UNIVERSITY ADMIT ELIGIBILITY PREDICTOR

HX8001

PROFESSIONAL READINESS FOR INNOVATION EMPLOYABILITY AND ENTERPREURSHIP REPORT

Submitted by

CHELLASAMY . S 711619104007

GUNASEKARAN . G 711619104013

KARUPPASAMY . S 711619104020

SABARINATHAN.K 711619104038

In partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING

KATHIR COLLEGE OF ENGINEERING

WISDOM TREE NEELAMBUR COIMBATORE

ANNA UNIVERSITY : CHENNAI 600 025

DEC 2022

ANNA UNIVERSITY: CHENNAI 600 025

BONAFIDE

CERTIFICATE

Certified that this project report "**UNIVERSITY ADMIT ELIGIBILITY PREDICTOR"** is the bonafide work of **CHELLASAMY S (711619104007), GUNASEKARAN G (711619104013), KARUPPASAMY S (711619104020), SABARINATHAN K (711619104038)** Who carried out the project work under my supervision.

Signature
Dr.S.J.K.JagadeeshkumarM.E.,Ph. D.,

Head Of Department
professor
Computer science and engineering
Kathir college of engineering
Neelambur

Signature
Mrs. K.N.Jaya PriyaM.E.

Supervisor
Assistant professor
Computer science and engineering
Kathir college of engineering
Neelambur

Submitted for the project viva-voice examination held on……

Internal Examiner **External Examiner**

ACKNOWLEDGEMENT

We express our immense gratitude to **Thiru E.S. KATHIR, Chairman, Kathir Institutions**, Coimbatore for giving us an opportunity to study in their prestigious institution and to take up the project in Partial fulfillment of the Regulation for the B.E Program.

We would like to express our deepest gratitude to **Thirumathi LAVANYA KATHIR, Secretary, Kathir Institutions**, Coimbatore for the soul support in our studies.

We would bound to express our gratitude to **Dr. G. DORAISAMY, CEO and Dr. R. UDAIYA KUMAR, M.E., Ph.D., Principal, Kathir College of Engineering**, Coimbatore for their permission and constant encouragement through out our course.

It is great pleasure to express our sincere and whole hearted gratitude to Professor **Dr. S. JAGADEESH KUMAR, M.E., Ph.D., Head of the Computer Science and Engineering Department**, and **Mrs. D. PAVAI, M.E. IBM UNIVERSITY ADMIT ELIGIBILITY PREDICTOR of Computer Science and Engineering Department**, for their constant suggestion and encouragement in the project work.

We also express our heart felt thanks to **Mrs. K. N. JAYA PRIYA M.E., Assistant Professor and Project Guide, Department of Computer Science and Engineering** for being supportive through out the tenture of our project

We also thank all our Faculty Members and Non- Teaching Staff Members of Department of Computer Science and Engineering and our Lovable Parents and Friends who contribute many suitable ways for achieving final results.

TABLE OF CONTENTS

CHAPTER NO	TITLE	PAGE NO
	ABSTRACT	i
1	**INTRODUCTION**	**1**
	1.1 Project Overview	
	1.2 Purpose	
2	**LITERATURE SURVEY**	**2**
	2.1 Existing Problem	
	2.2 References	
	2.3 Problem Statement Definition	
3	**IDEATION & PROPOSED SOLUTION**	**7**
	3.1 Empathy Map Canvas	
	3.2 Ideation & Brainstorming	
	3.3 Proposed Solution	
	3.4 Problem Solution Fit	
4	**REQUIREMENT ANALYSIS**	**11**
	4.1 Functional Requirements	
	4.2 Non Functional Requirements	

5	**PROJECT DESIGN**	**13**
	5.1 Data Flow Diagrams	
	5.2 Solution &Technical Architecture	
	5.3 User Stories	
6	**PROJECT PLANNING & SCHEDULING**	**17**
	6.1 Sprint Planning & Estimation	
	6.2 Sprint Delivery Schedule	
	6.3 Reports from JIRA	
7	**CODING & SOLUTIONING**	**21**
	7.1 Feature I	
	7.2 Feature II	
	7.3 Cloud Storage	
	7.4 Watson Studio	
8	**TESTING**	**24**
	8.1 Test Cases	
	8.2 User Acceptance Testing	
9	**RESULTS**	**25**
	9.1 Performance Metrics	
10	**ADVANTAGES & DISADVANTAGE**	**26**
11	**CONCLUSION**	**27**
12	**FUTURE SCOPE**	**28**
13	**APPENDIX**	**29**
	Source Code GitHub &Project Demo Link	

ABSTRACT

University Admit Eligibility Predictore is an AI based application that asks for the users to input their academic transcripts data and calculates their chances of admission into the University Tier that they selected. It also provides an analysis of the data and shows how chances of admissions can depend on various factors. This document describes the scope, objectives and goals of the system. In addition to describing the non-functional requirements, this document models the functional requirements with use cases, interaction diagrams and class models. This document is intended to direct the design and implementation of the target system in an object-oriented language. University Prediction would be the easiest mode to predict the university/colleges person is applicable for as well as it would unbiased and totally transparent. More over applying to only that colleges/university where the student has genuine chance would even reduce application process.

CHAPTER I

INTRODUCTION

1.1 Project Overview

The main objective of this project is to help the students to save their time and money that they have to spend at the education consultancy firms. And also it will help them to limit their number of application to a small number by proving them the suggestion of the universities where they have the best chance of securing admission thus saving more money on the application fees. University Prediction would be the easiest mode to predict the university/colleges person is applicable for as well as it would unbiased and totally transparent. Individually would no more need to depend upon the consultancies who may be slightly deviated towards the list of colleges/university that may be having contract with them. More over applying to only that colleges/university where the student has genuine chance would even reduce application process. Additionally living expense of the area where colleges/university is located would also be provided on website.

1.2 Purpose

This is a Requirements specification document for a new web-based University Admissions Eligibility Predictor. UAEP is an AI based application that asks for the users to input their academic transcripts data and calculates their chances of admission into the University Tier that they selected. It also provides an analysis of the data and shows how chances of admissions can depend on various factors. This document describes the scope, objectives and goals of the system. In addition to describing the non-functional requirements, this document models the functional requirements with use cases, interaction diagrams and class models. This document is intended to direct the design and implementation of the target system in an object-oriented language.

CHAPTER 2

LITERATURE SURVEY

2.1 Existing Problem

2.1.1 Amal AlGhamdi, “A Machine Learning Approach for Graduate Admission Prediction”,2019.

With the increase in the number of graduates who wish to pursue their education, it becomes more challenging to get admission to the students' dream university. Newly graduate students usually are not knowledgeable of the requirements and the procedures of the postgraduate admission and might spent a considerable amount of money to get advice from consultancy organizations to help them identify their admission chances. However, giving the limited number of universities that can be considered by a human consultant, this approach might be bias and inaccurate. Thus, in this paper, a machine learning approach is developed to automatically predict the possibility of postgraduate admission to help graduates recognizing and targeting the universities which are best suitable for their profile. This paper evaluates three learning strategies of regression to predict the university rate given the students' profile; namely, linear regression, decision tree, and logistic regression model. This paper evaluates, these models to select the best model in terms of the highest accuracy rate and the least error. Logistic Regression model shows the most accurate prediction in our experiments, and hence, we suggest employing this model to predict the future applicant's university chance of admission.

2.1.2 Yahia Baashar, "Evaluation of postgraduate academic performance

using artificial intelligence models", 2021.

Institutions of higher learning are currently facing the challenging task of attracting new students who can effectively meet their diverse academic demands. With these demands come the need for those institutions to develop strategies that can enhance students' learning experiences at various educational levels. Predicting the academic success at an early stage would allow academic institutions to develop specific enrolment guidelines while avoiding poor performance. The main purpose of this study was to predict the academic performance of students, their cumulative grade point average (CGPA) in particular, at postgraduate levels (e.g., master's degree), using and comparing different machine learning (ML) algorithms. This work uses a real dataset of 635 masters students collected from the college of graduate studies of a reputable private university in Malaysia. The predictive model's goodness-of- fitness is determined using the coefficient of determination R2, which indicates the percentage of the variance in the dependent variables. The mean square error (MSE) and mean absolute error (MAE) are used to evaluate the model's performance, by identifying discrepancies between the predicted CGPA and the actual CGPA. Of the six different ML models applied, our results showed that the artificial neural network (ANN) model has the best performance, achieving 89% of the variation in the CGPA of the students, with a training error only 0.06 CGPA points and a prediction error of 0.08 CGPA points. The Gaussian process regressions (GPR) model with squared exponential kernel algorithm achieved 71% of the CGPA variation. The model achieved 0.095 CGPA points for both training and evaluation errors. Exploring other variables such as research activities, marital status, and living conditions would have improved the overall accuracy of the proposed ML models.

