

# Project Report Template

## **1 INTRODUCTION**

Overview

A brief description about your project

Purpose

The use of this project. What can be achieved using this.

## **2 Problem Definition & Design Thinking**

Empathy Map

Paste the empathy map screenshot

Ideation & Brainstorming Map

Paste the Ideation & brainstorming map screenshot

## **3 RESULT**

Final findings (Output) of the project along with screenshots.

## **4 ADVANTAGES & DISADVANTAGES**

List of advantages and disadvantages of the proposed solution

## **5 APPLICATIONS**

The areas where this solution can be applied

## **6 CONCLUSION**

Conclusion summarizing the entire work and findings.

## **7 FUTURE SCOPE**

Enhancements that can be made in the future.

## **8 APPENDIX**

A. Source Code

Attach the code for the solution built.

## INTRODUCTION

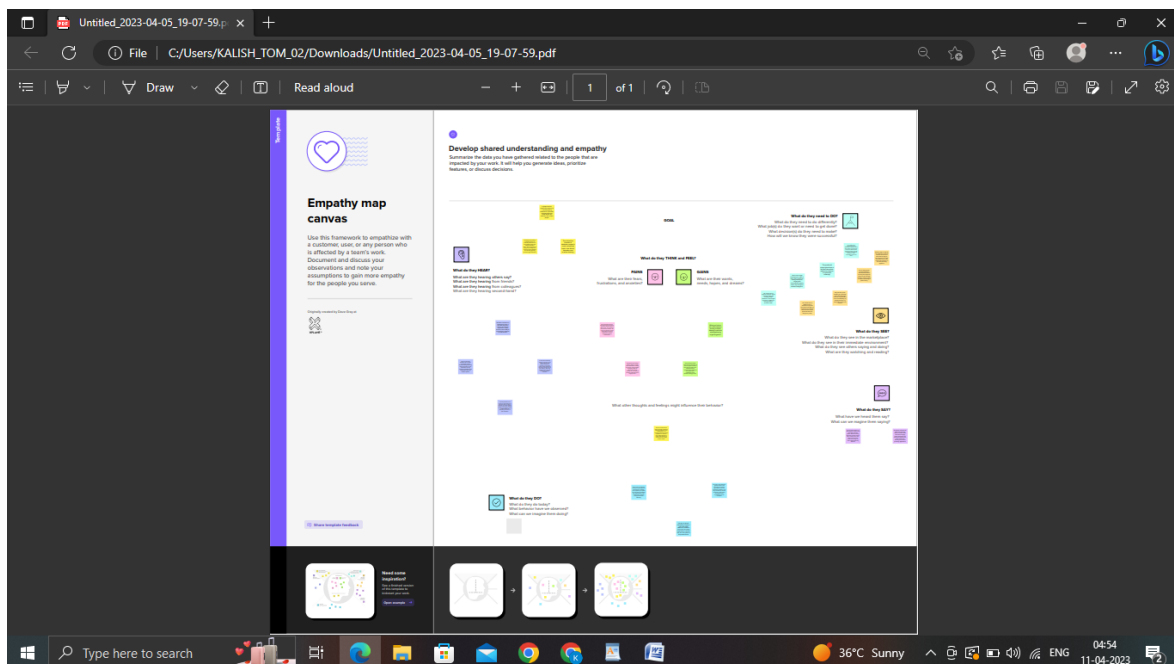
University admission is the process by which students are selected to attend a college or university. The process typically involves several steps, including submitting an application, taking entrance exams, and participating in interviews or other evaluations. Students are often worried about their chances of admission in University. the university admission process for students can be demanding, but by being well-informed, prepared, and organized, students can increase their chances of being admitted to the university of their choice.

