School system

Version 1.0 • 15 NOV 2011



NOTE: Please remove this page when creating a Project Plan deliverable.



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Section 1. Project Overview

1.1 Project Description

The Project "School" deals with the automation of schools and the problems are :

- When diseases spread, the student who went to school stop so we should find a solution to this problem as The COVID-19 pandemic has disrupted the education of about 95 percent of students around the world
- Increasing the number of evidence bases and the difficulty of linking and dealing with them.
- Data analysis to reach the best education result.
- Benefit from educational curricula to qualify them for practical life
 - Virtual classrooms are becoming more popular among tech-savvy pupils. These
 pupils have grown up with technology and favor online learning techniques that use
 technology to boost learning.

Steps to solve the problems:

- Make the school system to make dealing with the data more simple
- With the school system, you can learn at home without going to school by using the Internet.
- Allows children to create their learning environment.
- You have more time to do the things you love

1.2 Project Scope

Describe the project scope by defining what the project will and will not accomplish. Provide a narrative or bulleted list of deliverables, **services**, and/or solutions expected as outcomes of the project.

Project includes	
Internal delivers	
External delivers	

Internal delivers

name	description
Smart school	E-learning tools offer several advantages for both students and teachers. For students, e-learning tools provide access to a variety of digital resources such as interactive simulations, videos, and digital textbooks. These resources can engage students and make learning more interactive and fun. Additionally, e-learning tools can provide personalized learning

	experiences, adapting to each student's unique learning style and pace
Project Plan	Identify scope: Desktop.
	Schedule: 7 years
	Cost: 33000\$
	Resource: google
Business requirement specification	Pc
	Data entries
Communicate plan	Document used to exchange messages and information with stakeholders
Maintenance plan	Model Data, server
Configuration management	Describe the Configuration management procedures and structures to be used

External delivers

Name	description
Register screen for student	They student enters the first time should enter the email and password and name of the class And his name
Register screen for teacher	The teacher enters first time should enter the email and password and your name
Teacher screen	That shows the teacher who explains the courses
Classroom screen	The screen where students see the schedule for their courses

Course screen	Screen to see description of his courses				
Course screen evaluation	The screen student can evaluate the course				
Teacher evaluation of the screen	Screen students can evaluate the teacher				
Analysis screen	Analysis of student activity				
Exam screen	Screen to take the exam for any course				

Project Excludes	
Mobile application	

1.3 Assumptions

Assumptions	
Technology	
people	
data	

1.4 Constraints

Describe the limiting factors, or constraints, that restrict the project team's options regarding scope, staffing, scheduling, and management of the project.

Constraints	
Cost is 33000\$	
The time is 7years	

Section 2. Project Start-Up

1.1 Project Life Cycle

phase	activity	sequence
planning	 1) When diseases spread ,the student who went to school stop so we should find a solution to this problem as the COVID-19 pandemic has disrupted the education of about 95 percent of students around the world 1 M to create web and application. 3 weeks for data entry 2 weeks to Mack ALGO 1M to load data to the cloud and code machine and prog 	Phase A
analysis	1-gather information to learn the problem domain 2-define system requirements 3-prioritize requirements 4-generate and evaluate alternatives 5- review recommendations with management	Phase B
Design	1-design and integrate database 2-design and integrate the network	

	3-design the application	
	architecture	
	4-design user interface	
	5-prototype for design	
	details	
	6-design and integrate	
	system control	
Implementation	1-construct software	
	components	
	2-verify and test	
	3-train user and document	
	the system	
	4-install the system	

2.2 Methods, Tools, and Techniques

- to make the giant chart we use the Microsoft project.
- To make the graphic user interface we need NetBeans to implement the code and we use the java
- To make the database project we need MySQL workbench, and we use the MySQL language.

