Description of project:

The description of what the project does:
UniTime is an advanced scheduling system designed specifically for educational institutions. It offers a range of features to help universities and schools create and manage schedules for courses, exams, and events. With UniTime, scheduling managers can easily develop and modify timetables, allocate rooms for events, and assign students to classes. The system is built with a distributed architecture, which means that multiple schedule managers from different departments can work together to create a schedule that meets the needs of the entire organization. UniTime also includes powerful conflict resolution capabilities that help minimize student course conflicts and ensure a smooth scheduling process. UniTime can be used as a standalone scheduling solution or integrated with an existing student information system. This makes it a versatile tool that can be adapted to meet the specific needs of each educational institution. With UniTime, scheduling managers can streamline their scheduling processes and ensure that students have a smooth and efficient educational experience.

Used Technique:

We used The (top-down technique in this project) is a problem-solving approach that involves breaking down a complex problem into smaller, more manageable sub-problems, and then solving each sub-problem in turn. This technique starts with an overarching problem and then progressively divides it into smaller, more specific sub-problems until the problem can be solved in a step-by-step manner. This approach is often used in software development, where a large software project is divided into smaller modules or functions that can be developed and tested independently before being integrated into the larger system.