## Purpose

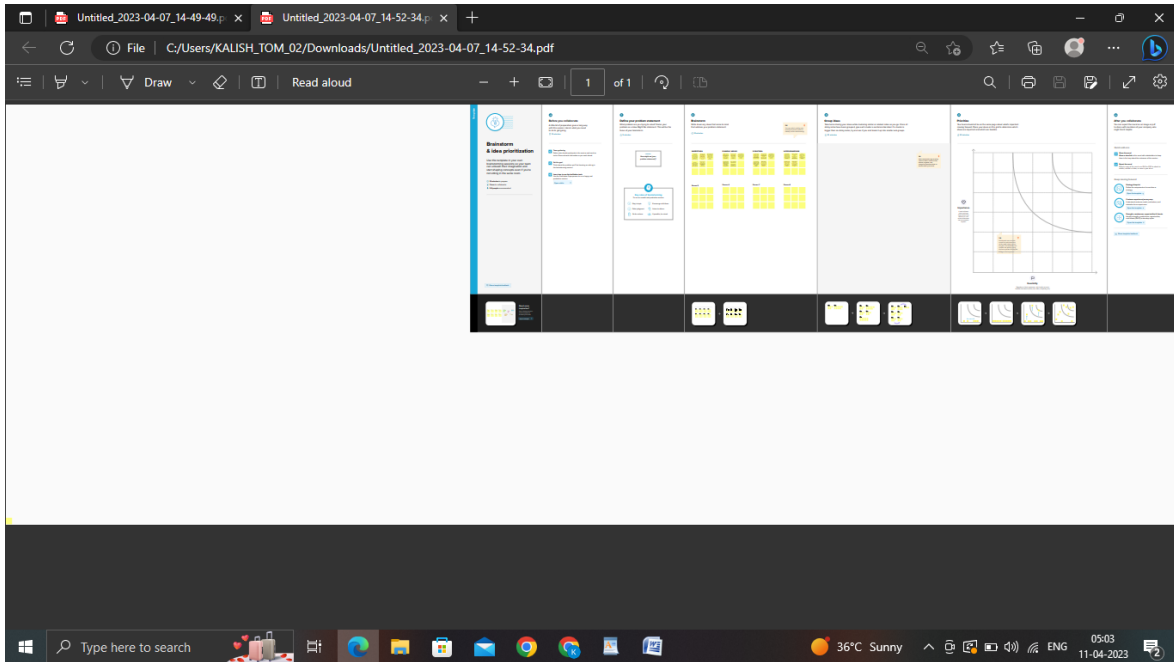
The aim of this project is to help students in short listing universities with their profiles. Machine learning algorithms are then used to train a model on this data, which can be used to predict the chances of future applicants being admitted. With this project, students can make more informed decisions about which universities to apply to, and universities can make more efficient use of their resources by focusing on the most promising applications. The predicted output gives them a fair idea about their admission chances in a particular university. This analysis should also help students who are currently preparing or will be preparing to get a better idea.

