**UniHub / MarunHub Literature Survey**

The main purpose of MarunHub is to facilitate the work of students and academics in 3 areas (QR Reader, Messenger, Quiz). There is no system or application directly similar to MarunHub, which gathers many different areas on a single platform. Therefore, we will evaluate each area in its own way.

***ATTENDANCE TAKER***

The app similar to MarunHub's Attendance section is QR ATTENDANCE CONTROL. This app lets you have control of the attendance to an event using QR codes, so you can register the hour of arrival and departure, and also tells the amount of time each person was present in the event.

* QR ATTENDANCE CONTROL FEATURES:
* Uses text content QR codes with the name of the person for simplicity
* You can export the attendance list to excel (.csv) files
* Auto detect arrival or departure, and continuous scanning option
* No limits to the amount of QR codes that can be scanned
* Alarm if a code is scanned twice

Controlling attendance to an event using QR codes and transferring the attendance list to a file can be specified as similarities of MarunHub/Attendance and QR Attendance Control applications. Alarm if a code is scanned twice, departure time recording and amount of time each person was present in the event can be said as the differences of these 2 applications.

***QUIZ GAME***

In this section of UniHub/MarunHub, our aim is to let students test themselves before midterms by playing games and having fun. There will be one question and four option and only one answer. Furthermore, there will be a score table so every question will have its own point. In addition, a system in which students compete with each other can be added. If you select the wrong answer, game will be over and it will show you the right answer. There will be different sections for each different lecture, mostly CSE and NTE lectures, for now. If we are to compare the project found on the internet to our Quiz Game project, there are some differences and similarities. In Traffic Rules and Traffic signs Quiz App, there are admin and login sections, we will have it on our app but not in quiz game specifically. Both projects will require active internet connection.

***CHAT SYSTEM***

MarunHub Chat system is a uniqe University Courses chat system. It helps to Universty student to follow and not miss the material and important point. MarunHub Chat system has all the course groups of Marmara Universty. All Student can easily attend their course groups and can cominicate with his/her friends. They can easily share some queastions, materials, homeworks etc.

Even it looks similar with the Whatsapp, there are some important differences between them.

MarunHub sytstem doesn’t need an attend link. If you are a Marmara University Student, you don’t need to have any link. You only need to login with your BYS information. System Shows you the lectures which you chose with your advisor. Then, you can choose the group of your course which you want to attend.

***SOFTWARE PROCESS MODEL***

In our project we have decided to use Waterfall Model as software process model. As it mentioned above with titles, the project contains three applications. In more clear way, there is a main program which contains three sub application with launchers of them. So that, we need to develop each sub apps separated from each other. To make this happen, we need a sequential and plan driven-process model. Waterfall Model fulfils what exactly we needed to develop our apps with working on following phases. Firstly, we will decide requirements for every sub app, then designing follows it. Implementation comes after these first two steps. Afterwards, testing starts. In the end, deployment and maintenance phases help us to develop final versions of all three sub apps. These develop phases will materialize in every sub apps. All in all, we will connect these three sub apps to the main launcher. Users will have access to these three sub apps when they launch the application.