagram, which shows the behavior, of a single object in response to an event. We will now move to the conception phase in which we will present the other two branches of the 2TUP which are the Technical and the realization branch of our system.



PART FIVE: CONCEPTION PHASE



Preamble

The conception phase will permit us to present in an orderly manner the components necessary for the good functioning of our software and also the architecture used for the proposed solution. It bridges the gap between the analysis phase and the realization phase.

Content Overview

INTRODUCTION

I. TECHNICAL BRANCH

II. IMPLEMENTATION BRANCH

CONCLUSION



INTRODUCTION

The conceptual phase will describe in details the necessary specifications, features and operations that will satisfy the functioning requirements of the proposed system as modelled in the analysis phase. This phase is meant to identify and consider essential components (hardware /or software), structure (network capabilities), processes and procedures for the system to accomplish its objectives. We will look at some diagrams such as the component diagram, package diagram, communication diagram, class diagram and the object diagram.



I. TECHNICAL BRANCH

A. Generic Design

The generic conception consists of developing a solution that response to the technical specification. This conception is independent of the functional aspect specified in the functional branch of the 2TUP.

a. Physical architecture

The physical structure layer describes the system's hardware, software, and network environment. The physical architecture is based on the non-functional requirements such as availability, performance, security. The physical architecture of our system follows the 3-tier client-server architecture. Three-tier architecture is a client –server software architecture pattern in which the user interface (presentation), functional process logic (“business rules”), computer data storage and data access are developed and maintained as independent modules, most often on separate standalone application. 3-tier architecture has the following layers;

- Presentation layer (your PC, Tablet, mobile, etc.)
- Application layer (server)
- Database Server

Logical architecture

We will be using the Model View Controller (MVC22). The MVC is a design pattern for developing application that separate the application/business logic from the rest of the user interface, thus making it easier to solve problems related to object-Oriented programming (OOP29). MVC separates the application in three parts as shown in the figure below.

1. Model

Model is when the application's data objects are stored. The model doesn't know anything about views and controllers. When a model changes, typically it will notify its observer that a change has occurred.



2. View

The view is what is presented to the users and how users interact with the application. It means the presentation of data in a particular format, triggered by a controller's decision to present the data. They are script-based systems like JSP, PHP and very easy to integrate with AJAX technology.

3. Controller

The controller is responsible for responding to the user input and perform interactions on the data model objects. The controller receives the input, it validates the input and then performs the business operation that modifies the state of the data model.



II. IMPLEMENTATION BRANCH

Here we will see the preliminary conception, detailed conception and documentation of the system.

A. Preliminary Design

1) Class diagram

a. Definition

A class diagram is a static diagram. It represents the static view of an application. class diagram is not only used for visualizing, describing and documenting different aspect of the system but also for constructing executable code of the software application. Class diagram describes the attribute and operation of a class and also constraints imposed on the system. Its purpose is to model the static view of an application.