## 2 Problem Definition & Design Thinking

### 2.1 Empathy Map



## 2.2 Ideation & Brainstorming Map



## 3 RESULT

```

[ ] import numpy as np
import pandas as pd
import matplotlib.pyplot as plt
import seaborn as sns
%matplotlib inline

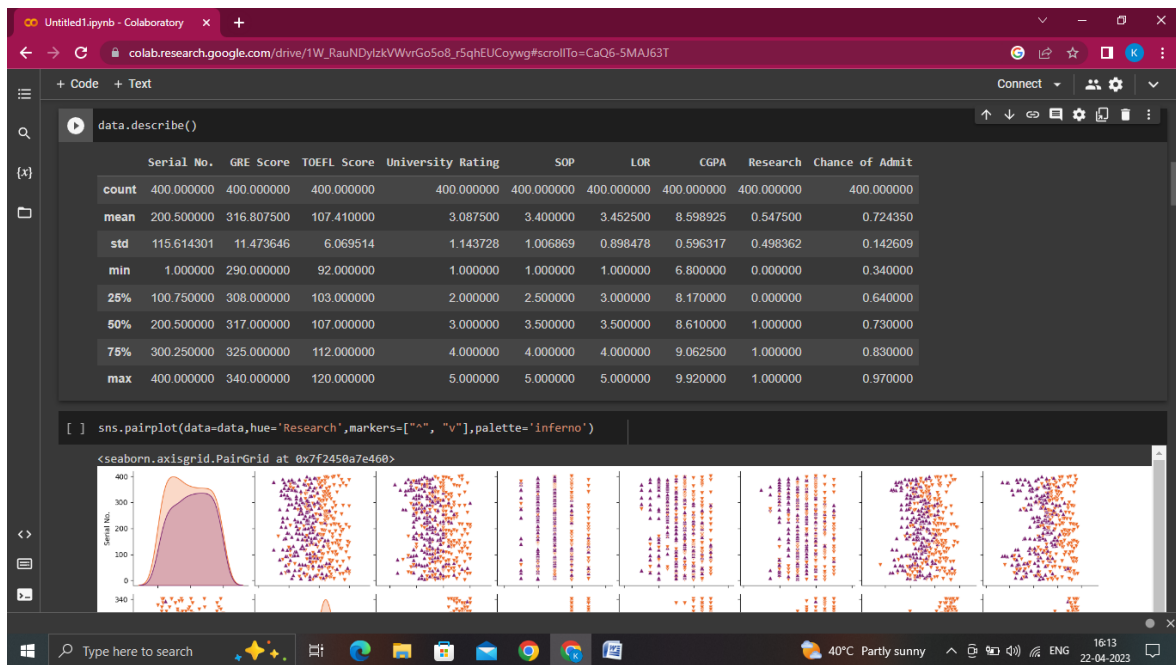
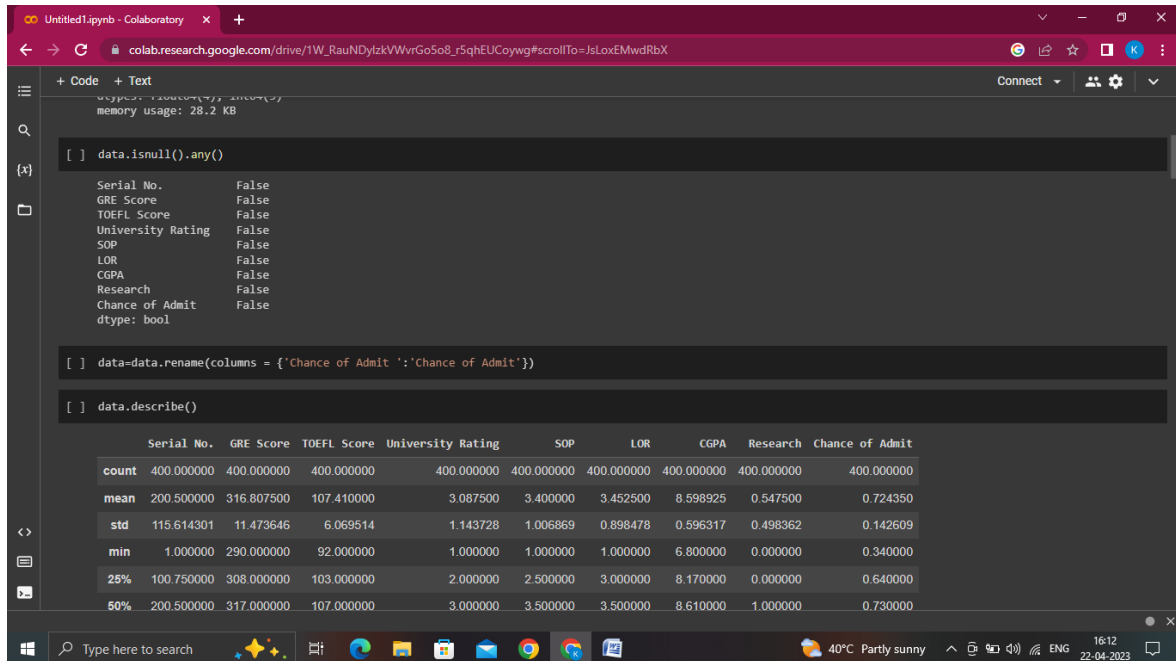
[ ] data = pd.read_csv('Admission_Predict.csv')

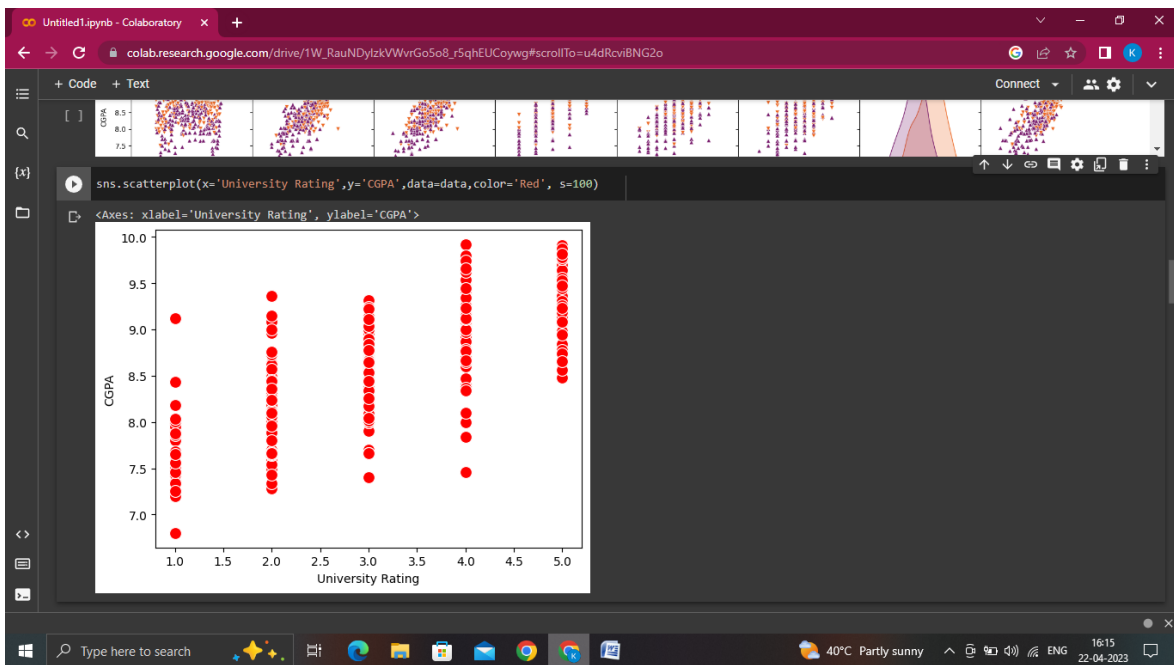
