**V. Design**

Our application comprises the following buttons on the main screen:

**University, Student, Faculty, Department & Employer**

* On clicking the **University button**, university related functionalities as mentioned in the entities section, gets called. The Final Performance metrics button will be placed in the university dashboard to view the various performance measures taken into consideration to calculate the metrics. The University can manage different departments and finance information.
* On clicking the **Student button**, students can login to the system, register for courses, track courses, track progress & grades and also apply for jobs on the job portal. Students will have to give feedback for the courses opted and its corresponding professors. Based on these feedback, the performance ratings will be calculated.
* On clicking the **Faculty button**, faculty logs into the system, manages his/her courses, syllabus & faculty schedule per semester. They can also view the list of students in their class for that semester. Faculty can give feedback to students based on student’s performance as well.
* On clicking the **Department button**, the department gets to manage students, faculty, and courses offered. Department sends invites to students, alumni and employers to get feedback.
* On clicking the **Employer button**, employers can login into the Job Portal panel and give relevant feedback to the department about the students and their performances in the interviews. Also, employers can manage a job posting page that appears on the job portal and is constantly updated based on the trend in Technology.

**Basic methods() that can be implemented in our System are -**

1. selectCourse()
2. selectFaculty()
3. giveFeedback()
4. getEnrolled()
5. calculateGPA()
6. applyJob()
7. getJobList()
8. getJobCount()
9. calculateTotalFeedback()
10. calculateJobCountMetrics()
11. calculateFeedbackMetrics()

**VI. Object Model Diagram**

The object model shows different objects interacting with each other. Various objects are connected with each other to get the desired functionality and to generate the required information. Please refer to the below diagram for our solution -