b. Formalism

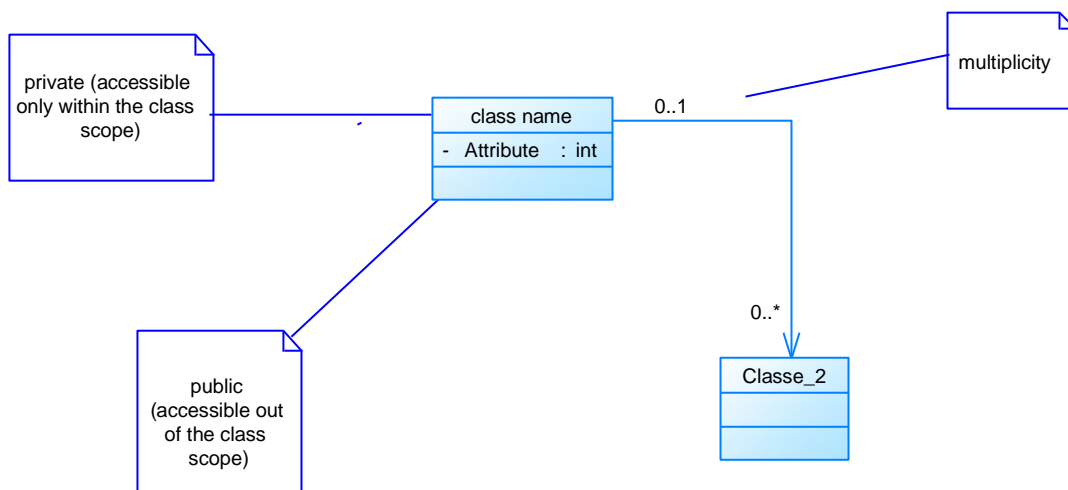


Figure 22: Formalism of a class diagram

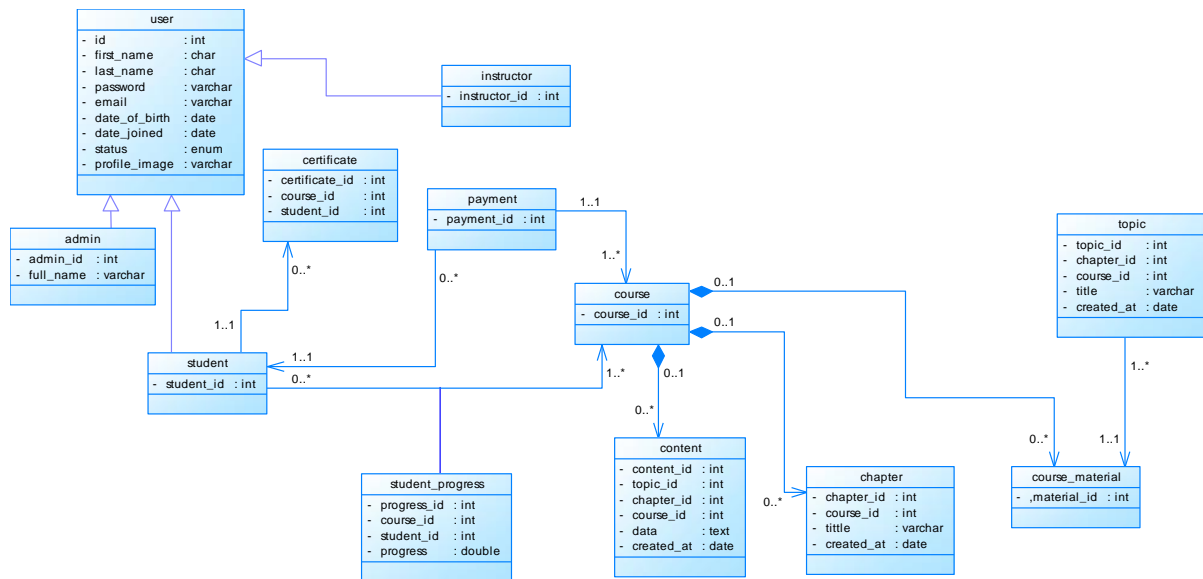


Figure 23: system class diagram

2) State machine diagram

a. Definition

A state machine diagram describes the behavior of a single object in response to a series of events in a system. Also known as the state chart diagram, it models the dynamic flow of control from the state of a particular object within a system.

b. Formalism

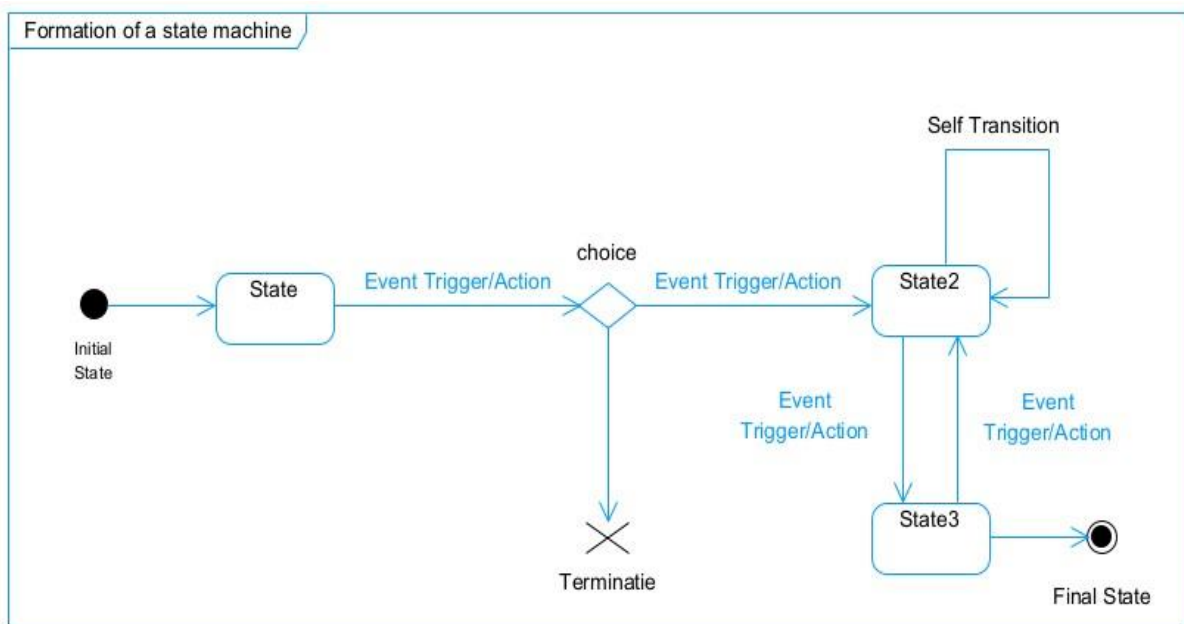
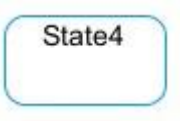





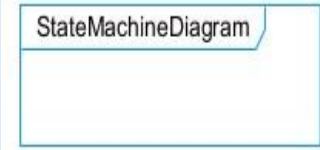


Figure 24: state machine diagram formalism



d. Component of a class diagram

Table 15: component of a state machine diagram

Element	Diagram Relationship	Description
State		Models a situation during which a certain invariant condition holds.
First (Initial) State		It represents a default vertex, that is, a source for a single transaction to the default or composite state.
Final State		A state specifying that the enclosing region is complete.
Transition		A direction relation between a source and a target vertex.
Choice pseudo State		A diamond symbol that indicates a dynamic condition with branched potential results
Terminate		Implies that the execution of a state by means of its context is terminated.
Diagram Overview		A placeholder for the linked states in a state machine diagram.