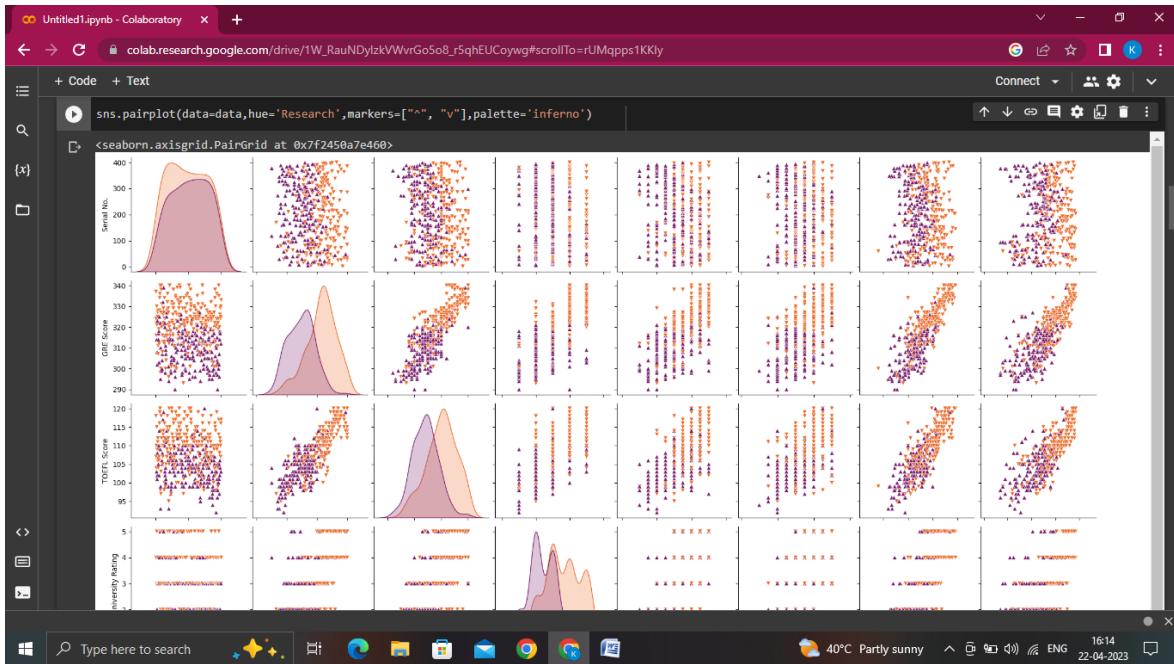
[ ] data.info()

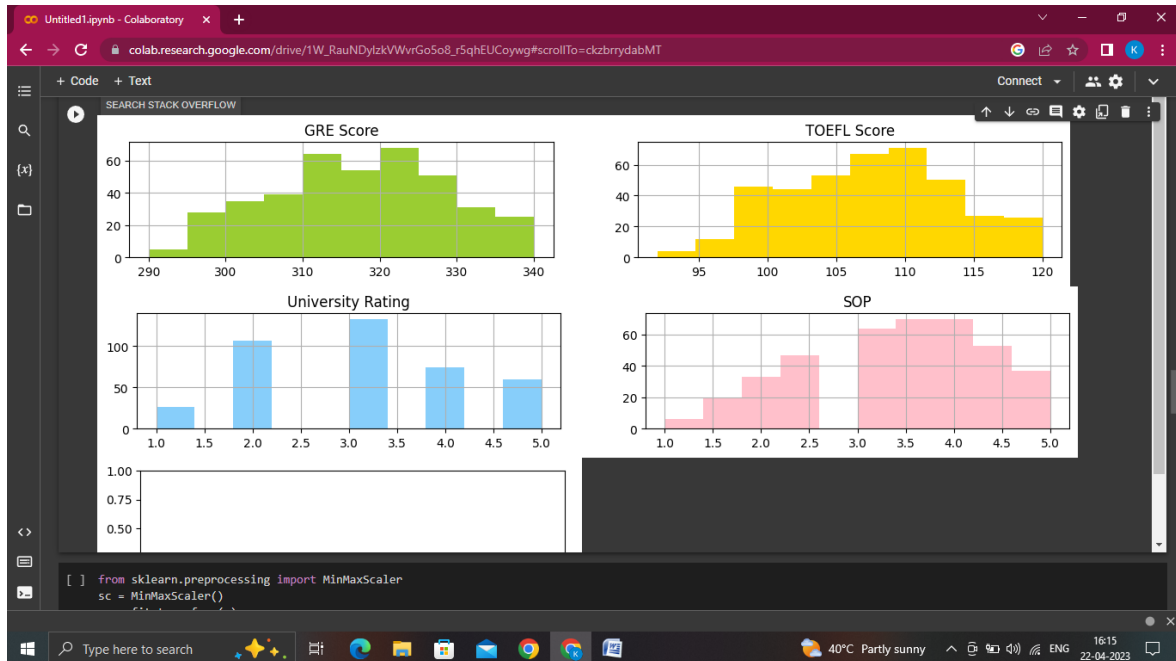
<class 'pandas.core.frame.DataFrame'>
RangeIndex: 400 entries, 0 to 399
Data columns (total 9 columns):
 #   Column              Non-Null Count  Dtype  
---  --
 0   Serial No.          400 non-null   int64   
 1   GRE Score            400 non-null   int64   
 2   TOEFL Score          400 non-null   int64   
 3   University Rating    400 non-null   int64   
 4   SOP                  400 non-null   float64  
 5   LOR                  400 non-null   float64  
 6   CGPA                 400 non-null   float64  
 7   Research             400 non-null   int64   
 8   Chance of Admit      400 non-null   float64  
dtypes: float64(4), int64(5)
memory usage: 28.2 KB

[ ] data.isnull().any()