2.1.3 Selva Prabhu Jeganathan, ”Predicting the Post Graduate Admissions using Classification Techniques”, 2021

Decision making by applying data mining methods is being used in many service organizations. Educational bodies gradually started to use the business intelligence techniques to identify the current progress in their institutions. Numerous factors which have an impact in academia will be vivid to the educationalists while applying data mining techniques on the academic data. By employing the data mining methodologies, we could identify different patterns which aid institutions to take strategic decisions to improve the students' academic performance. Potential graduate students will have a dilemma on identifying the universities for their post graduate admissions and on the other hand an average graduate student would be uncertain on getting post graduate admission in a reputed university based on their academic scores. In this study, we applied the classification techniques such as Logistic Regression, KNN Classification, Support Vector Classification, Naive Bayes Classification, Decision Tree Classification and Random Forest Classification on the given academic admission dataset. By comparing the accuracy and mean absolute error of each model, the Logistic Regression classifier outperformed others with an accuracy of 99%.

2.2 References

Mohan S Acharya, "Graduate Admissions", Predicting admission from important paramaters Kaggle, April 2018, https://www.kaggle.com/mohansacharya/graduate-admissions.

Abdul Hamid M. Ragab, Amin Y. Noaman, Abdullah S. Al-Ghamdi and Ayman I. Madbouly, "A Comparative Analysis of Classification Algorithms for Students College Enrollment Approval Using Data Mining", June 2014.

http://rehab-workshop.org/IDEEpapers/idee2014_submission_7.pdf

P. Nandal, "Student Admission Predictor using Deep Learning", International Conference on Innovative Computing & Communications (ICICC) March 2020.

https://papers.ssrn.com/sol3/papers.cfm?abstract_id=3562976

Lapovsky, "The Changing Business Model For Colleges And Universities", Forbes, December 2018, https://www.forbes.com/sites/lucielapovsky/2018/02/06/the-changing-business-model-for-colleges-and-universities/#bbc03d45ed59.\

Njoud Alangari and Raad Alturk, "Predicting Students Final GPA using 15 Classification Algorithms", Romanian Journal of Information Science And Technology, vol. 23, no. 3, January 2020.

http://romjist.ro/full-texts/paper660.pdf

A. Waters and R. Mikkulainen, "GRADE: Machine Learning Support for Graduate Admissions", March. 2014.

https://ojs.aaai.org/index.php/aimagazine/article/view/2504

2.3 Problem Statement Definition

The main objective of this project is to help the students to save their time and

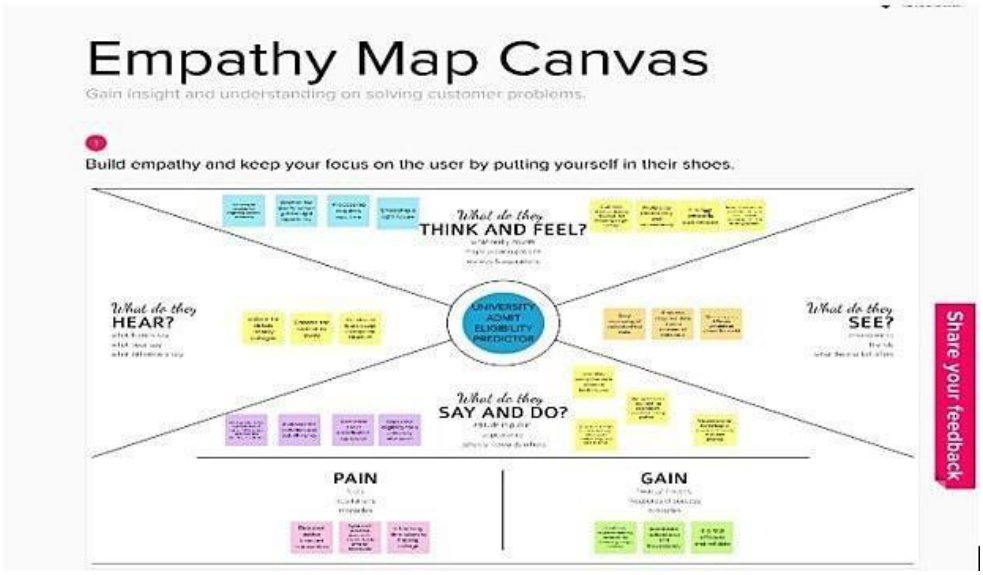
money that they have to spend at the education consultancy firms. And also it will help them to limit their number of application to a small number by proving them the suggestion of the universities where they have the best chance of securing admission thus saving more money on the application fees. University Prediction would be the easiest mode to predict the university/colleges person is applicable for as well as it would unbiased and totally transparent. Individually would no more need to depend upon the consultancies who may be slightly deviated towards the list of colleges/university that may be having contract with them. More over applying to only that colleges/university where the student has genuine chance would even reduce application process. Additionally living expense of the area where colleges/university is located would also be provided on website. In todays era we see a lot of students pursuing their education away from their home countries. The main country targeted by these international students is The United States of America. Majority of the international students in the United States of America are from India and China. In the past decade the number of Indian students pursuing post graduate education from the USA has rapidly increased. With the increase in the number of international students studying in the USA, each applicant has to face a tough competition to get admission in their dream university. Generally as the students dont have much idea about the procedures, requirements and details of the universities in the USA they seek help from the education consultancy firms to help them successfully secure admission in the universities which are best suitable for their profile, for this they have to invest huge amount of money as consultancy fees. Apart from these the education consultancy firms there are few websites and blogs that guide the students on the admission procedures. The drawback of the currently available resources is that they are very limited and also they are not truly dependable taking into consideration of their accuracy and reliability. The aim of this research is to develop a system using machine learning algorithms, we will name it as University Admit Eligibility Predictor (UAEP). It will help the students to identify the chances of their application to an university being accepted. Also it will help them in identifying the universities which are best suitable for their profile and also provide them with the details of those universities. A simple user interface will be developed for the users to access the UAEP system.

CHAPTER III

IDEATION & PROPOSED SOLUTION

3.1 Empathy Map Canvas

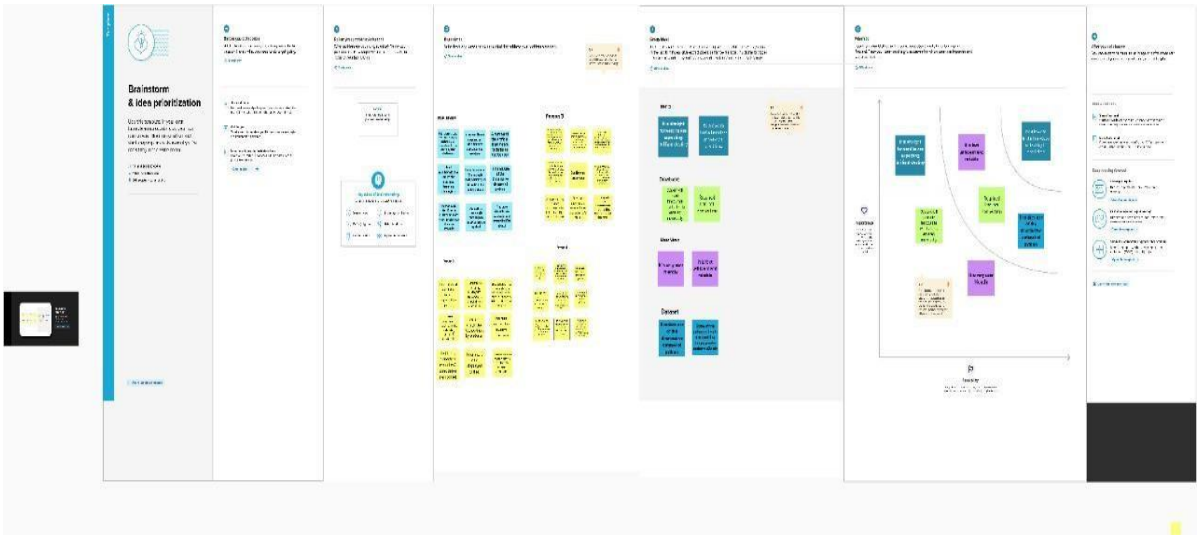
An empathy map is a collaborative visualization used to articulate what we know about a particular type of user. It externalizes knowledge about users in order to 1) create a shared understanding of user needs, and 2) aid in decision making. An empathy map canvas serves as a foundation for outstanding user experiences, which focus on providing the experience customers want rather than forcing design teams to rely on guesswork. Empathy map canvases help identify exactly what it is that users are looking for so brands can deliver. They can be particularly beneficial for getting teams on the same page about who users are and what they want from the brand. An empathy map canvas is a more in-depth version of the original empathy map, which helps identify and describe the user's needs and pain points. And this is valuable information for improving the user experience. Teams rely on user insights to map out what is important to their target audience, what influences them, and how they present themselves. This information is then used to create personas that help teams visualize users and empathize with them as individuals, rather than just as a vague marketing demographic or account number.