a. manage student state machine diagram

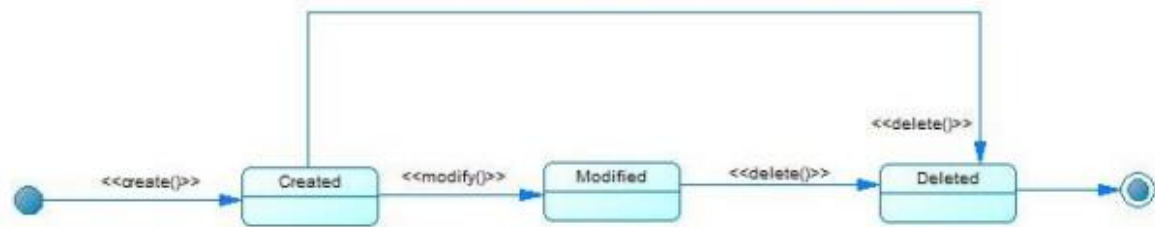


Figure 25: manage student state machine diagram

b. search state machine diagram

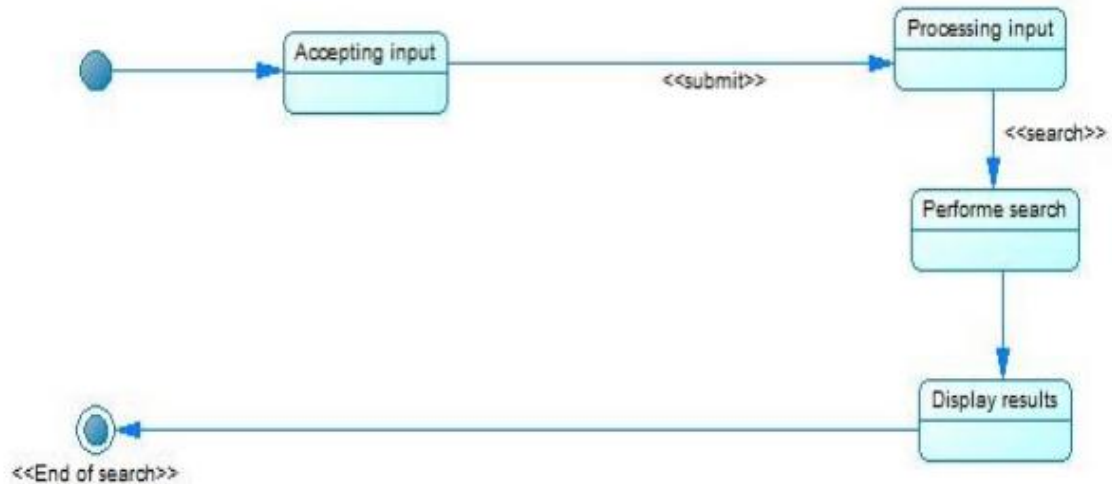


Figure 26: search state machine diagram

3) Package diagram

a. Definition

This is a structural diagram used to show the organization and arrangement of various model elements in the form of packages. A package diagram is the grouping of related uml elements such as classes, diagrams or eve other packages.

