Project Report On Attendance Taker Application

Submitted By Miss. Urvi Girish Dedhia

Under the guidance of Mr. Maunash Jani

Submitted in partial fulfillment of the requirement for qualifying T.Y.B.Sc. Computer Science Semester V Examination 2020

DEPARTMENT OF COMPUTER SCIENCE KISHINCHAND CHELLARAM COLLEGE Churchgate, Mumbai – 400 020



KISHINCHAND CHELLARAM COLLEGE

Churchgate, Mumbai-400 020



CERTIFICATE

This is to certify that Ms. / Mr. URVI GIRISH DEDHIA
Seat no. 12 of T.Y.B.Sc. Computer Science has completed his /
her Windows based / Web based / Android based project entitled
Attendance Taker Application in partial fulfillment of the degree
of $\textbf{B.Sc.}$ in Computer Science for Semester V under the University of
Mumbai for the academic year 2020-2021.
It is further certified that this project had not been submitted for any other
examination and does not form part of any other course undergone by the
candidate.
Project Guide Coordinator
Date Examined By

ACKNOWLEDGEMENT

I take this opportunity to express my gratitude to the people who have been instrumental in the successful completion of this project.

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PRELIMINARY INVESTIGATION

DESCRIPTION OF CURRENT SYSTEM

- 1. In College or any other sector, the attendance is taken manually by checking the name of every member and marking them if they are present.
- 2. Most of the colleges use a register book for attendance and they store the stack of these books for records.
- 3. The other alternative way is to ask every student to sign against their name and then the respective teacher register the attendance in an organized sheet.
- 4. The available attendance taker application for mobile devices still demands the need to mark the attendance manually.

LIMITATION OF CURRENT SYSTEM

- 1. The current system uses a stack of papers and the work is done manually which is time consuming.
- 2. It may happen that the teachers may miss to mark the attendance to any of the students or any student may be able to mark proxy attendance of their classmates.
- 3. It also follows heavy workloads and the risk of managing and organizing is exhausting.
- 4. It is difficult for one to carry the register book; hence cannot use it at any time of day.

DESCRIPTION OF PROPOSED SYSTEM

- 1. The Attendance Taker Android Application creates an account for teachers to store their attendance record on cloud.
- 2. The user i.e. the teacher is able to create or delete a class, add a list of subjects taken in that class by that teacher, add or remove students, provide additional information about students.
- 3. It shows the list of classes, list of subjects, list of students of the particular class and their past attendance records.
- 4. The application provides the statistical analysis and graphs to understand the performance of each student.
- 5. It is flexible as the user is able to use the application, take the attendance or analyze the attendance records of any student anytime.

LIMITATION OF PROPOSED SYSTEM

- 1. The application does not provide the facility to read the excel sheet of the already taken records other than the app, hence cannot store the previous attendance records in any other format.
- 2. It does not provide the feature to convert the list of class, members or past attendance in any excel sheet form. Hence there is no way to retrieve the data in any other format.

REQUIREMENT SPECIFICATION

HARDWARE REQUIREMENTS

- 1. 64-bit Environment
- 2. 250 GB free disk space
- 3. Memory 8 GB RAM
- 4. Internet Connection
- 5. Android Device / Emulator of 8 GB RAM -
 - 512 SD card
 - 8 GB RAM
 - CPU/ABI: Google Play Intel Atom (x86)

SOFTWARE REQUIREMENTS

- 1. Database Firebase
 - Firebase Firestore version: 21.5.0
 - Firebase Authentication version: 19.3.2
- 2. Operating System -
 - Linux: Ubuntu LTS 18 or later version
 - Windows: Windows 10
 - Mac: MacOS 10.12+
- 3. Android Studio -
 - Version: 4.0 or later version
 - Minimum SDK version: 24
 - Target SDK version: 29
 - Minimum Gradle daemon heap size(Java): 2048MB
- 4. Android Device / Emulator -
 - Hotspot feature
 - Nougat 7.0 or later version
 - API level 24

SYSTEM ANALYSIS

EVENT LIST

- 1. Teacher -
 - Create an account
 - Add classes, subject and students
 - Take attendance and download the csv file
 - View past records of each attendance
 - Analyse the student performance
- 2. Admin The admin controls the operations on the user account.

