UniHub / MarunHub

TEAM MEMBERS:

- Ahmet Faruk Güzel   150119659   farukguzel99@gmail.com
- Ahmet Aslan   150119902   ahmetaslanxcdsif07@gmail.com
- Hüseyin Kerem Mican   150119629   keremmican@gmail.com
- Beşir Ezgin   150119780   besir21ezgin@gmail.com
- Muhammed Zahid Mansız   150119754   zahid.mansiz98@gmail.com

PROJECT TOPİC:

A mobile application that will facilitate for educators to get attendence in the university environment (QR Reader), the communication of students in and out of school (Messenger), and the learning process during exam preparation (Quiz).

PROJECT AIM & PROPERTIES:

The project consists 3 parts. Attendance Taker, Messenger and Quiz Platform. Firstly, students will be able to login app via their BYS username and password. Then they will have access to application. In the Attendance Taker part application will use QR Reader. Instructor of the lecture will share a QR code for taking attendance. Students will use QR Reader in application for attendance instead of signing paper. Every single attendance will be counted on instructor's screen. This will get rid of the trouble of signing the attendance paper.

One of the most important issues in student life is to find course materials and notes. Thanks to this application, all students who take a course will be together. When any student has a question about the course, they will have friends who take the same course and can communicate with. With this application, they will be able to share lecture notes or questions they cannot solve.

Besides that, it is a very useful study method for students to solve sample exam questions or questions from different sources during the exam period. Thanks to the Quiz platform, students solve similar questions in the exam related to the course they will take the exam and prepare for the exam.

We plan to use Python/Java/JavaScript/Kotlin in the project. Programming languages may vary.