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TI_{(t)} = tI_{(t-1)} - D_{(t-1)}
Slack time = TI - TE
```

2.3 Estimation Methods and Estimates

Describe the methods used to estimate the project effort, schedule, and budget level. Include tools and techniques used to obtain the estimates in the description. Provide estimates for the project dimensions (effort, schedule, and budget), and identify the source or basis of the estimates and the level of uncertainty and risk associated with the estimates.

Estimation Methods and Estimates

Description [Best / Most Likely / Worst]

Effort in person-months or person-hours

Schedule in calendar years 7years

Budget in dollars 33000\$

Level of Uncertainty 20%

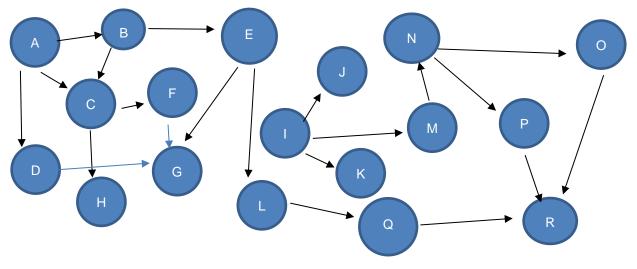
2.4 Schedule Allocation

Tasks	activity	0	R	Р	Pretask	Duration	TE	TI	Slack
A	define project problem	2	4	12	-	5	5	5	0
В	produced a detailed project schedule.	10	12	26	A	14	19	19	0
С	confirm project feasibility	4	9	18	A, B	58	77	77	0
D	gather information to learn the problem domain	8	10	30	А	13	18	141	123
Е	define system requirements	6	9	18	В	10	29	191	162
F	prioritize requirements	7	8	12	С	51	132	132	0
G	generate and evaluate alternatives	10	12	20	D, E, F	13	145	145	0
Н	review recommendations with management	2	6	22	С	8	85	85	0
I	-design and integrate database	9	10	29	G	14	159	159	0

J	design and integrate the network	10	12	20	I	13	172	172	0
K	design the application architecture	5	9	19	I	10	169	169	0
L	design user interface	2	5	8	E	5	34	196	162
М	prototype for design details	20	22	30	I	23	182	182	0
N	design and integrate system control	6	8	16	M	9	191	191	0
0	construct software components	4	7	10	N	7	198	199	1
Р	verify and test	5	8	11	N	8	199	199	0
Q	train users and document the system	1	3	5	L	3	37	199	162
R	install the system	2	5	8	O, P, Q	5	204	204	0

TE is 2055 days.

Critical path: A -> B -> C -> F -> G -> H -> I -> J -> K -> M -> N -> P -> R



Mar 10 Apr 10 Jul '10 Oct '09 Nov '09 Dec '09 Jan 10 Feb 10 May 10 Jun '10 Task Mode → Task Name ▼ Predecessors ▼ 27 4 11 18 25 1 8 15 22 29 6 13 20 27 3 10 17 24 31 7 14 21 28 7 14 21 28 4 11 18 25 2 9 16 23 30 6 13 20 27 4 11 18 25 ▼ Duration ▼ Start ▼ Finish Difine Project Problem 5 days Mon 10/12/05 Fri 10/16/09 4 produced a detailed Fri 11/6/09 1 4 Mon 15 days 10/19/09 project schedule confirm project feasibility 58 days Mon 11/9/09 Wed 1/27/10 1,2 gather information to learn 13 days Wed 11/4/09 1 the problem domain 10/19/09 define system Mon 11/9/09 Fri 11/20/09 2 Z 10 days requirements Thu 1/28/10 Thu 4/8/10 3 51 days prioritize requirements Fri 