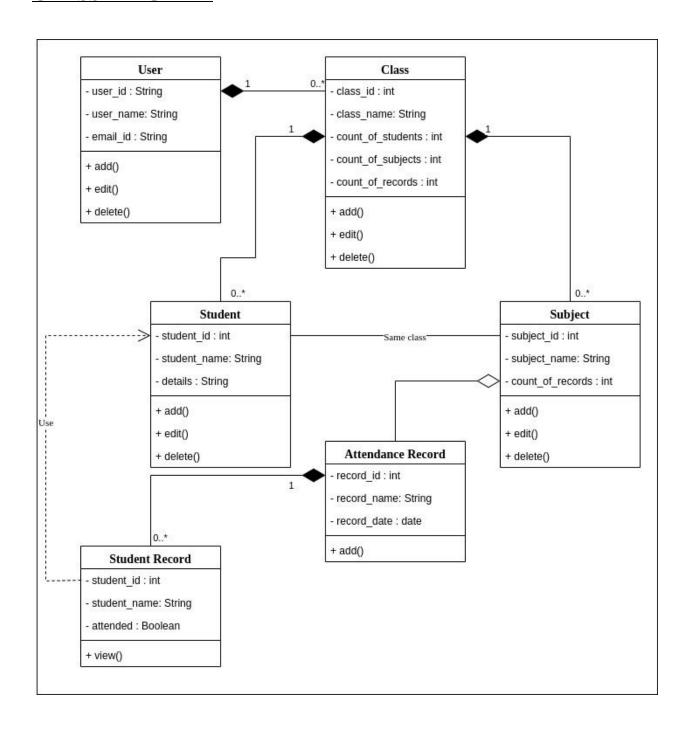
EVENT TABLE

Event	Trigger	Source	Activity	Response	Destination
User Sign-in	Add User	User	Create new user account is created		System
User Login	Login Request	User	User login to the app		
Enter new Class	Add	User	Create a new class gets added i.e. new class gets displayed on the list		System
Delete a class	Delete	User	Delete the existing class	Existing class gets deleted i.e. class list gets updated	System
Edit a class	Update	User	Update the class name	Existing class name is updated with new name	System
Enter new student	Add	User	Create new student member	New member is added	System

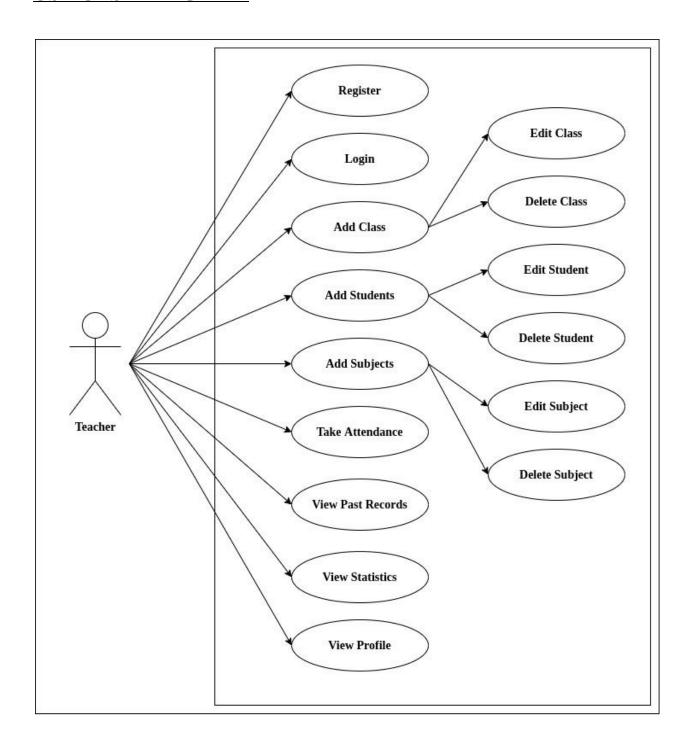
Delete a student	Delete	User	Delete the existing student	Existing member gets deleted i.e. updated student list gets displayed	System
Edit a student	Update	User	Update the name of student	Student is updated with new name	System
Enter new subject	Add	User	New subject is added		
Delete a subject	Delete	User	Existing subject is deleted	subject is subject list is	
Edit a subject	Update	User	Change the name of subject	Existing subject is displayed with new name	System
Take Attendance	Update	User	Mark and update the attendances of students	update the attendances the student is updated and	
View Past Attendance	View	User	Display the list of past attendance Display the details of the past attendance		User
View Statistical record of student	View	User	Display the statistical details of the past records	Analyze the performance based on statistical	User