b. Formalism

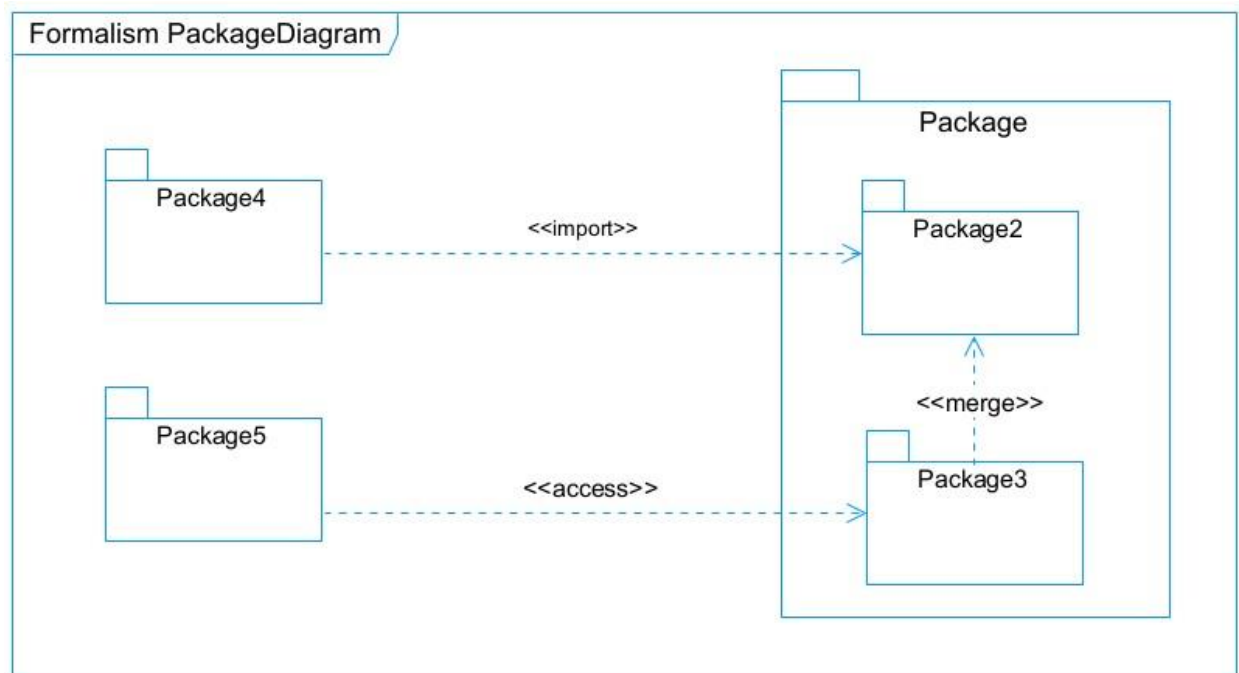

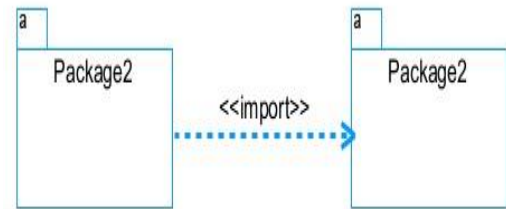
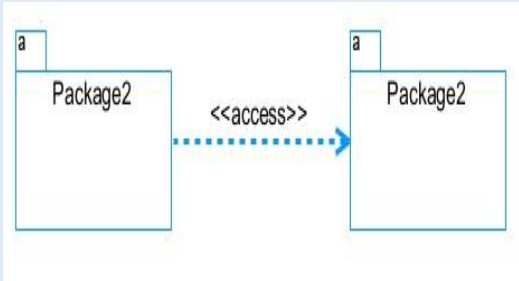
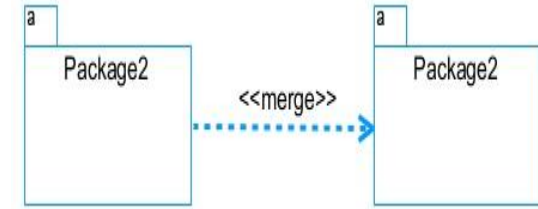


Figure 27: Package diagram formalism

c. Components of a package diagram

Table 16: components of a package diagram

NAME	Representation	Description
Package		A package is a namespace use to group related elements; it is a mechanism used to group elements into a better structure in a system.
Package import		A relationship Indicate that, functionality has been imported from one package to another.
Package access		A relationship Indicates that one package requires assistance from the function of another package.
Package merge		It is a relationship which shows that, the functionality of two packages are combines to a single function.