4/9/10 Tue 4/27/10 4,5,6 generate and evaluate 13 days alternatives review recommendations 8 days Thu 1/28/10 Mon 2/8/10 3 3 with management design and integrate Wed 4/28/10 Mon 5/17/10 7 14 days database design and integrate the 13 days Tue 5/18/10 Thu 6/3/10 9 10 network design the application Tue 5/18/10 Thu 6/3/10 9 11 13 days architecture design user interface Mon 11/23/05 Fri 11/27/09 5 5 days 12 4 prototype for design 23 days Tue 5/18/10 Thu 6/17/10 9 details design and integrate Fri 6/18/10 Wed 6/30/10 13 9 days system control Thu 7/1/10 Fri 7/9/10 14 construct software 7 days components Thu 7/1/10 Mon 7/12/10 14 verify and test 8 days train users and document 3 days 4 Mon Wed 12/2/09 12 the system 11/30/09 install the system Tue 7/13/10 Mon 7/19/10 15,16,17 5 days

2.5 Resource Allocation

Identify the total number of resources (e.g., **personnel**, **equipment**, **facilities**) that will be needed for the project. For personnel, include each defined project organizational role in the resources and describe skill set requirements when appropriate. Identify the estimated timeframe (**start to finish**) for project commitment.

Tasks	Resource
define project problem	Analyst, computer tool to draw WBS
produced detailed project schedule	Analyst, gant chart
confirm project feasibility	Project manager
gather information to learn the problem	Analyst, questioner methods
domain	
and define system requirements.	Analyst, computer tool
prioritize requirements.	
generate and evaluate alternatives.	
review recommendations with management	
design and integrate database.	Designer
design and integrate the network.	
design the application architecture.	
design user interface	
prototype for design details	
design and integrate system control	

LITPA D.

construct software components verify and test. train users and document the system.	Programmer
install the system.	

2.6 Budget Allocation

Identify the budget amount allocated by key budget categories (e.g., project milestone or standard cost categories such as personnel, and travel), including the period that may constrain the use of the f the budget.

Key Budget Category	Budget Amount	Period
Α	1000\$	5
В	2000\$	14
С	7000\$	58
D	1300\$	13
E	1000\$	10
F	2600\$	51
G	1300\$	13
Н	1000\$	8
1	1200\$	14
J	1300\$	13
К	1000\$	10
L	600\$	5
M	2200\$	23
N	1900\$	9
0	1800\$	7
Р	1000\$	8
Q	300\$	3
R	500\$	5

Section 3. Risk Management

Based on project-specific methods, describe how risks will be analyzed to establish the project exposure for each risk and to determine which risks are the most important ones to address.