			of the students	record of students	
User Logout	Remove	User	User account is logged out	User logout of the app	User

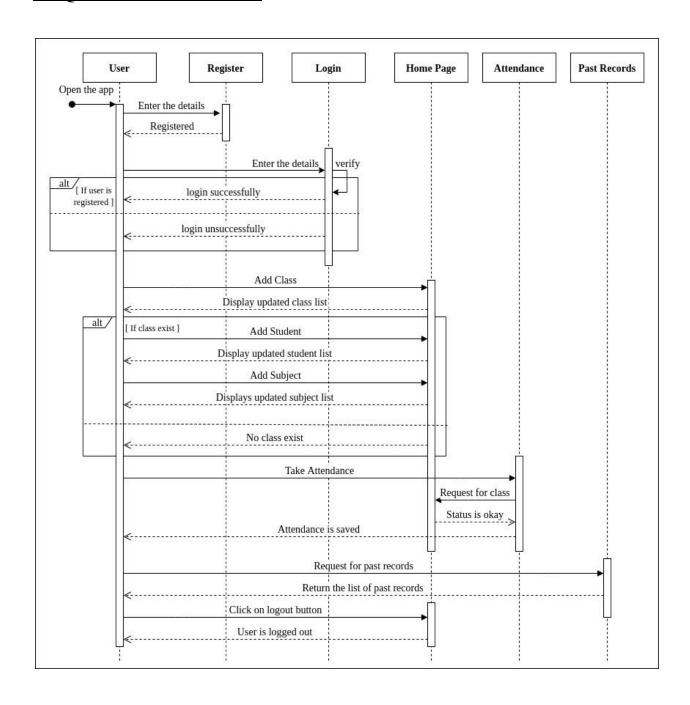
CLASS DIAGRAM



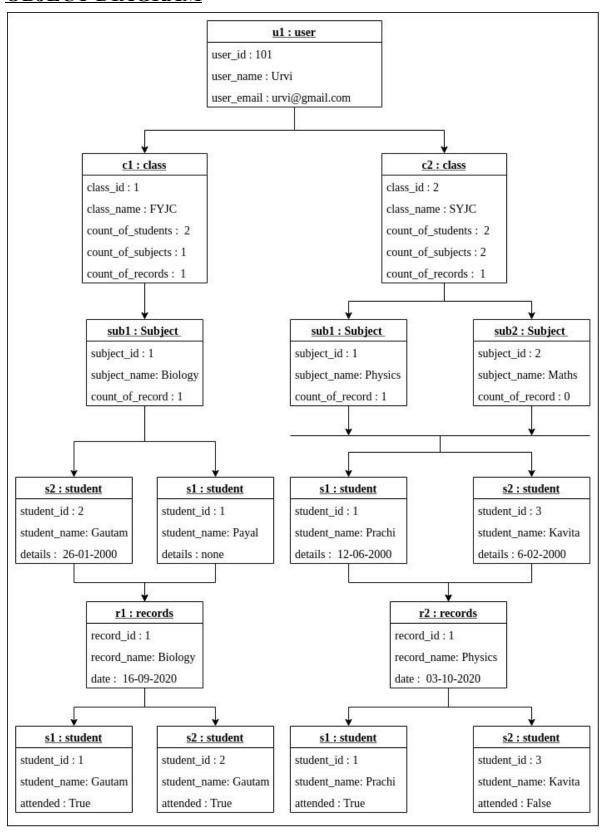
USE CASE DIAGRAM



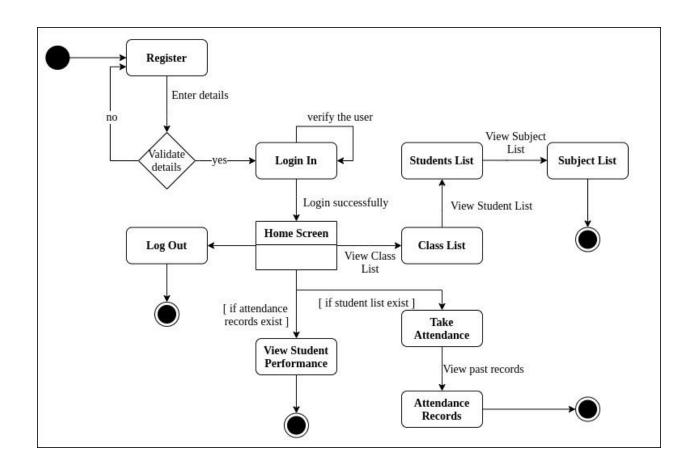
SEQUENCE DIAGRAM



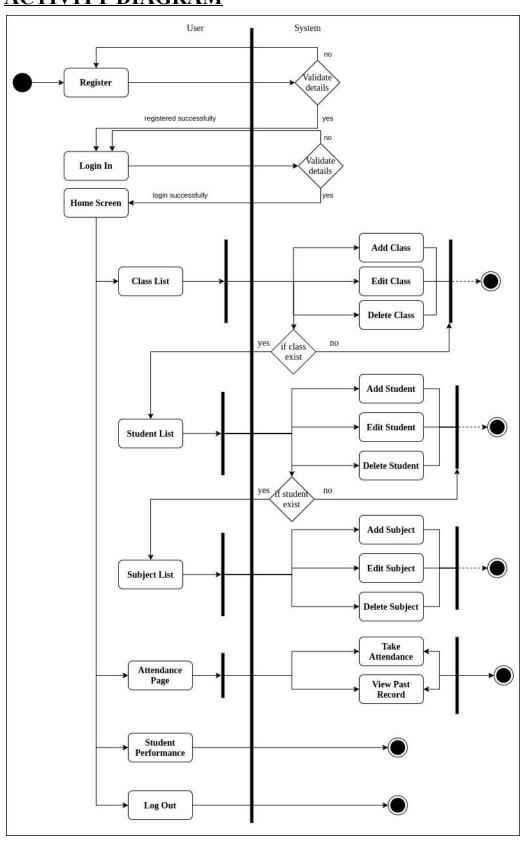
OBJECT DIAGRAM



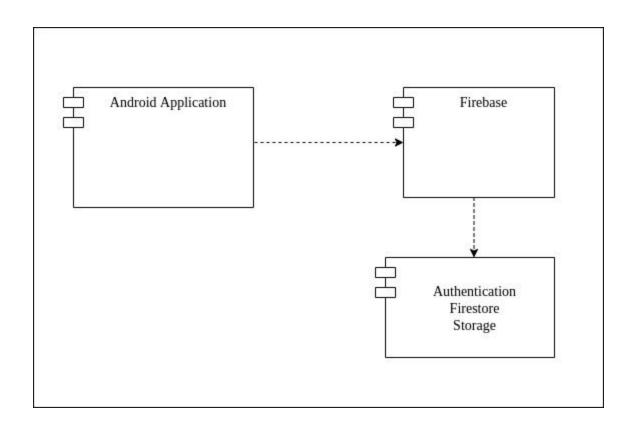
STATE CHART DIAGRAM



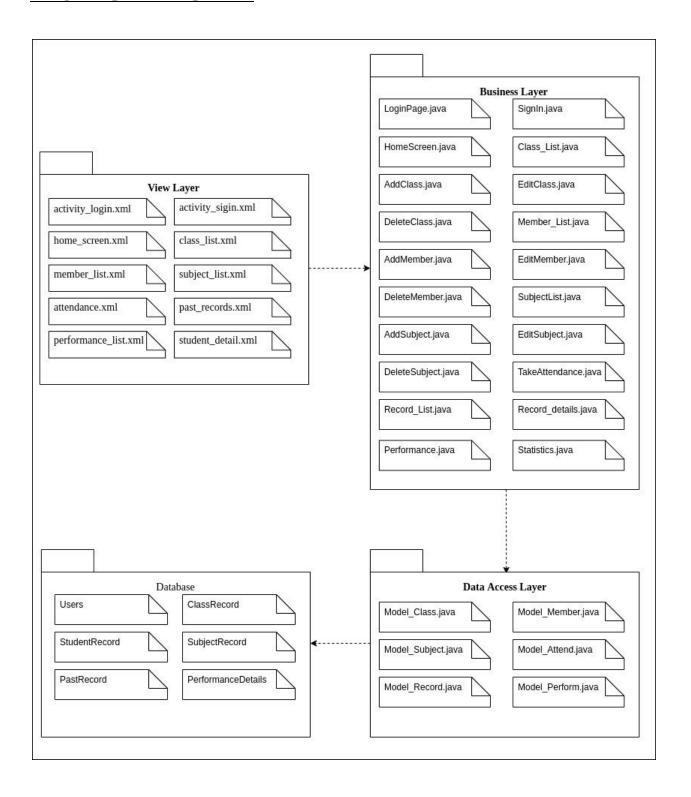
ACTIVITY DIAGRAM