3.1. fig. Empathy Map Canvas

3.2 Ideation & Brainstorming

Brainstorming combines a relaxed, informal approach to problem solving with lateral thinking. It encourages people to come up with thoughts and ideas that can, at first, seem a bit crazy. Some of these ideas can be crafted into original, creative solutions to a problem, while others can spark even more ideas. This helps to get people unstuck by "jolting" them out of their normal ways of thinking. Therefore, during brainstorming sessions, people should avoid criticizing or rewarding ideas. You're trying to open up possibilities and break down incorrect assumptions about the problem's limits. Judgment and analysis at this stage stunts idea generation and limit creativity. Brainstorming is a method of generating ideas and sharing knowledge to solve a particular commercial or technical problem, in which participants are encouraged to think without interruption. Brainstorming is a group activity where each participant shares their ideas as soon as they come to mind. At the conclusion of the session, ideas are categorized and ranked for follow-on action. When planning a brainstorming session it is important to define clearly the topic to be addressed. A topic which is too specific can constrict thinking, while an ill-defined topic will not generate enough directly applicable ideas. The composition of the brainstorming group is important too. It should include people linked directly with the subject as well as those who can contribute novel and unexpected ideas. It can comprise staff from inside or outside the organization.



3.2. fig. Ideation & Brainstorming

3.3 Proposed Solution

Your proposed solution section should offer your solution specifically, with enough detail so that your reader understands exactly what you're proposing. Indicate how your proposed solution will solve the problem and provide tangible benefits. Specifically, explain how it will meet the objectives and abide by the constrains outlined in the problem definition.

Project Design Phase-I
Proposed Solution Template

Date	24 September 2022
Team ID	PNT2022TMID42746
Project Name	University Admit Eligibility Predictor
Maximum Marks	2 Marks

Proposed Solution Template:

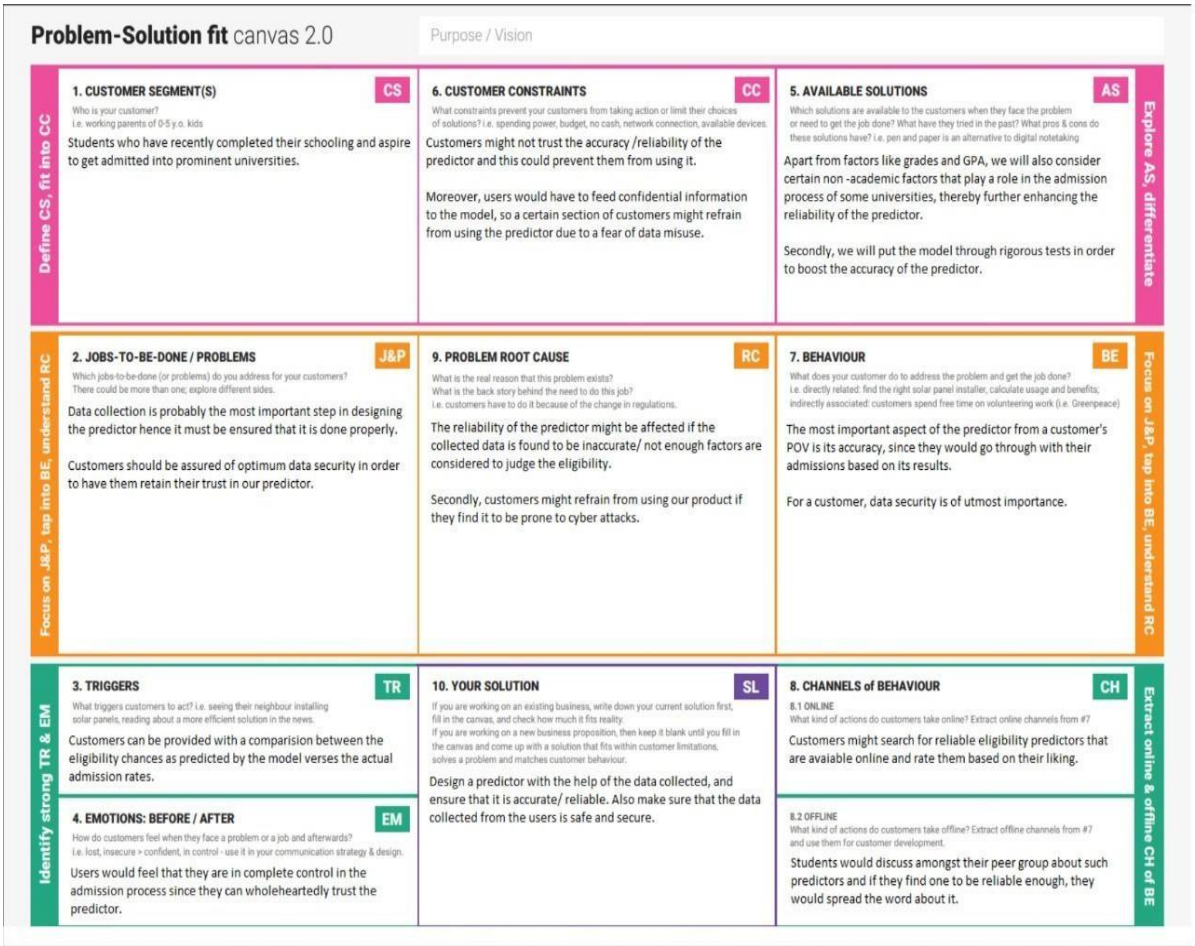
Project team shall fill the following information in proposed solution template.

S.No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	To predict probability of student marks/grades to get admitted the university.
2.	Idea / Solution description	Our project will help UG graduates in shortlisting universities for their master degree CGPA,GRE,TOEFL scores.It predicts and chances to get admitted in a particular university.It helps the student who are preparing and also help them in providing research opportunities and provides scholarship.
3.	Novelty / Uniqueness	The websites shows the information about various amenties available in the university and also guides the students for visiting the universities and provides the scholarship.
4.	Social Impact / Customer Satisfaction	This solution will reduce panic among students and their anxiety of getting admitted in their dream institution.It searching process becomes easier and reduce the time.
5.	Business Model (Revenue Model)	University shall fund the website companies in order to maintain and preserve the details.In addition revenue can be generated by advertising coaching centres.
6.	Scalability of the Solution	As a future update we shall provide the chat space comprising the aspirants,faculty members,current students and alumni,in which all the details can be shared for al the universities around the world.

3.3. fig. Proposed Solution

3.4 Problem Solution Fit

The Problem-Solution Fit canvas is based on the principles of Lean Startup, LUM (Lazy User Model) and User Experience design. It helps entrepreneurs, marketers and corporate innovators identify behavioral patterns and recognize what would work and why. It is a template to help identify solutions with higher chances of solution adoption, reduce time spent on testing and get a better overview of the current situation. My goal was to create a tool that translates a problem into a solution, taking into account customer behavior and the context around it. None of the existing canvases or frameworks were giving me an overview and insight into the real customer situation during his/her decision-making process. With this template you will be able to take important information into consideration at an earlier stage and look at problem solving in depth. It increases your chances of finding problem-solution and product-market fit.



3.4. fig. Problem Solution Fit

CHAPTER IV
REQUIREMENTS ANALYSIS

4.1 Functional Requirements

Functional requirements are product features or functions that developers must implement to enable users to accomplish their tasks. So, it's important to make them clear both for the development team and the stakeholders. Generally, functional requirements describe system behavior under specific conditions. For example: The system sends an approval request after the user enters personal information. A search feature allows a user to hunt among various invoices if they want to credit an issued invoice. The system sends a confirmation email when a new user account is created. These are the requirements that the end user specifically demands as basic facilities that the system should offer. All these functionalities need to be necessarily incorporated into the system as a part of the contract. These are represented or stated in the form of input to be given to the system, the operation performed and the output expected.