Risk Description	Probability	Impact	Strategy
Cost Estimates Unrealistic	Low	High	Included in the project plan, subject to amendment as new details regarding project scope are revealed
Time Estimates Unrealistic	low	High	
Team Size	low	Low	
Project Scope Creep	High	High	Defined in the project plan, reviewed by Project Manager and Steering Committee to prevent scope creep
Team Members Unknowledgeable of Business	High	High	
Available documentation	Low	Low	
Narrow Knowledge Level of Users	High	Low	
Data privacy and security	low	High	important to have clear policies in place for how data will be collected, used, and shared, and to obtain informed consent from all users
Bias in the data	High	High	Machine learning and deep learning algorithms are only as good as the data they are trained on. If the data contains biases or reflects inequalities in society, these biases can be perpetuated by the algorithm. It's important to carefully select the data used to train the algorithm and to evaluate the results to ensure they are fair and unbiased.

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Section 4. Appendices

Attach the required deliverables and any other relevant information.

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Analysis

School system

Interviewee's Name: Noha Emad Date: 10/5/2023

Position: Manager Time: 3:0:0:pm

Position Location: Office Interviewer: Mohammed

Interview Questions

1. What is the Kind of platform

Answer

- (a) Website
- (b) Desktop application

2. Give Me a description of this system.

Answer

♦ The student can learn at home by login into the website or desktop application and watching the recorded lectures and reacting with the instructor and doing exercises and quizzes.

3. What is the student data?

Answer

♦ Email, username, password, sex, name, age, GPA, mobile number

4. What is the teacher data?

Answer

 Email, username, password, gender, name, age, mobile number, department

5. What is the kind of user?

Student, teacher

Can you describe the most complex work you've done with these tools in the past?

Answer

♦ Make the largest database in the school system.

6. What are your expectations of the new system?

Answer

- ♦ I expect this system will succeed and spreads all over the world.
- 7. Can you describe how the e-learning system incorporates deep learning algorithms to generate personalized student quizzes and assessments?

Answer:

Yes, the e-learning system uses deep learning algorithms to analyze each student's learning progress and generate personalized quizzes and assessments that are tailored to their learning level and needs. The system uses a neural network architecture to identify patterns in the student's performance data and predict their level of mastery for each topic. Based on this analysis, the system generates quizzes and assessments that are appropriate for the student's learning level and provide opportunities for further learning and skill development

<u>Report</u>

The requirements that were obtained from this interview are:

- 1-system will be a website and desktop application
- 2- the system needs the attributes of students and instructors
- 3- this system will be used by teachers, students
- 4-use deep learning algorithms to make aschool system
- 5-description of the graphic user interface to the project

Questionaries

What the survey is about:

This survey shows how upper secondary education is provided. The questionnaire asks for information about:

- The educational programs offered at your school site.
- The school's resources.
- · Teachers.
- The use of information technology and the obstacles in this area.

Is your school public or private?

Public schoolPrivate school

About what percentage of your total funding for a typical school year comes from the following sources?

a. Government (includes departments, local, regional, state, and national) %

b. Student fees or school charges paid by parents %

c. Benefactors, donations, bequests, sponsorships, parent fundraising %

d. Other

Total 100 %

How many students were enrolled in your school?

4. Which of the following best describes the area in which your school is located?

. A (fewer than 3 000 people)

A (3 000 to about 15 000 people)

A (15 000 to about 100 000 people)

A (100 000 to about 1 000 000 people)

Close to the cultural/business/shopping center of a

with over 1 000 000 people

Elsewhere in a city with over 1 000 000 people

In which study areas is it difficult to hire a fully qualified teacher?

a. Mother tongue	1 Yes 2 No
b. Mathematics	1 Yes 2 No
c. foreign languages	1 Yes 2 No
d. social studies	1 Yes 2 No
e. Sciences	1 Yes 2 No
k. Other	1Yes 2 No

how often does your school group students using the following methods?

- a. Students are grouped more or less at random
- b. Students are grouped according to similar ability levels
- c. Students are grouped so that classes contain a mixture of ability levels
- d. Students are assigned according to the special expertise of teachers

Functional requirements

- Admin should be able to add, update and delete courses.
- Admin should be able to add, update and delete users.