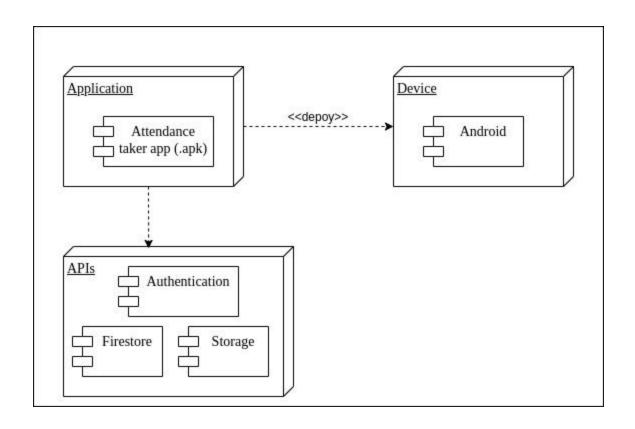
COMPONENT DIAGRAM



PACKAGE DIAGRAM



DEPLOYMENT DIAGRAM



SYSTEM CODING

VALIDATIONS

The following validations are used in the Android application -

1. Sign Up

- It checks that none of the fields are empty.
- While entering the details, username, email id and password are validated.
- It validates whether the email id is unique and username does not exist in the database.
- It checks if the password has a minimum 6 characters.

2. Login

- It checks that none of the fields are empty.
- It checks whether the given email id exists in the database.
- It verifies the password given by the user is correct or not.

3. Forget Password

- Forget password does not allow any empty fields.
- Username and email id of the user is checked against the database.

4. Add Class, Students, Subject

- All the fields must be filled.

5. Edit Class, Students, Subject

- Empty field is not accepted.