System package diagram

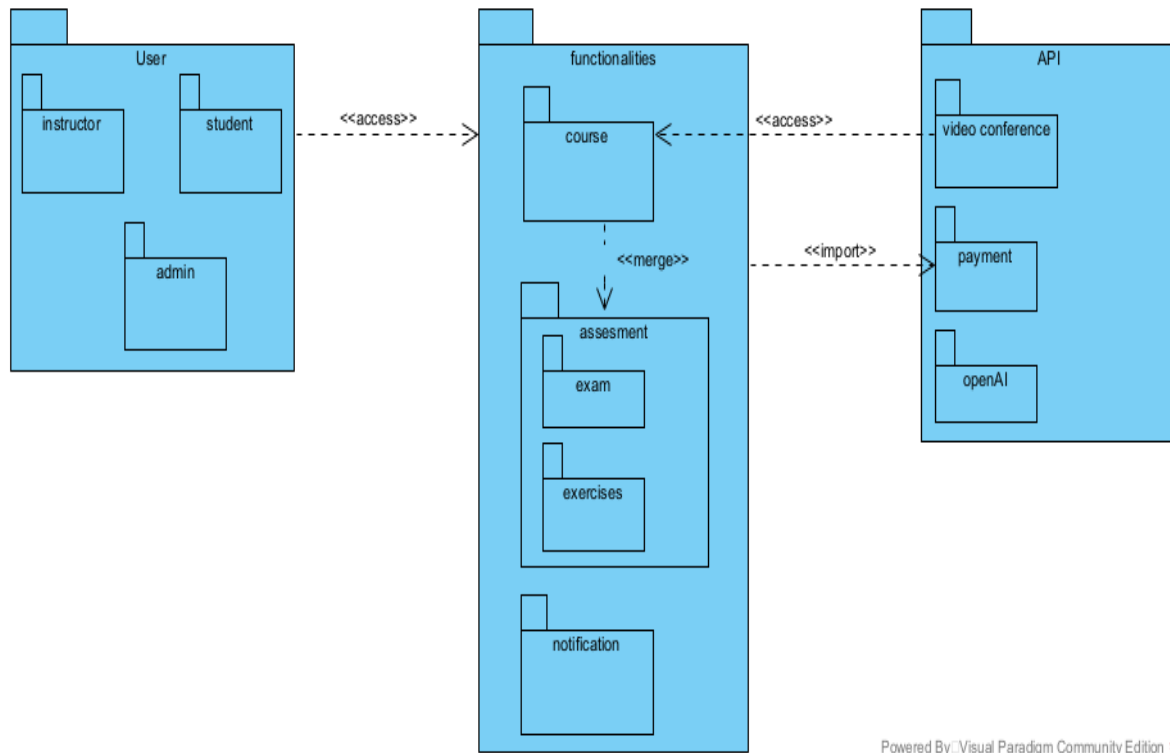


Figure 28:system package diagram



PART SIX: REALIZATION PHASE



Preamble

In this phase we will to straight forward in the implementation of our solution, we will base ourselves on the analysis and conception phases.

Context

INTRODUCTION

I. THE ENTITY RELATIONAL DIAGRAM

II. PRESENTATION OF THE DEVELOPMENT TOOLS

CONCLUSION



INTRODUCTION

Here in the realization phase, we will concentrate on building or implementing our solution, based on the different analysis and conception that we had carried out, which will help to facilitate our work, this phase is as critical as the previous phases. We are going to look at the relationship that exist between the entities of the entity relational diagram. Furthermore, we will see the choices of technologies used for the implementation of our system.

I. ENTITY RELATIONAL DIAGRAMS

1. Deployment Diagram

a. Definition

Deployment diagram is a structural diagram used to visualize the topology of the physical components of a system, where the software is deployed. They consist of nodes and their relationship. It is related to the component diagram because the components are deployed using the deployment diagram. A deployment diagram consists of nodes. Nodes are nothing but physical hardware used to deploy the application.