PROJECT DESIGN PHASE-II
SOLUTION REQUIREMENTS (FUNCTIONAL & NON-FUNCTIONAL)

Date	10 October 2022
Team ID	PNT2022TMID42746
Project Name	University Admit Eligibility Predictor
Maximum Marks	4 Marks

Functional Requirements:

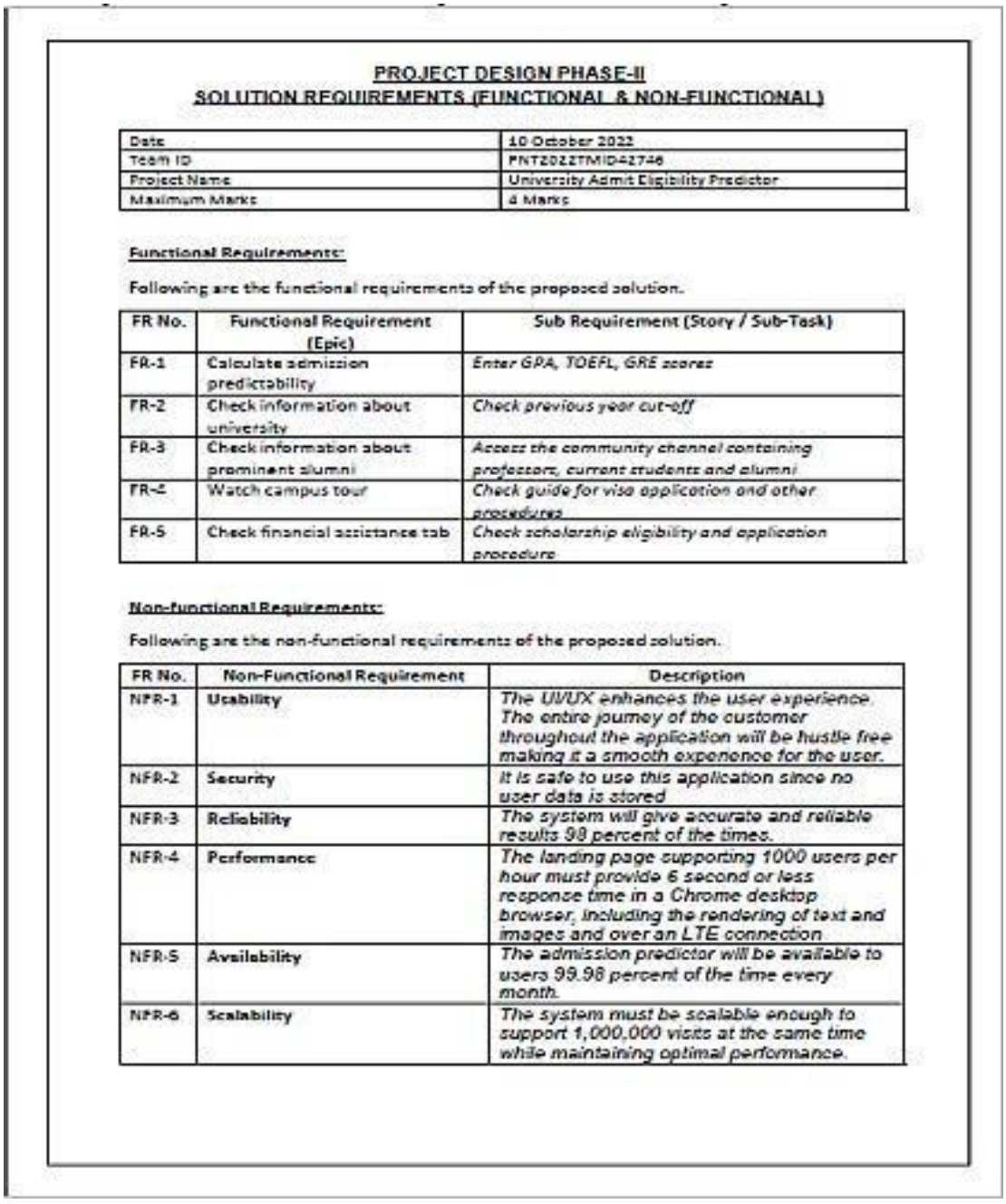
Following are the functional requirements of the proposed solution.

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	Calculate admission predictability	*Enter GPA, TOEFL, GRE scores*
FR-2	Check information about university	*Check previous year cut-off*
FR-3	Check information about prominent alumni	*Access the community channel containing professors, current students and alumni*
FR-4	Watch campus tour	*Check guide for visa application and other procedures*
FR-5	Check financial assistance tab	*Check scholarship eligibility and application procedure*

4.1. fig. Functional Requirement

4.2 Non Functional Requirements

These are basically the quality constraints that the system must satisfy according to the project contract. The priority or extent to which these factors are implemented varies from one project to other. They are also called non-behavioral requirements. They basically deal with issues like: Portability ,Security Maintainability, Reliability ,Scalability.



PROJECT DESIGN PHASE-II
SOLUTION REQUIREMENTS (FUNCTIONAL & NON-FUNCTIONAL)

Date	10 October 2022
Team ID	PNT2022TMID42746
Project Name	University Admit Eligibility Predictor
Maximum Marks	4 Marks

Functional Requirements:

Following are the functional requirements of the proposed solution.

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	Calculate admission predictability	*Enter GPA, TOEFL, GRE scores*
FR-2	Check information about university	*Check previous year cut-off*
FR-3	Check information about prominent alumni	*Access the community channel containing professors, current students and alumni*
FR-4	Watch campus tour	*Check guide for visa application and other procedures*
FR-5	Check financial assistance tab	*Check scholarship eligibility and application procedure*

Non-functional Requirements:

Following are the non-functional requirements of the proposed solution.

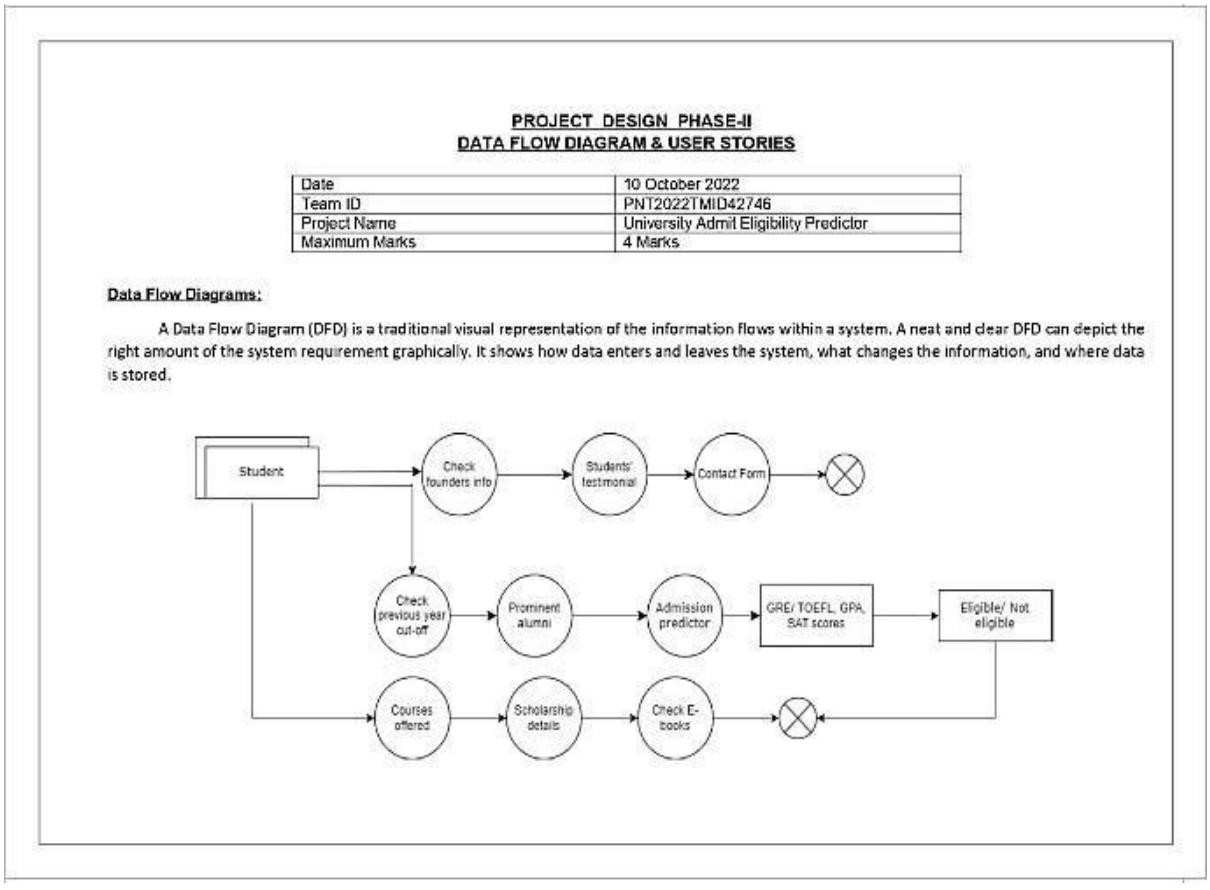
FR No.	Non-Functional Requirement	Description
NFR-1	Usability	*The UI/UX enhances the user experience. The entire journey of the customer throughout the application will be hustle free making it a smooth experience for the user.*
NFR-2	Security	*It is safe to use this application since no user data is stored*
NFR-3	Reliability	*The system will give accurate and reliable results 98 percent of the times.*
NFR-4	Performance	*The landing page supporting 1000 users per hour must provide 6 second or less response time in a Chrome desktop browser, including the rendering of text and images and over an LTE connection*
NFR-5	Availability	*The admission predictor will be available to users 99.98 percent of the time every month.*
NFR-6	Scalability	*The system must be scalable enough to support 1,000,000 visits at the same time while maintaining optimal performance.*

4.2. fig. Non Functional Requirement

CHAPTER V
PROJECT DESIGN

5.1 Data Flow Diagrams

A data flow diagram (DFD) maps out the flow of information for any process or system. It uses defined symbols like rectangles, circles and arrows, plus short text labels, to show data inputs, outputs, storage points and the routes between each destination. Data flowcharts can range from simple, even hand-drawn process overviews, to in-depth, multi-level DFDs that dig progressively deeper into how the data is handled. They can be used to analyze an existing system or model a new one. Like all the best diagrams and charts, a DFD can often visually "say" things that would be hard to explain in words, and they work for both technical and nontechnical audiences, from developer to CEO. That's why DFDs remain so popular after all these years. While they work well for data flow software and systems, they are less applicable nowadays to visualizing interactive, real-time or database-oriented software or systems.



