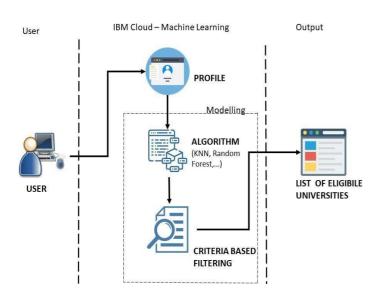
#### PROJECT DESIGN PHASE-II

## **TECHNOLOGY STACK (ARCHITECTURE & STACK)**

Date	17 October 2022
Team ID	PNT2022TMID46716
Project Name University Admit Eligibility Predictor	
Maximum Marks	4 Marks

### **Technical Architecture:**



### **Guidelines:**

- 1. Include all the processes (As an application logic / Technology Block)
- 2. Provide infrastructural demarcation (Local / Cloud)
- 3. Indicate interface to machine learning models
- 4. Include necessary machine learning algorithms
- 5. Indicate Data Storage components / services
- 6. Provide the list of all eligible universities along with its description

Table-1 : Components & Technologies:

S.No	Component	Description	Technology
1.	User Interface	How user interacts with application e.g. Web UI, Mobile App, Chat bot etc.	HTML, CSS, JavaScript etc.
2.	Application Logic-1	Logic for a process in the application	Python (Jupyter)
3.	Application Logic-2	Logic for a process in the application	IBM Watson Assistant
4.	Database	Data Type, Configurations etc.	CSV
5.	External API	Purpose of External API used in the application	List of eligible Universities
6.	Machine Learning Model	Purpose of Machine Learning Model	KNN, Random Forest, Decision Tree, etc.
7.	Infrastructure (Server / Cloud)	Application Deployment on Local System / Cloud Local Server Configuration: Cloud Server Configuration:	Local, Cloud etc.

# **Table-2: Application Characteristics:**

S.No	Characteristics	Description	Technology
1.	Open-Source Frameworks	Python for Backend purpose and flask is imported for front end purpose	Python(Flask)
2.	Security Implementations	The user profile will be secure	Encryptions, IAM Controls, OWASP etc.

3.	Scalable Architecture	The accurate list of eligible universities name and its description will be provided	Random Forest ML Algorithm
4.	Availability	Anyone and in anytime they can visit our website	IBM Load Balancer
5.	Performance	The user can have a knowledge of their eligibility for	Random Forest ML Algorithm
		applying Universities through our website	