b. Formalism

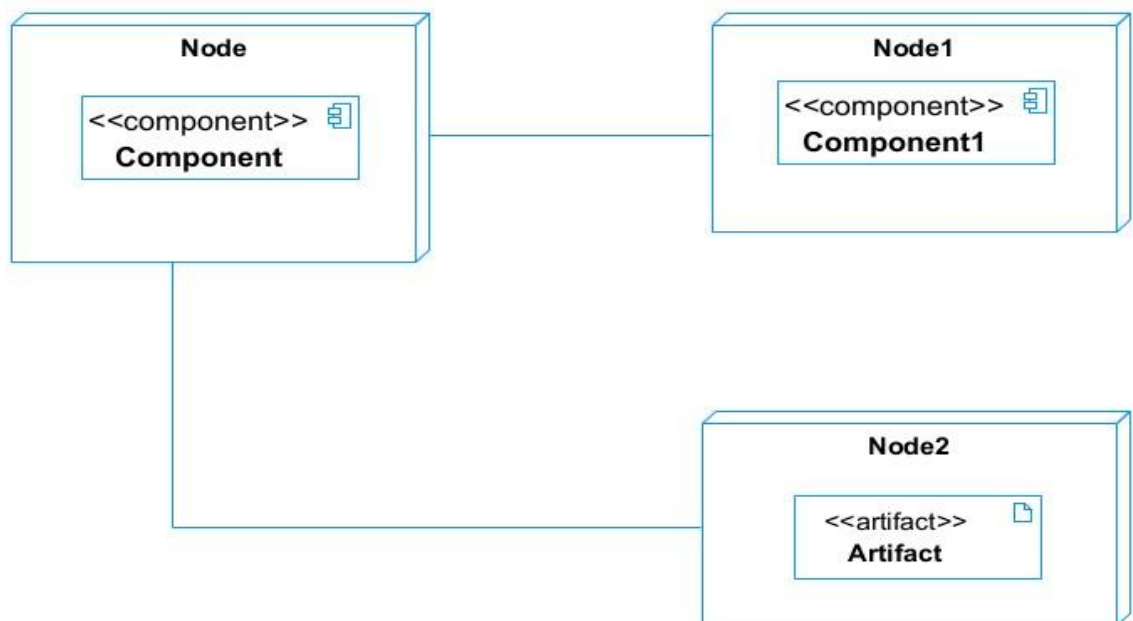


Figure 29: deployment diagram formalism

Deployment diagram

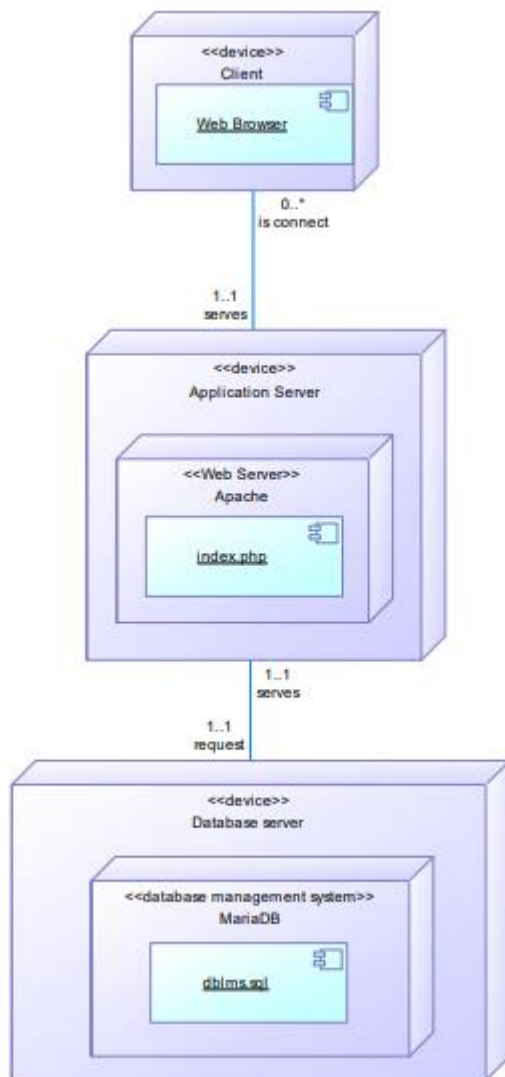


Figure 30: deployment diagram

5. Component diagram

a. Definition

Component diagrams are used to model the physical aspect of a system. Now the question is what are this physical aspect? They are elements such as Executables, libraries, files, document etc, which resides in a node. The component diagram does not describe the functionality of the system but it describes the components used to make those functionalities.

b. Formalism

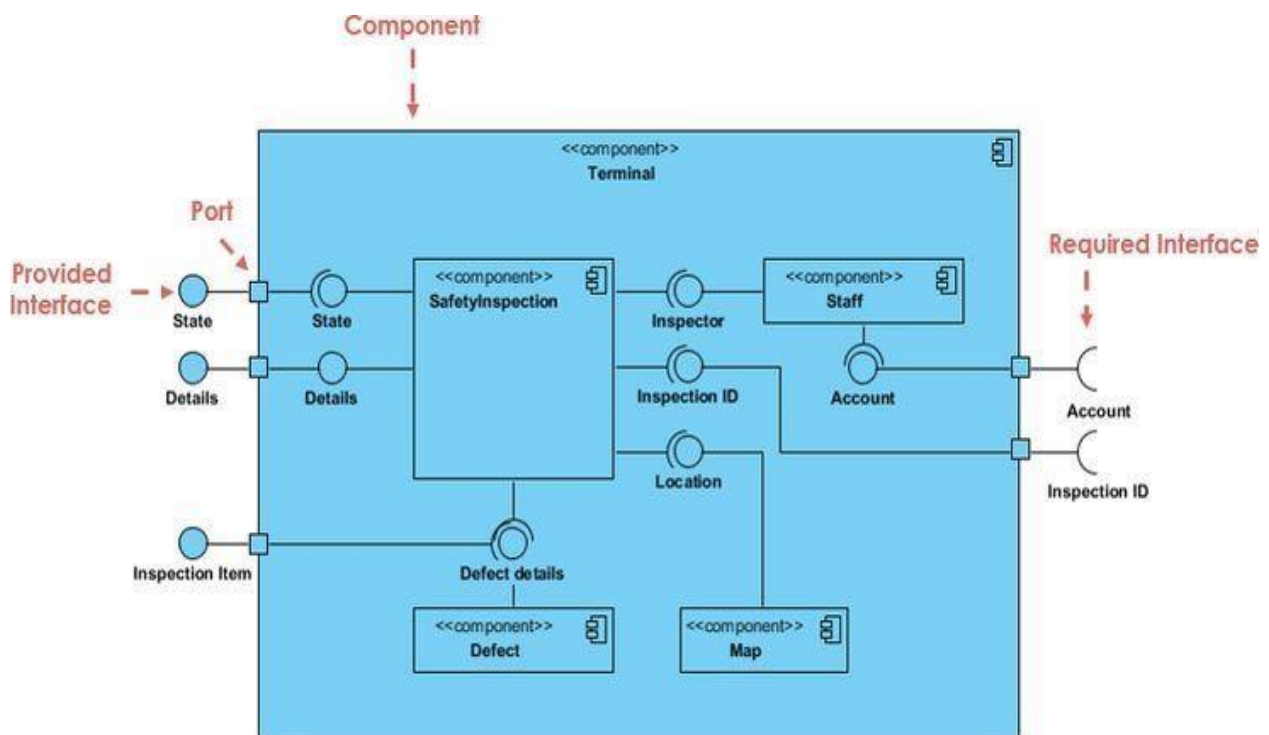


Figure 31: Formalism of a component diagram

c. Components of a component diagram

Table 17: Component of a component diagram

NAME	REPRESENTATION	DESCRIPTION
A component		A component is an abstract logical unit block of a system. It is represented as a rectangle with a smaller rectangle in the upper right corner which serves as an icon for recognition.
Dependency		Dependency is a directed relationship which is used to show that some components are dependent on others for their correct functioning.
interface		An interface is a circle or a semicircle attached to a stick which looks like a lollipop. It describes groups of operations provided or required by components.