5.1. fig. Data Flow Diagram

5.2 Solution & Technical Architecture

Technical architecture—which is also often referred to as application architecture, IT architecture, business architecture, etc.—refers to creating a structured software solution that will meet the business needs and expectations while providing a strong technical plan for the growth of the software application through its lifetime. IT architecture is equally important to the business team and the information technology team. Technical architecture includes the major components of the system, their relationships, and the contracts that define the interactions between the components. The goal of technical architects is to achieve all the business needs with an application that is optimized for both performance and security.IT architects plan for things they know are coming in the future and for things they don't yet envision or dream. Taking the time to design the architecture at the start will prevent major design changes, code refactoring, and expensive rework later in the project.

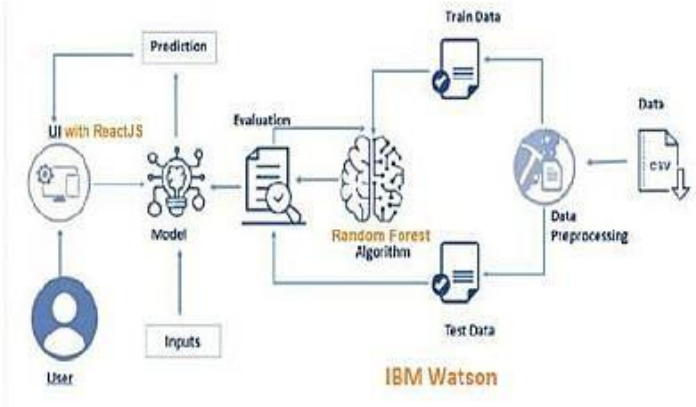
PROJECT DESIGN PHASE-II

TECHNOLOGY ARCHITECTURE & TECHNOLOGY STACK

Date	03 October 2022
Team ID	PNT2022TMID42746
Project Name	University Admit Eligibility Predictor
Maximum Marks	4 Marks

TECHNICAL ARCHITECTURE:

The Deliverable shall include the architectural diagram as below and the information as per the table1 & table 2



5.2. Fig. Solution & Technical Architecture

5.3 User Stories

A user story is the smallest unit of work in an agile framework. It's an end goal, not a feature, expressed from the software user's perspective. A user story is an informal, general explanation of a software feature written from the perspective of the end user or customer. The purpose of a user story is to articulate how a piece of work will deliver a particular value back to the customer. Note that "customers" don't have to be external end users in the traditional sense, they can also be internal customers or colleagues within your organization who depend on your team. User stories are a few sentences in simple language that outline the desired outcome. They don't go into detail. Requirements are added later, once agreed upon by the team. Stories fit neatly into agile frameworks like scrum and kanban. In scrum, user stories are added to sprints and "burned down" over the duration of the sprint. Kanban teams pull user stories into their backlog and run them through their workflow. It's this work on user stories that help scrum teams get better at estimation and sprint planning, leading to more accurate forecasting and greater agility. Thanks to stories, kanban teams learn how to manage work-in-progress (WIP) and can further refine their workflows. User stories are also the building blocks of larger agile frameworks like epics and initiatives. Epics are large work items broken down into a set of stories, and multiple epics comprise an initiative. These larger structures ensure that the day-to-day work of the development team (on stores) contributes to the organizational goals built into epics and initiatives.

User Stories

Use the below template to list all the user stories for the product.

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer	Landing page	USN-1	As a user, I can view the details about the university	I can access the university landing page	Medium	Sprint-1
		USN-2	As a user, I can view the latest news about the university	I can access the latest news	Medium	Sprint-1
		USN-3	As a user, I can fill the contact form for queries	I can fill and submit the contact form	Low	Sprint-2
		USN-4	As a user, I can see the social media profiles of the university	I can reach out to them via social media	Medium	Sprint-1
		USN-5	As a user, I can see testimonials of students who graduated from the university	I can access the testimonials	Medium	Sprint-1
	Admissions	USN-6	As a user, I can see the previous year cut-off marks	I can download the previous year cut-off details	High	Sprint-2
		USN-7	As a user, I can read about proud alumni of the university	I can access the details of alumni of the university	Medium	Sprint-2
		USN-8	As a user, I can predict my eligibility for admission at the university	I can get result as either eligible/not eligible	High	Sprint-2
	Courses offered	USN-9	As a user, I can see the courses offered by the university for PG students	I can access the course details	Medium	Sprint-3
	Events	USN-10	As a user, I can check various technical events about to happen in the university	I can register for the events	Low	Sprint-3
	E-books	USN-11	As a user, I can download and read e-books relating to visa formalities	I can download the e-books	High	Sprint-3

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
	Scholarship	USN-12	As a user, I shall find resources regarding scholarship availability	I can access scholarship resources	High	Sprint-4
	Test prep materials	USN-13	As a user, I can download and read GRE, TOEFL test preparation materials	I can download test preparation materials	Medium	Sprint-4
Administrator	Landing page	USN-14	As an administrator, I shall update the news about the university	I can check if the update is reflected or not	Medium	Sprint-4
	Events	USN-15	As an administrator, I can update the list of activities to be hosted	I can check if the update is reflected or not	Medium	Sprint-4

5.3. Fig. User Stories

CHAPTER VI

PROJECT PLANNING AND SCHEDULING

6.1 Sprint Planning & Estimations

Sprint planning is an event in scrum that kicks off the sprint. The purpose of sprint planning is to define what can be delivered in the sprint and how that work will be achieved. Sprint planning is done in collaboration with the whole scrum team. In scrum, the sprint is a set period of time where all the work is done. However, before you can leap into action you have to set up the sprint. You need to decide on how long the time box is going to be, the sprint goal, and where you're going to start.

The sprint planning session kicks off the sprint by setting the agenda and focus. If done correctly, it also creates an environment where the team is motivated, challenged, and can be successful. Bad sprint plans can derail the team by setting unrealistic expectations.As described in the Scrum Guide, Sprint Planning initiates the Sprint by laying out the work to be performed for the Sprint. This resulting plan is created by the collaborative work of the entire Scrum Team. The product owner ensures that attendees are prepared to discuss the most important product backlog items and how they map to the Product Goal. The Scrum Team may also invite other people to attend Sprint Planning to provide advice.

Project Planning Phase

Milestone and Activity List

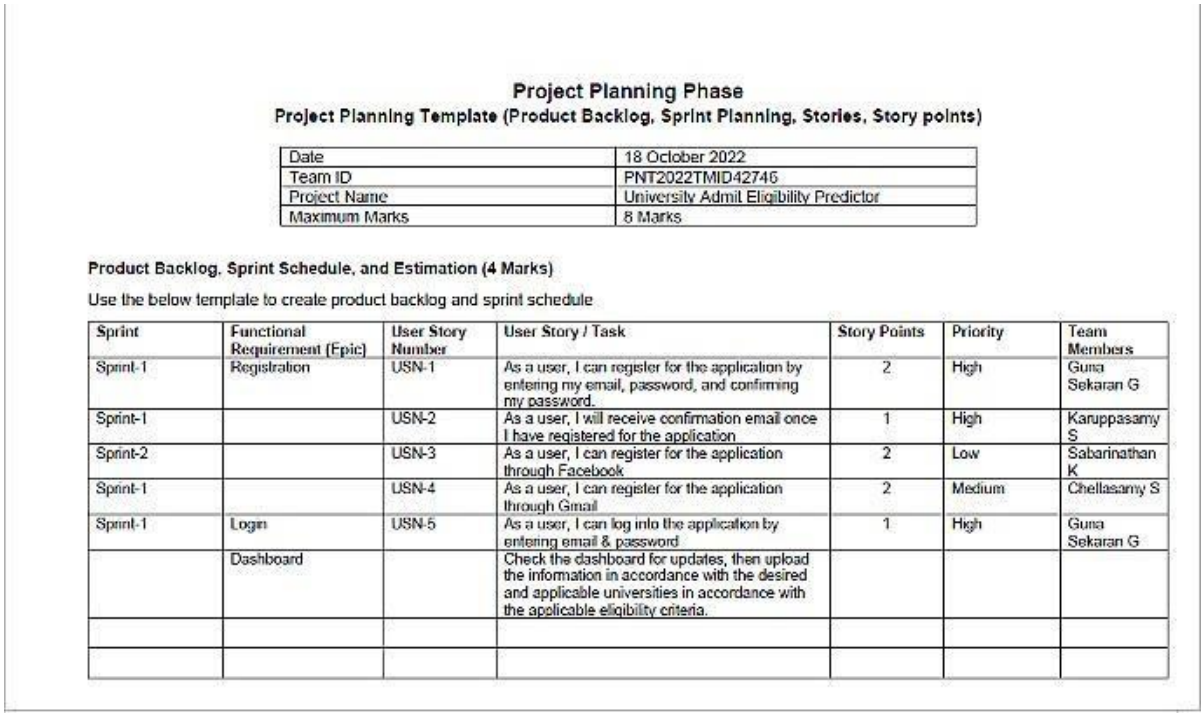
Date	26 October 2022
Team ID	PNT2022TMID42746
Project Name	University Admit Eligibility predictor

