

# STUDENT CAREER PREDICTION SYSTEM



MAY/2021

CREATE YOUR FUTURE

20K-0200 Muhammad Usman Malik

BSCS-2A

20K-1034 Muhammad Shahroz Siddiqui

20k-0368 Mohammad Hammad Shakeel

# STUDENT CAREER PREDICTION SYSTEM

CREATE YOUR FUTURE

## AIM | OUR VISION

We wish relieve students that are unsure or are having doubts about what holds in their future. We are merely a helping hand as they choose their next destination themselves.

## PROJECT SELECTION

Due to the changing world and its current evolving nature in respect to current events such as the pandemic and long school breaks makes students worry of the future. Many are unsure about what would further happen down the road and are confused on what to do with their future. We devised a system that would make such concerns mellow.

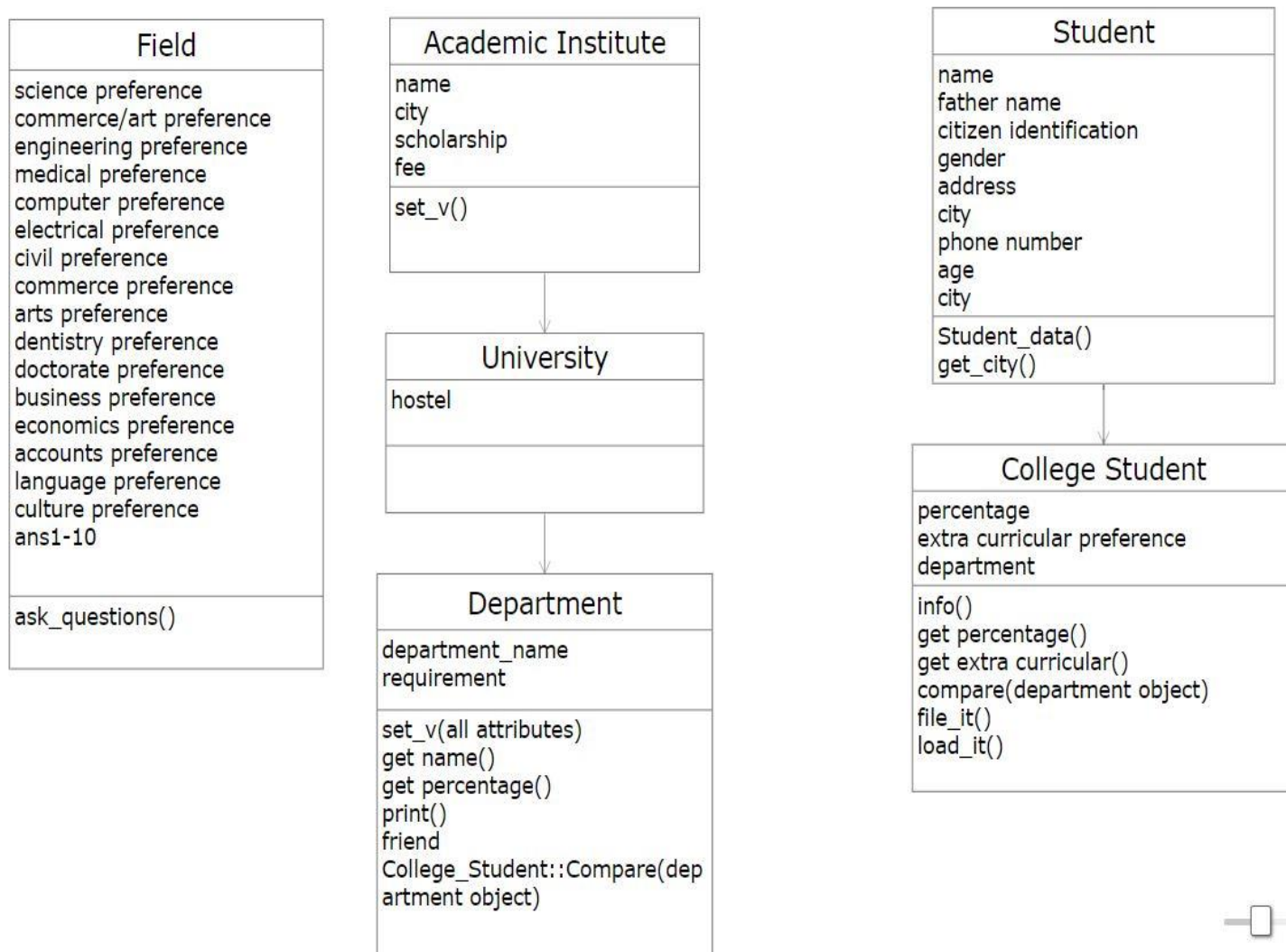
## Project Specification

- Text Animation using header file
- User end data input
- File Storing data of student
- File reading and review
- Different questions based on answers every time
- Multiple question lines based on previous answers
- Prototype level data science and artificial intelligence
- Extensive University Catalogue to choose from
- Exception Handling/Error Control in every step
- All Object-Oriented Programing concepts implemented
- Result generated from a well-researched algorithm
- Universities chosen based on Student Information and Preferences
- Universities shown in order ranked by their practicality for the student

## RESEARCH

Our questions are based on hours of research. We researched all of our questions thoroughly both online and offline. Making sure each answer had an impact on the outcome. We made sure to ask our fellow students what information would they like to have about future universities so we included them in our program such as extracurricular activities. We researched all possible universities that fit in our catalogue extensively and added their policies to make our prediction more accurate for the user.

## OBJECT INTERACTION DIAGRAM



# MODULE

## OOP Concepts:

- Encapsulation: During interaction of objects and classes certain elements could not be accessed by one other due to private declaration [Exp: City of student is needed and is achieved by get\_city function].
- Abstraction: To access certain element of certain class that we do not know we used getter/setter function. Another example is usage of personally coded header file where use abstraction to call text animation in our program
- Inheritance: We have two instances of multilevel inheritance [Academic\_Institute->University->Department and Student->College\_Student].
- Polymerization: In case our university catalogue is incomplete or we do add incomplete information we have multiple set\_v function to override this so it can warn us if no data is entered for a university.

## PROGRAM:

- We start by calling text animations using header file we have created.
- Questions follow after that.
- Next Question is calculated and based on previous answers.
- Multiple questions of no fixed number because of changes due to user input (Average 10 questions).
- All answers are accounted for when calculating department.
- User inputs their credentials.
- We use vital information from credentials such as user city, user percentage and user preferences.
- We use above informations and department calculated before to form a ranking of universities from our catalogue.
- University is ranked and displayed based on favorability and likeliness to be chosen.
- User is given option to save their data in file and view the data saved.
- We end by calling text animations using header file.