```







## 4 ADVANTAGE & DISADVANTAGE

### ADVANTAGE

In simple words, decision-making is the most prevalent method of making judgments by seeing the issue, obtaining facts on possible arrangements, and concluding the best other option. This cycle is aided by natural or coherent interaction or a combination of the two. Instinct is associated with applying intuition to hold strong on the possible approach. Surprisingly, a coherent cycle uses raw statistics to make experimentally valid decisions.

### DISADVANTAGE

Group Decision making is a time-consuming process since it involves listening views of every individual present in the account and taking them into account. Greater differences among the group member will consume more time.

## 5 APPLICATION

- Machine Learning in Education.
- Machine Learning in Search Engine.
- Machine Learning in Digital Marketing.
- Machine Learning in Health Care.

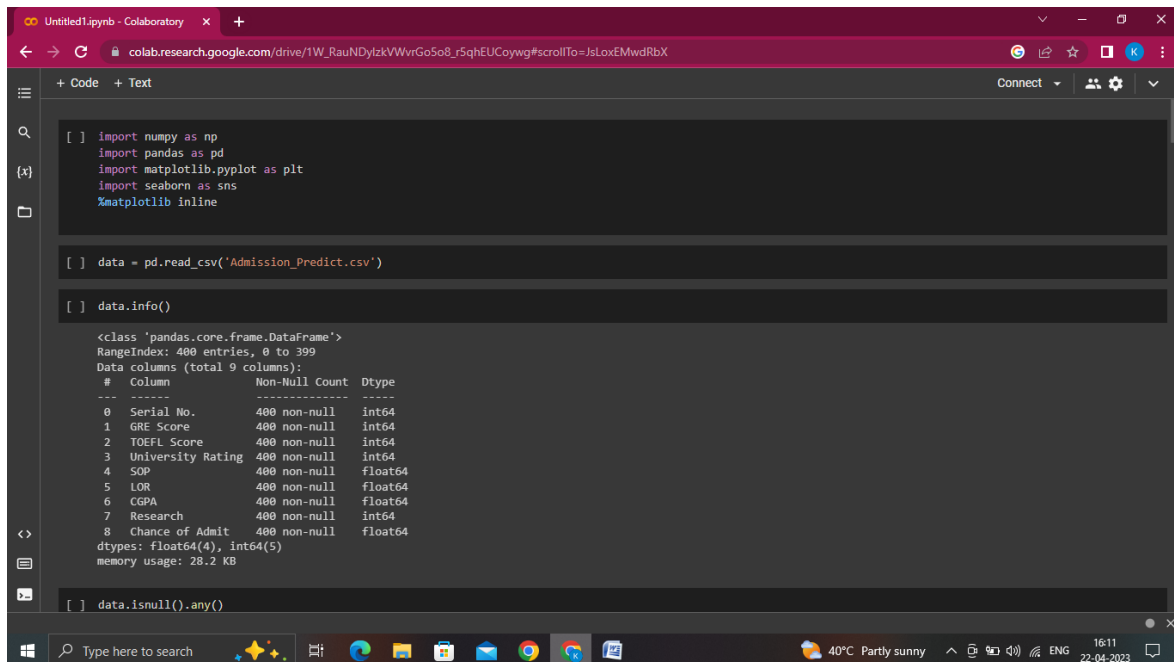
## 6 CONCLUSION

We have a simple overview of some techniques and algorithms in machine learning. Furthermore, there a more and more techniques apply machine learning as a solution. In the future, machine learning will play an important role in our daily life.

## 7 FUTURE SCOPE

The scope of machine learning is not limited to the investment sector. Rather, it is expanding across all fields such as banking and finance, Information technology, media & entertainment, gaming, and the automotive industry. As the machine learning scope is very high, there are some areas where researchers are working toward revolutionizing the world for the future.

## 8 APPENDIX



```
Untitled1.ipynb - Colaboratory x +
colab.research.google.com/drive/1W_RauNDylzkVWvrGo5o8_r5qhEUCoywg#scrollTo=JsLoxEMwdRbX

+ Code + Text
Connect

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