Tit e	Description	Date
Literature Survey and Information on Gathering	Gathering Information by referring the technical papers, research publications etc	24 September 2022
Prepare Empathy Map	To capture user pain and gains Prepare List of Problem Statement	13 September 2022
Ideation	Prioritise a top 3 ideas based on feasibility and Importance	27 September 2022
Proposed Solution	Solution include novelty,feasibility,business model,social impact and scalability of solution	24 September 2022
Problem Solution Fit	Solution fit document	3 October 2022
Solution Architecture	Solution Architecture	3 October 2022
Customer Journey	To Understand User Interactions and experiences with application	18 October 2022
Functional Requirement	Prepare functional Requirement	18 October 2022
Data flow Diagrams	Data flow diagram	18 October 2022
Technology Architecture	Technology Architecture diagram	18 October 2022
Project Development-Del very of sprint 1,2,3 &4	Develop and submit the developed code by testing it	24 October 2022 – 19 November 2022

6.1 Fig. Sprint Planning & Estimations

6.2 Sprint Delivery Schedule

The main event during agile methodology is the sprint, the stage where ideas turn into innovation and valuable products come to life. On one hand, agile sprints can be highly effective and collaborative. At the same time, they can be chaotic and inefficient if they lack proper planning and guidance. And for this reason, making a sprint schedule is one of the most important things you can do to ensure that your efforts are successful. If you're looking to schedule your next sprint, you've come to the right place. Keep reading to learn everything you need to know about sprint scheduling, including some tips to drive the best results. Since sprints take place over a fixed period of time, it's critical to avoid wasting time during planning and development. And this is precisely where sprint scheduling enters the equation. In case you're unfamiliar, a sprint schedule is a document that outlines sprint planning from end to end. It's one of the first steps in the agile sprint planning process—and something that requires adequate research, planning, and communication.



Project Planning Phase

Project Planning Template (Product Backlog, Sprint Planning, Stories, Story points)

Date	18 October 2022
Team ID	PNT2022TMID42746
Project Name	University Admit Eligibility Predictor
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Use the below template to create product backlog and sprint schedule

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	Guna Sekaran G
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application	1	High	Karuppasamy S
Sprint-2		USN-3	As a user, I can register for the application through Facebook	2	Low	Sabarinathan K
Sprint-1		USN-4	As a user, I can register for the application through Gmail	2	Medium	Chellasamy S
Sprint-1	Login	USN-5	As a user, I can log into the application by entering email & password	1	High	Guna Sekaran G
	Dashboard		Check the dashboard for updates, then upload the information in accordance with the desired and applicable universities in accordance with the applicable eligibility criteria.			

6.2 Fig. Sprint Delivery Schedule

6.3 Reports from JIRA

One part of ensuring the success and smooth operations of your projects in JIRA is reporting. It involves gaining the knowledge about the health, progress and overall status of your JIRA projects through Gadgets, report pages or even third party applications. The goal of this guide is to provide an overview of the tools available to JIRA users today and how they can be used to fulfill the different types of reporting needs that users face today. JIRA offers reporting in a number of different formats. Project reports that are available from the home screen of the selected project, Gadgets that can be added and arranged in Dashboards and for each filter, the issue navigator offers various output formats that can be used in third party reporting software. Additionally, we will mention some advanced methods that customers have been using. In JIRA, a project will automatically offer standard reports available to the user without any necessary configuration. These standard reports comprise a wide range of reporting applications such as time tracking, workload and also abstract reports like Pie Charts that can be used in various ways.

The basis of almost any custom reporting is the Issue Navigator that enables you to slice and dice the data in JIRA in almost any way imaginable. The queries in the Issue Navigator can be created by using either a simple search or a JQL statement in the advanced search. Most important for reporting is that the searches can be saved as filters which can be shared to an individual user, group, the entire organization and with a reporting Gadget. This allows a plug- and-play configuration of reporting gadgets with Filters created by the user itself or those shared with her/him. Issues resulting from filters are displayed in the Browser but can also be exported using various formats like Excel, XML, etc.

CHAPTER VII

CODING & SOLUTIONING

7.1 Feature I

7.1.1 Anaconda

Anaconda is a distribution of the python and R programming languages for scientific computing (data science, machine learning applications, large-scale data processing, predictive analytics, etc.), that aims to simplify packages management and deployment. The distribution includes data-science packages suitable for windows, Linux, and macOS. It is developed and maintained by Anaconda, Inc., which was founded by Peter Wang and Travis Oliphant in 2012. As an Anaconda, Inc. product, it is also known as Anaconda Distribution or Anaconda Individual Edition, while other products from the company are Anaconda Team Edition and Anaconda Enterprise Edition, both of which are not free. Package versions in Anaconda are managed by the package management system *conda*. This package manager was spun out as a separate open source package as it ended up being useful on its own and for things other than Python. There is also a small, bootstrap version of Anaconda called Miniconda, which includes only conda, Python, the packages they depend on, and a small number of other packages. Anaconda Navigator is a desktop graphical user interface (GUI) included in Anaconda distribution that allows users to launch applications and manage conda packages, environments and channels without using command line commands. Navigator can search for packages on Anaconda Cloud or in a local Anaconda Repository, install them in an environment, run the packages and update them.

Jupyter

Project Jupyter is a project with goals to develope open source software , open standards and services for interactive computing across multiple programming languages. It was spun off from Python in 2014 by Fernando Perez and Brian Granger. Project Jupyter name is a reference to the three core programming languages supported by Jupyter, which are Julia, Python and R. Its name and logo are an homage to Galileo's discovery of the moons of jupyter, as documented in notebooks attributed to Galileo. Project Jupyter has developed and supported the interactive computing products Jupyter Notebook, Jupyter Hub, and Jupyter Lab.

7.2 Feature II

Colab

Colaboratory, or “Colab” for short, is a product from Google Research. Colab allows anybody to write and execute arbitrary python code through the browser, and is especially well suited to machine learning, data analysis and education. More technically, Colab is a hosted Jupyter notebook service that requires no setup to use, while providing access free of charge to computing resources including GPUs. Google colab or “the Colaboratory” is a free cloud service hosted by Google to encourage Machine Learning and Artificial Intelligence research, where often the barrier to learning and success is the requirement of tremendous computational power.

Flask

Flask is a web framework that provides libraries to build lightweight web applications in python. It is developed by Armin Ronacher who leads an international group of python enthusiasts (POCCO). It is based on WSGI toolkit and jinja2 template engine. Flask is considered as a micro framework. Flask Tutorial provides the basic and advanced concepts of the Python Flask framework. Our Flask tutorial is designed for beginners and professionals. Flask is a web framework that provides libraries to build lightweight web applications in python. It is developed by Armin Ronacher who leads an international group of python enthusiasts (POCCO). Flask is a web framework, it’s a Python module that lets you develop web applications easily. It’s has a small and easy- to-extend core: it’s a microframework that doesn’t include an ORM (Object Relational Manager) or such features. It does have many cool features like url routing, template engine. It is a WSGI web app framework.

7.3 Cloud Storage

Cloud Storage is a service for storing your object in Google Cloud. An object is an immutable piece of data consisting of a file of any format. You store objects in containers called buckets. All buckets are associated with a project. and you can group your projects under an organization. Each project, bucket, and object in Google Cloud is a resource in Google Cloud, as are things such as compute engine instances. After you create a project, you can create cloud storage buckets, upload projects to your buckets, and download objects from your buckets. You can also grant permissions to make your data accessible to principals you specify, or - for certain use cases such as hosting a website - accessible to everyone to the public internet.