- ❖ Admin should be able to manage the schedules of sources.
- Instructor should be able to upload and download the assignments.
- The students should be able to download the assignments.
- The students should be able to take the exam and then they can see the result.

Non-functional requirements

- Performance requirements
- System should be compactable with all modern browsers.
- System should respond to the operation message within 5sec
- Appearance
- The system must handle safe login and logout through the session.

Feasibility study

Benefit per year = 35000\$.

One time cost = 33000\$.

Recurring cost per year = 1000\$

Discount rate = 20%.

$$PV_n = Y \times \frac{1}{(1+i)^n}$$

		•
0	$PV_b = 0$	PV _c = 33000\$
1	PV _b = 29166\$	PV _c = 833\$
2	PV _b = 24305\$	PV _c = 695\$
3	PV _b = 20254\$	PV _c = 578\$
4	PV _b = 16878\$	PV _c = 482\$
5	PV _b = 14065\$	PV _c = 401\$

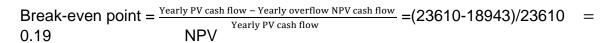
0	$NPV_b = 0$	NPV _c = 33000\$
1	NPV _b = 29166\$	NPV _c = 33833\$
2	NPV _b = 53471 \$	NPV _c = 34528\$
3	NPV _b = 73725\$	NPV _c = 35106\$
4	NPV _b = 90603\$	NPV _c = 35588\$
5	NPV _b = 104668\$	NPV _c = 35989\$

N	Yearly PV cash flow

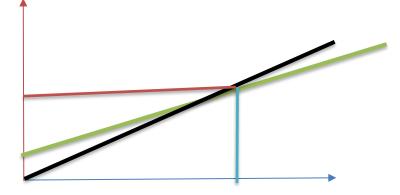
UTPA

0	-33000
1	28333
2	23610
3	19676
4	16396
5	13664

N	Yearly overflow NPV cash flow
0	-33000
1	-4667
2	18943
3	38619
4	55015
5	68679

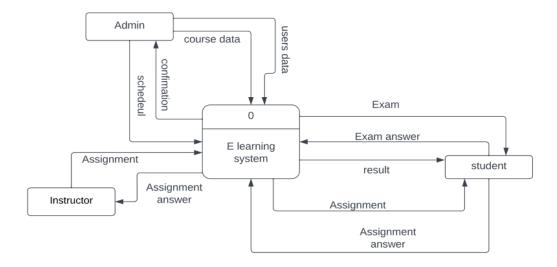


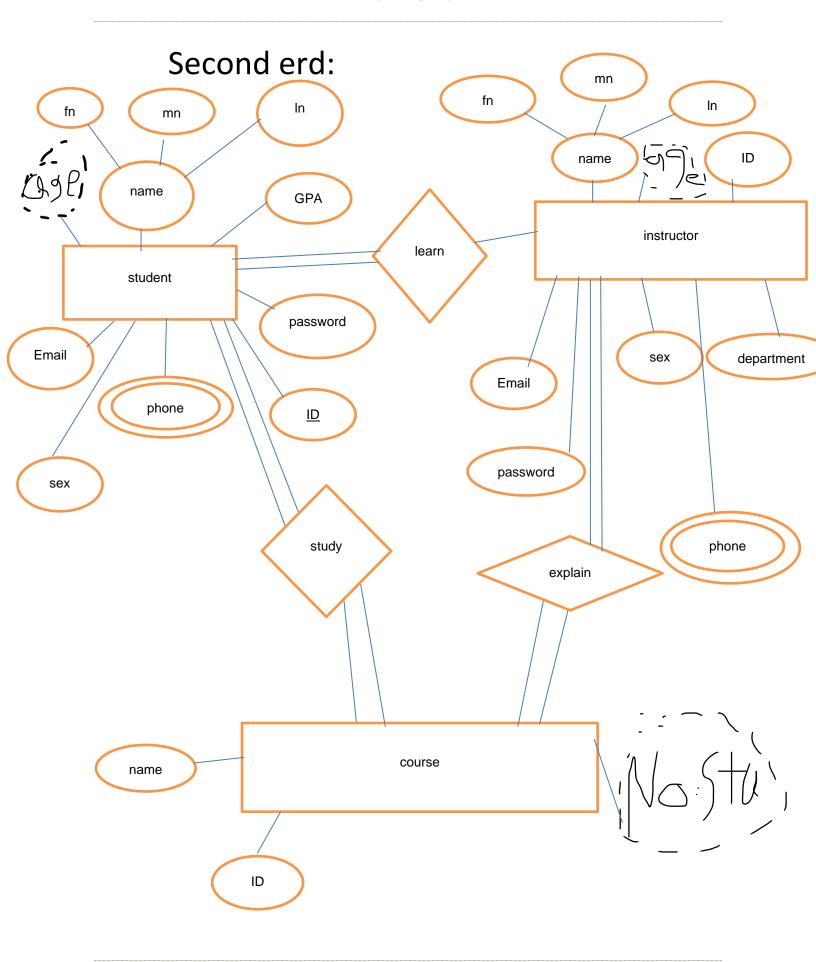
Break-even point at 2.19



Design

First context diagram:





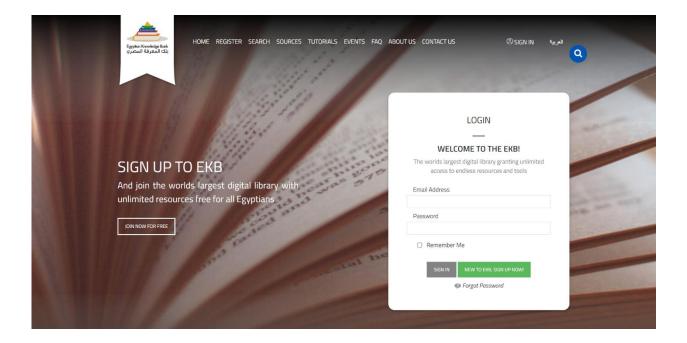
UTPA

Third GUI:

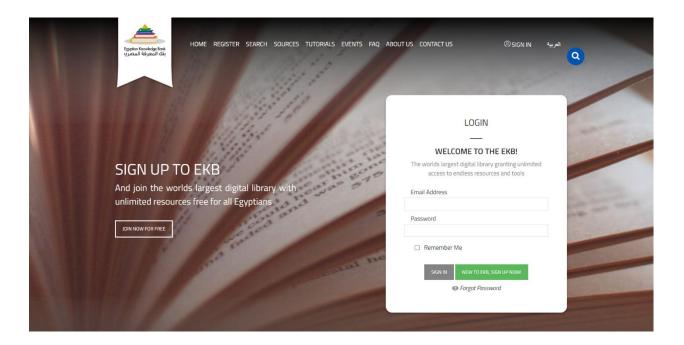
screen in the system



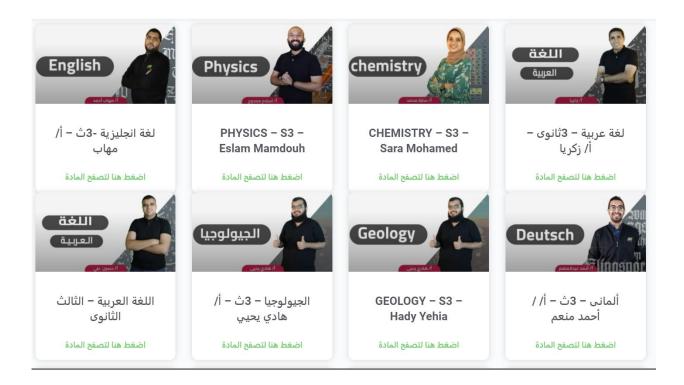
Register screen for students:



Register screen for teacher:



Teacher screen:



Teacher evaluation screen:

Teacher Evaluation

Teacher's name:	Your name:		
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1 = rarely 2 = once in a while 3 = sometimes

1	Teacher is prepared for class.	1	2	3	
2	Teacher knows his/her subject.	1	2	3	
3	Teacher is organized and neat.	1	2	3	
4	Teacher plans class time and assignments that help students to problem solve and think critically. Teacher provides activities that make subject matter meaningful.				
5	Teacher is flexible in accommodating for individual student needs.				
6	Teacher is clear in giving directions and on explaining what is expected on assignments and tests.				
7	Teacher allows you to be active in the classroom learning environment.				
8	Teacher manages the time well.	1	2	3	
9	Teacher returns homework in a timely manner.	1	2	3	