Sytem component diagram

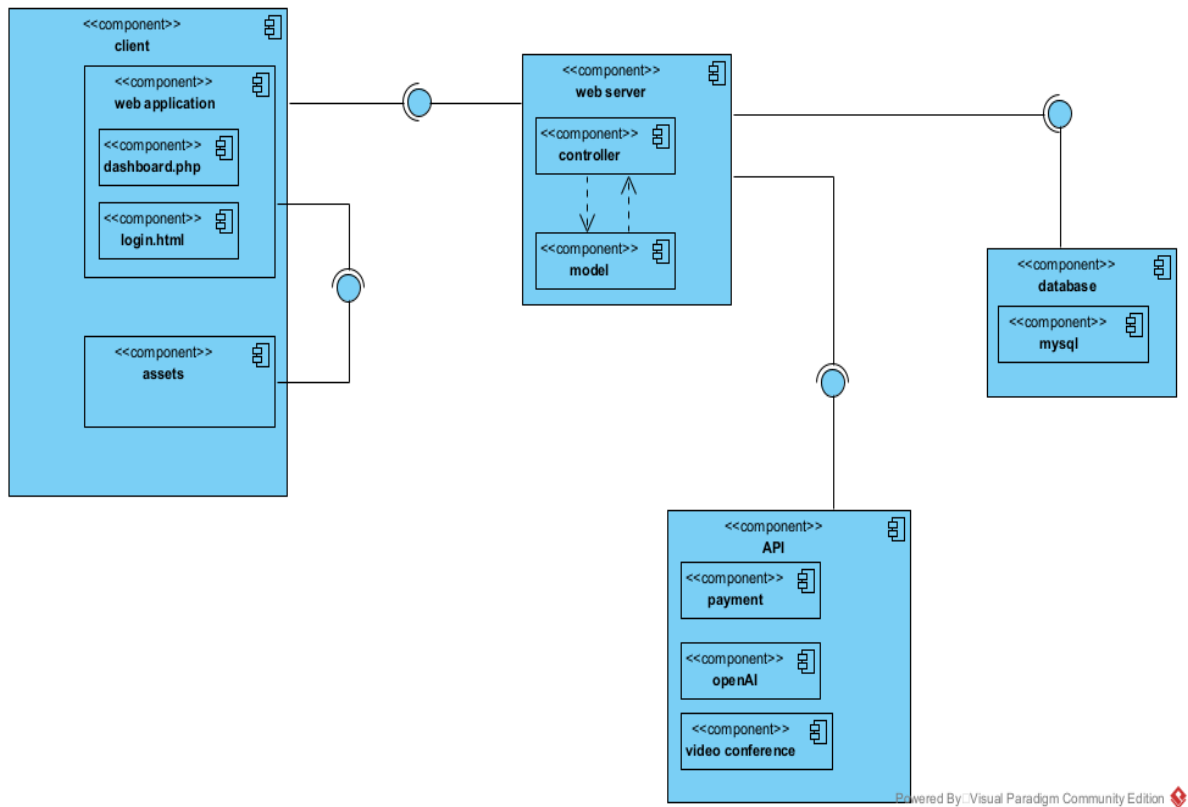


Figure 32: system component diagram



II. PRESENTATION OF DEVELOPMENT TOOLS

A. Material resources


A development tool is a hardware or a software that supports the rapid implementation of software application. That is used to create, debug, maintain, or otherwise support other programs and applications.

Table 18: material resources

Resource	Parameters	Specification	Quantity
Fingerprint sensor	Spatial Resolution	Optical Scratch-free Sensor	1
	Platen Size	16.4 mm * 20.0 mm	
	Image Size	296 * 354 Pixels	
	Light Source	RED LED	
	Capture mode	Auto capture with built-in quality check	
	Approx Weight	0.141 kg (Module: 0.025 kg)	
	Sensing Area	296 * 354 Pixels	

B. TECHNOLOGICAL STACKS





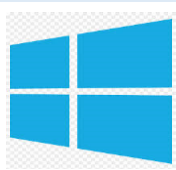


Table 19: technological stacks

Resource	Version	License Owner	Function	
Microsoft Visual Studio Code	1.60	Microsoft Corporation	Text editing and coding	



CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM







Xampp	7.3.10	Apache	Manage database	
PowerAMC	15.1.0.2850	Sybase	Design uml diagrams	
Visual pradigm	17.2	Visual paradigm community	Design uml diagrams	
Google chrome	129.0.66688.90	Google	To do research	
Windows	10	microsoft		
youtube		Google	Watch tutorials	
Gantt Project	3	GNU General public	To design the gantt chart	



CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM



PHP	7.3.10	Apache	For the backend	
html	5	whatwg	For the frontend	
CSS	3	CSS working group	For the frontend	
MySQL	8.0.30	Apache		



CONCLUSION

In our realization phase, we implemented our application. In order to accomplish this phase, we made use of our analysis and conception phase. The Entity-Relational diagram helped us to establish our database. We then presented the development tools we used for the development or realization of our system, we had material resource (visual studio code) and technology. We will move to the user guide phase where we shall elaborate on how to install and use **EasyBosh**.