7.4 Watson Studio

Watson Studio, formerly Data Science Experience or DSX, is IBM's software platform for data science. The platform consists of a workspace that includes multiple collaboration and open-source tools for use in data science. 4In Watson Studio, a data scientist can create a project with a group of collaborators, all having access to various analytics models and using various languages. Watson Studio brings together staple open source tools including RStudio, Spark and Python in an integrated environment, along with additional tools such as a managed Spark service and data shaping facilities, in a secure and governed environment. Watson Studio provides access to data sets that are available through Watson Data Platform, on-premises or on the cloud. The platform also has a large community and embedded resources such as articles on the latest developments from the data science world and public data sets. The platform is available in on-premises, cloud, and desktop forms.

CHAPTER VIII

TESTING

8.1 Test Cases

The test case is defined as a group of conditions under which a tester determines whether a software application is working as per the customer's requirements or not. Test case designing includes preconditions, case name, input conditions, and expected result. A test case is a first level action and derived from test scenarios. It is an in-details document that contains all possible inputs (positive as well as negative) and the navigation steps, which are used for the test execution process. Writing of test cases is a one-time attempt that can be used in the future at the time of regression testing. Test case gives detailed information about testing strategy, testing process, preconditions, and expected output. These are executed during the testing process to check whether the software application is performing the task for that it was developed or not. Test case helps the tester in defect reporting by linking defect with test case ID. Detailed test case documentation works as a full proof guard for the testing team because if developer missed something, then it can be caught during execution of these full-proof test cases.

8.2 User Acceptance Testing

User Acceptance Testing is a type of testing performed by the end user or the client to verify/accept the software system before moving the software application to the production environment. UAT is done in the final phase of testing after functional, integration and system testing is done. The main purpose of document is to validate end to end business flow. It does not focus on cosmetic errors, spelling mistakes or system testing. User Acceptance Testing is carried out in a separate testing environment with production-like data setup. It is kind of black box testing where two or more end-users will be involved. UAT is performed by Client and End users need of user acceptance testing arises once software has undergone Unit, Integration and System testing because developers might have built software based on requirements document by their own understanding and further required changes during development may not be effectively communicated to them, so for testing whether the final product is accepted by client/end-user, user acceptance testing is needed.

CHAPTER IX

RESULTS

9.1 Performance Metrics

Performance metrics are defined as figures and data representative of an organization’s actions, abilities, and overall quality. There are many different forms of performance metrics, including sales, profit, return on investment, customer happiness, customer reviews, personal reviews, overall quality, and reputation in a marketplace. Performance metrics can vary considerably when viewed through different industries. Performance metrics are integral to an organization's success. It's important that organizations select their chief performance metrics and focus on these areas because these metrics help guide and gauge an organization’s success. Key success factors are only useful if they are acknowledged and tracked. Business measurements must also be carefully managed to make sure that they give right answers, and that the right questions are being asked. Performance metrics are data used to track processes within a business. This is achieved using activities, employee behavior, and productivity as key metrics. These metrics are then used by employers to evaluate performance. This is in relation to an established goal such as employee productivity or sales objectives.

CHAPTER X

ADVANTAGES & DISADVANTAGES

10.1 Advantages

- It helps student for making decision for choosing a right college.
- Here The chance of occurrence of error is less when compared with the existing system.
- It is fast , efficient and reliable.
- Avoids data redundancy and inconsistency.
- Very user-friendly.
- Easy accessibility of data.

10.2 Disadvatages

- Required active internet connection.
- System will provide inaccurate results if data entered incorrectly.
- Machine errors are unavoidable when occurred.(Hardware failure, network failure, others).

CHAPTER XI

CONCLUSION

In this research, some used three boosting techniques to estimate the probability of getting an undergraduate admission Using some machine learning techniques, the authors developed two models separately the admission predictive model before the admission test and the admission predictive model after the admission test The evaluation results show that the proposed model can able to assist the students in predicting admission opportunities This method can be applied to predict admission eligibility to join universities.

CHAPTER XII

FUTURE SCOPE

This can be implemented in less time for proper admission process.

- This can be accessed anytime anywhere, since it is a web application provided only an internet connection.

- The user had not need to travel a long distance for the admission and his/her time is also saved as a result of this automated system.

APPENDIX

SOURCE CODE

Home.css:

```
*{
margin: 0;
padding: 0;
}



.main{
width: 100%;
background: linear-gradient(to top, rgba(0,0,0,0.5)50%,rgba(0,0,0,0.5)50%), url(University.jpg);
background-position: center;
background-size: cover;
height: 100vh;
}

.navbar{
width: 1200px;
height: 75px;
margin: auto;
}

.icon{
width: 200px;
float: left;
height: 70px;
}

.logo{
color: #ff7200;
font-size: 35px;
font-family: Arial;
padding-left: 20px;
float: left;
padding-top: 10px;
margin-top: 5px
}

.menu{
```

```
width: 400px;
float: left;
height: 70px;
}

ul{
float: left;
display: flex;
justify-content: center;
align-items: center;
}

ul li{
list-style: none;
margin-left: 62px;
margin-top: 27px;
font-size: 14px;
}

ul li a{
text-decoration: none;
color: #fff;
font-family: Arial;
font-weight: bold;
transition: 0.4s ease-in-out;
}

ul li a:hover{
color: #ff7200;
}

.search{
width: 330px;
float: left;
margin-left: 270px;
}

.srch{
font-family: 'Times New Roman';
width: 200px;
height: 40px;
background: transparent;
border: 1px solid #ff7200;
```

```
margin-top: 13px;
color: #fff;
border-right: none;
font-size: 16px;
float: left;
padding: 10px;
border-bottom-left-radius: 5px;
border-top-left-radius: 5px;
}

.btn{
width: 100px;
height: 40px;
background: #ff7200;
border: 2px solid #ff7200;
margin-top: 13px;
color: #fff;
font-size: 15px;
border-bottom-right-radius: 5px;
border-bottom-right-radius: 5px;
transition: 0.2s ease;
cursor: pointer;
}
.btn:hover{
color: #000;
}

.btn:focus{
outline: none;
}

.srch:focus{
outline: none;
}

.content{
width: 1200px;
height: auto;
margin: auto;
color: #fff;
position: relative;
}
```

```
.content .par{
padding-left: 20px;
padding-bottom: 25px;
font-family: Arial;
letter-spacing: 1.2px;
line-height: 30px;
}

.content h1{
font-family: 'Times New Roman';
font-size: 50px;
padding-left: 20px;
margin-top: 9%;
letter-spacing: 2px;
}

.content .cn{
width: 160px;
height: 40px;
background: #ff7200;
border: none;
margin-bottom: 10px;
margin-left: 20px;
font-size: 18px;
border-radius: 10px;
cursor: pointer;
transition: .4s ease;

}

.content .cn a{
text-decoration: none;
color: #000;
transition: .3s ease;
}

.cn:hover{
background-color: #fff;
}

.content  span{
color: #ff7200;
font-size: 65px
```

```
}

.form{
width: 250px;
height: 380px;
background: linear-gradient(to top, rgba(0,0,0,0.8)50%,rgba(0,0,0,0.8)50%);
position: absolute;
top: -20px;
left: 870px;
transform: translate(0%,-5%);
border-radius: 10px;
padding: 25px;
}

.form h2{
width: 220px;
font-family: sans-serif;
text-align: center;
color: #ff7200;
font-size: 22px;
background-color: #fff;
border-radius: 10px;
margin: 2px;
padding: 8px;
}

.form input{
width: 240px;
height: 35px;
background: transparent;
border-bottom: 1px solid #ff7200;
border-top: none;
border-right: none;
border-left: none;
color: #fff;
font-size: 15px;
letter-spacing: 1px;
margin-top: 30px;
font-family: sans-serif;
}

.form input:focus{
outline: none;
```

```
}

::placeholder{
color: #fff;
font-family: Arial;
}

.btnn{
width: 240px;
height: 40px;
background: #ff7200;
border: none;
margin-top: 30px;
font-size: 18px;
border-radius: 10px;
cursor: pointer;
color: #fff;
transition: 0.4s ease;
}
.btnn:hover{
background: #fff;
color: #ff7200;
}
.btnn a{
text-decoration: none;
color: #000;
font-weight: bold;
}
.form .link{
font-family: Arial, Helvetica, sans-serif;
font-size: 17px;
padding-top: 20px;
text-align: center;
}
.form .link a{
text-decoration: none;
color: #ff7200;
}
.liw{
padding-top: 15px;
padding-bottom: 10px;
text-align: center;
}
```

```
.icons a{
text-decoration: none;
color: #fff;
}
.icons ion-icon{
color: #fff;
font-size: 30px;
padding-left: 14px;
padding-top: 5px;
transition: 0.3s ease;
}
```