10	Teacher has clear classroom procedures so students don't waste time.	1	2	3	
11	Teacher grades fairly.	1	2	3	
12	I have learned a lot from this teacher about this subject.	1	2	3	
13	Teacher gives me good feedback on homework and projects so that I can improve.				
14	Teacher is creative in developing activities and lessons.	1	2	3	
15	Teacher encourages students to speak up and be active in the class.	1	2	3	

Course screen evaluation:

472

Brauneis, Shane

☐ Copyright Law (472-12)

COURSE EVALUATION MANAGEMENT Semester Spring 2021 V **Template Options Accessibility Options** Release Options Template Start Date □ Release To Instructor UPDATE SELECTED ☐ Release To All Instructors Supplemental -- None --Due Date 1/18/2021 No □ Release To Students ■ Enable ? No v ☐ Select All Configuration View 🗸 Enabled? ^ Instr Course ID Instructor Start Date Due Date ☐ Adjudicatory Criminal Pro. (362-10) 362 Lee, Pat Default NA 05/18/2021 05/26/2021 Y ☐ Administrative Law (400-11) Glicksman, Shane Default 05/18/2021 05/26/2021 Y 400 NA ☐ Administrative Law (400-12) Default 05/18/2021 05/26/2021 Y 400 Pierce, Jr., Shane NA ☐ Advanced Evidence (679-20) Gilligan, Chris 05/18/2021 05/26/2021 Y ☐ Agency and Partnership (294-20) 294 Wyrsch, Shane Default NA 05/18/2021 05/26/2021 Y N ☐ Copyright Law (472-11) 472 NA 05/18/2021 05/26/2021 Y Brauneis, Shane Default Ν

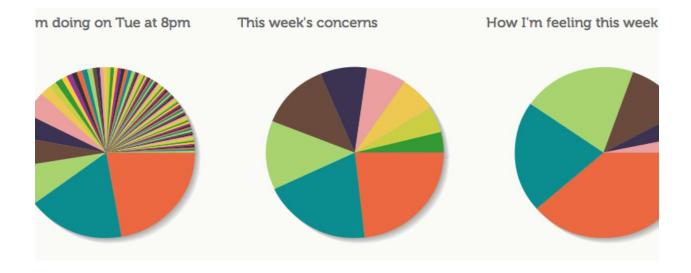
Default NA

05/18/2021 05/26/2021 Y

N

N

Analysis screen:



Classroom screen:



WEEKLY SCHEDULE

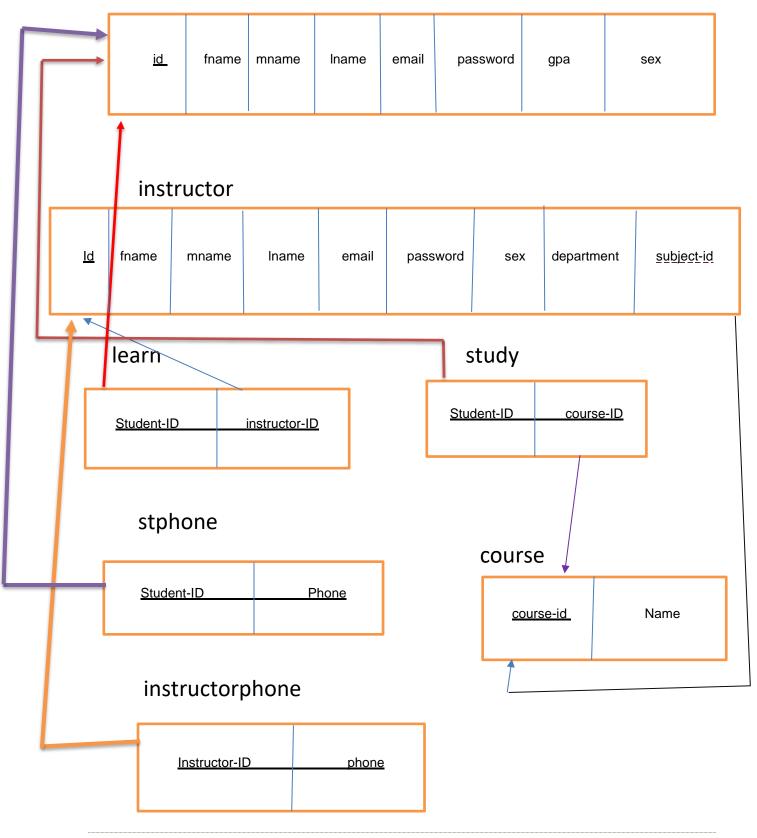
1222 Hopewell Ave. (Route 52) in Fishkill www.blazindancefitness.com (845) 629-5974

	1					(010) 020 0014
SUNDAYS	MONDAYS	TUESDAYS	WEDNESDAYS	THURSDAYS	FRIDAY S	SATURDAYS
ZUMBA/ZUMBA TONING Combo Class (Kim) 10:15-11:30am 1st Sunday of every month only!!	ZUMBA GOLD - TONING (weights optional) (Elvira) 9:30-10:15am			ZUMBA GOLD - TONING (weights optional) (Elvira) 9:30-10:15am		PiYo (Kerri) 8:45 – 9:30am
PiYo (Lisa) 9:15 - 10am Every Sunday EXCEPT the 1st of the month						YOGA (Taura) 9:45am-10:45am
Turbo Kick (Lisa) 10:15 - 11am Every Sunday EXCEPT the 1st of the month!	ZUMBA GOLD-TONING (weights optional) (Elvira) 5:30 - 6:15pm	ZUMBA TONING (with weights) (Kim) 6:30 – 7:15pm	ZUMBA GOLD-TONING (weights optional) (Elvira) 5:30-6:15pm	ZUMBA TONING (with weights) (Kim) 6:30 – 7:15pm		
	COUNTRY HEAT (Janice) 6:30 - 7:15pm	ZUMBA (Kim) 7:30-8:30pm	YOGA (Taura) 6:25-7:20pm	ZUMBA (Kim) 7:30-8:30pm		

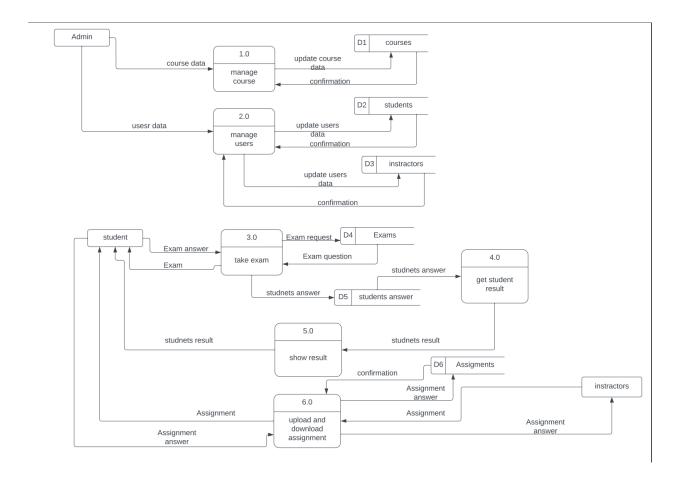
Exam screen:



Fourth mapping result: student



fifth DFD:



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