PART SEVEN: USER GUIDE



Preamble

The purpose of the user guide is to provide users of our platform with step-by-step instructions on how to install and use the system. Content Overview

INTRODUCTION

I. DEPLOYMENT OF THE WEB APPLICATION

II. SHOW CASE

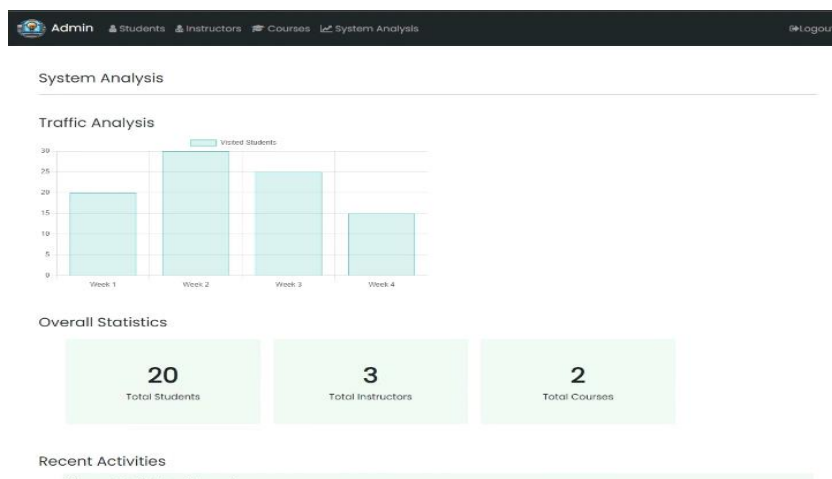
CONCLUSION



INTRODUCTION

This is the final phase of our report. In this phase we will walk through the requirements for our system, the necessary installation process, accessing our system and its futures, all this in a step-by-step manner to facilitate the setting up of the platform for the first time users. The steps of different processes will be accompanied by images. After we will showcase our application by viewing the different screens and some brief explanation.

DEPLOYMENT OF THE WEB APPLICATION



Here, is the system analysis where the each student, instructor and course is calculated. We can see that there were 20 students who registered for 2 courses with 3 instructors.



CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM



Admin Students Instructors Courses System Analysis Logout			
All Students (22)			
#id	Full name	Status	Block/ Unblock
1	Fuad Ahmed	Active	Block
2	Leta Akillu	Active	Block
23	Leta Akillu	Active	Block
25	Leta Akillu	Active	Block
56	Leta Akillu	Active	Block
Prev 1 2 3 4 5 Next			

Here is the student table where we see every student enrolling the different courses. We can notice that every student registered is actively working.

Admin Students Instructors Courses System Analysis Logout			
All Courses (2)			
#id	Full name	Status	Action
1	Data Science Tutorial	Public	Private
19	Php	Public	Private

Admin Students Instructors Courses System Analysis Logout			
All Instructors (3) Add instructor			
#id	Full name	Status	Block/ Unblock
1	Poline Poline	Not Active	Unblock
2	Test name test Last	Not Active	Unblock
3	Test instructor instructor	Not Active	Unblock

Here is the instructor table, on like the student table, it records the number of instructors and show us whether he/she is active in the platform.



CONCLUSION

Having put in place the application, it was not sufficient we had to produce a manual that will help its various users. That is why we presented the way the application was deployed and all the functionalities of this application. It also guides the users on how to use the application.



PERSPECTIVES

- **Implementation of an AI:** The AI will permit the students to ask questions; after every class, the student may have supplementary questions but the instructor may not be available. The AI will answer their questions.
- **Implementation of the video conference:** Every instructor has a period to chat with the students virtually by a video conference, for a specific time. This API will enable their virtual class to occur.
- **Implementation of a payment API:** Each course in the system has a monetary value depending on the chosen course. Using OM, MoMo or even PayPal to receive the amount sent
- **Implementation of a quiz game:** To make the learning process more interesting, some games maybe implemented; these games are related to school so as not to forget the objectives of the platform
- **Implementation of rewards and badges:** This is to encourage the students to study; the more you answer questions, the more you earn rewards and badges.



GENERAL CONCLUSION

Having met the end of our project and internship period, we can affirm with certainty that the internship was a very beneficial experience to us. The challenges faced, problem solved and knowledge acquired in the professional milieu have given us a taste of life as professional Software Engineer in a company. This experience will with no doubt enable us to face the upcoming challenges in the professional world.

Our theme “**CONCEPTION AND DEVELOPMENT OF AN EDUCATIONAL SUPPORT AND PERSONALIZED STUDENT PROGRESS PLATFORM**” has permitted us get acquainted with the analysis, realization and deployment of software Applications. Our analysis phase was all about structure and defining the needs of the software using UML diagrams. The realization phase was more concerned with the modelling of the software’s database and the technologies used for the implementation of the software.

Our ACADEMY application is finally ready for deployment and use. We are convinced that this application will be of great use to students increasing the respect of barrier measures and reduce the manual execution of tasks.

It is known that no human realization is perfect and as such we are sorry for any errors, be it on the report itself or the software. Nevertheless, we are hopeful of a favorable outcome from the readers of this report as it represents are first step in to domain of scientific research



ANNEXES



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