Home.html:

```
<!DOCTYPE html>
<html lang="en">
<head>
   <title>Web</title>
   <link rel="stylesheet" href="home.css">
</head>
<body>

   <div class="main">
      <div class="navbar">
         <div class="icon">
            <h2 class="logo">UAEP</h2>
         </div>

         <div class="menu">
            <ul>
               <li><a href="#">HOME</a></li>
               <li><a href="#">ABOUT</a></li>
               <li><a href="#">SERVICE</a></li>
               <li><a href="#">DESIGN</a></li>
               <li><a href="#">CONTACT</a></li>
            </ul>
         </div>

         <div class="search">
            <input class="srch" type="search" name="" placeholder="Type To text">
            <a href="#"> <button class="btn">Search</button></a>
         </div>
      <div>
```

```
        </div>

        </div>
        <div class="content">
           <h1>Predict Your <br><span>FUTURE</span> <br>Here</h1>
           <p class="par">Our online profile evaluation tool is designed to evaluate the profiles of students who want to pursue<br> higher education in the university.This profile evaluation for higher education is done based on a<br> studets undergrad percentage/GPA, GRE,and TOEFL scores.This profile evaluation tool helps you<br> shortlist the right set of universities to apply to,so you can optimize your efforts in the quest of that<br> dream admit.</p>


              <div class="form">
                 <h2>Login Here</h2>
                 <input type="email" name="email" placeholder="Enter Email Here">
                 <input type="password" name="" placeholder="Enter Password Here">
                 <button class="btnn"><a href="#">Login</a></button>

                 <p class="link">Don't have an account<br>
                 <a href="#">Sign up </a> here</a></p>
                 <p class="liw">Log in with</p>

                 <div class="icons">
                    <a href="#"><ion-icon name="logo-facebook"></ion-icon></a>
                    <a href="#"><ion-icon name="logo-instagram"></ion-icon></a>
                    <a href="#"><ion-icon name="logo-twitter"></ion-icon></a>
                    <a href="#"><ion-icon name="logo-google"></ion-icon></a>
                    <a href="#"><ion-icon name="logo-skype"></ion-icon></a>
                 </div>

              </div>
                 </div>
              </div>
        </div>
     </div>
     <script src="https://unpkg.com/ionicons@5.4.0/dist/ionicons.js"></script>
</body>
</html>
```

App.py

```
from flask import Flask, render_template
app = Flask(_name_)

@app.route('/')
def index():
   return render_template('index.html')

@app.route('/Demo')
def demo():
   return render_template('Demo.html')

@app.route('/chance')
def chance():
   return render_template('chance.html')

@app.route('/noChance')
def noChance():
   return render_template('noChance.html')


if _name_ == "_main_":
   app.run()
```

chance.html:

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta http-equiv="X-UA-Compatible" content="IE=edge">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <link rel="stylesheet" type="text/css" href="static\css\style.css">
   <title>University Admit Eligibility Predictor</title>
</head>
<body class="predict">
   <div class="prediction-box">
      <h1>Predicting Chance of Admission</h1>
      <div class="prediction">
         <span>Prediction:</span>
         <h3 style="font-weight: 600;">You are eligible to join University</h3>
      </div>
      <a href="/checkEligibility"><button type="button" class="btns">Back</button></a>
   </div>
```

```
</body>
</html>
```

Demo.html:

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta http-equiv="X-UA-Compatible" content="IE=edge">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <link rel="stylesheet" href="/css/styles.css">
   <title>University Admit Eligibility Predictor</title>
</head>
<body class="home">
   <h1>University Admit Eligibility Predictor</h1>
   <form method="post" action="/predict" class="form">
      <div class="form-data">
         <label for="greScore">GRE Score:</label>
         <input name="greScore" placeholder="GRE Score" required>
      </div>
      <div class="form-data">
         <label for="toeflScore">TOEFL Score:</label>
         <input name="toeflScore" placeholder="TOEFL Score" required>
      </div>
      <div class="form-data">
         <label for="univRank">University Rank:</label>
         <input name="univRank" placeholder="University Rank" required>
      </div>
      <div class="form-data">
         <label for="sop">SOP:</label>
         <input name="sop" placeholder="SOP" required>
      </div>
      <div class="form-data">
         <label for="lor">LOR:</label>
         <input name="lor" placeholder="LOR" required>
      </div>
      <div class="form-data">
         <label for="cgpa">CGPA:</label>
         <input name="cgpa" placeholder="CGPA" required>
      </div>
      <div class="form-data">
         <label for="research">Research:</label>
```

```
            <input name="research" placeholder="Research" required>
        </div>
        <br>
        <br>
        <button type="submit" class="btns">Submit</button>
        <a href="/"><button type="button" class="btns">Back</button></a>
    </form>
</body>
</html>
```

Index.html:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" href="/css/styles.css">
    <title>University Admit Eligibility Predictor</title>
</head>
<body class="index-page">
    <div class="index">
        <h1>University Admit Eligibility Predictor</h1>
        <a href="/checkEligibility"><button type="button" class="btns">Check
Eligibility</button></a>
    </div>
</body>
</html>
```

Style.css:

```
*{
    margin: 0;
    box-sizing: border-box;
}

.index-page{
    width: 100%;
   background-image: url(University.jpg);
    background-position: center;
    background-size: 100%;
    height: 100vh;
```

```
}


.index{
    display: flex;
    flex-direction: column;
    width: fit-content;
    height: 20%;
    top: 50%;
    left: 50%;
    transform: translate(-50%, -50%);
    position: absolute;
    padding: 20px;
    border-radius: 50px;
    background: rgba(255, 255, 255, 0.7);
    align-items: center;
    justify-content: center;
    box-shadow: 2px 2px 20px rgb(0, 0, 0);
}

.home{
    width: 100%;
    background: linear-gradient(to top, rgba(0,0,0,0.5)50%,rgba(0,0,0,0.5)50%),
url(University.jpg);
    background-position: center;
    background-size: cover;
    height: 100vh;
}

.home h1{
    width: 100%;
    text-align: center;
    margin-top: 5px;
}

.form{
    display: flex;
    top: 50%;
    left: 50%;
    position: absolute;
    transform: translate(-50%, -50%);
    flex-direction: column;
    width: fit-content;
```

```
    height: fit-content;
    padding: 20px;
    border-radius: 50px;
    background: rgba(255, 255, 255, 0.8);
    align-items: center;
    justify-content: center;
    box-shadow: 2px 2px 20px rgb(0, 0, 0);
}

.form input{
    width: 400px;
    height: 50px;
    margin-right: 10px;
    margin-block: 20px;
    font-size: large;
    border-radius: 20px;
    border: none;
    padding: 12px;
    box-shadow: 1px 1px 5px rgb(0, 0, 0);
    background-color: rgba(255, 255, 255, 0.8);
    color: #000;
}

.form-data{
    display: flex;
    flex-direction: row;
}

.form-data label{
    width: 150px;
    height: 50px;
    margin-left: 10px;
    margin-block: 20px;
    align-items: center;
    justify-content: center;
    font-size: large;
    padding: 12px;
    color: #000;
}

.predict{
    width: 100%;
    background: linear-gradient(to top, rgba(0,0,0,0.5)50%,rgba(0,0,0,0.5)50%),
```

```
url(University.jpg);
    background-position: center;
    background-size: cover;
    height: 100vh;
}

.prediction-box{
    background-color: #fff;
    width: fit-content;
    height: fit-content;
    padding: 20px;
    display: flex;
    flex-direction: column;
    top: 50%;
    left: 30%;
    position: absolute;
    transform: translate(-50%, -30%);
    border-radius: 30px;
    background: rgba(255, 255, 255, 0.9);
    box-shadow: 2px 2px 20px rgb(0, 0, 0);
}

.prediction{
    display: flex;
    flex-direction: row;
    align-items: center;
    padding: 20px;
    margin-block: 20px;
}

.prediction h3{
    text-decoration: underline;
}

.btns{
    width: 200px;
    height: 50px;
    font-size: larger;
    font-weight: 500;
    border-radius: 20px;
    border: none;
    margin-top: 20px;
    background-color: #fff;
```

```
    transition: 200ms ease-in-out;
    cursor: pointer;
}

.btns:hover{
    background-color: #000;
    color: #fff;
    transform: scale(1.1);
}
```

Nochance.html:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" type="text/css" href="static\css\style.css">
    <title>University Admit Eligibility Predictor</title>
</head>
<body class="predict">
    <div class="prediction-box">
        <h1>Predicting Chance of Admission</h1>
        <div class="prediction">
            <span>Prediction: </span>
            <h3 style="font-weight: 600;">You are not eligible!</h3>
        </div>
        <a href="/checkEligibility"><button type="button" class="btns">Back</button></a>
    </div>
</body>
</html>
```