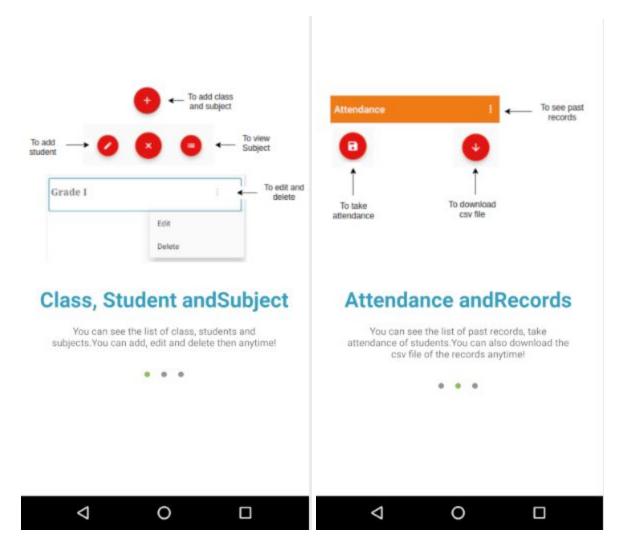
Rule Parameter		Description				
Required	No	Returns FALSE if any element is empty.				
Valid Email	No	Returns FALSE if any element contains a invalid email address.				
Valid Password	No	Returns FALSE if any element has a password less than 6 characters.				

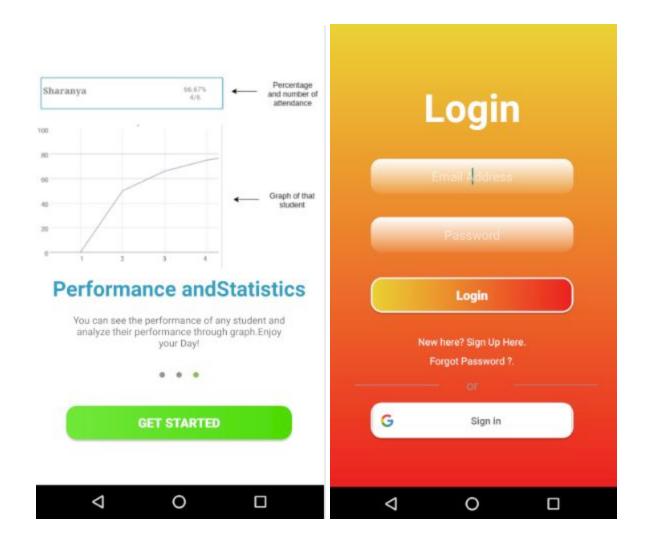
TEST CASES, TEST DATA AND TEST RESULT

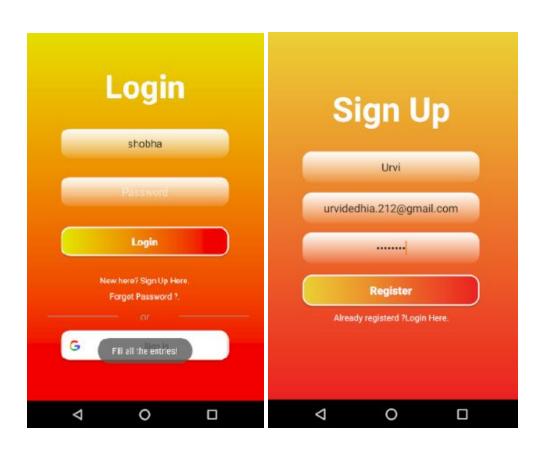
Sr no	Module Name	Form Name	Test conditi on	Step Proced ure	Input test data	Expected Output	Actual Output	Result
1.	Sign up	sign.java	Sign up button	Enter usernam e	username : abc	Enter all the fields correctly	Enter all the fields correctly	Pass
				Enter email id	Email id:	Enter a valid email id	Enter a valid email id	Pass
				Enter passwor d	Password:	Should contains minimum 6 characters	Should contains minimum 6 characters	Pass
2.	Login	login.java	Login button	Enter email id	Email id: fm@gmail. com	User with fm@gmail .com does not exist	User with fm@gmail .com does not exist	Pass
				Enter passwor d	Password: kmc	Wrong password	Wrong password	Pass
3.	Login	login.java	Google Sign in button	Select the account	Account: none	Select a gmail account	Select a gmail account	Pass
4.	Forget Passwo rd	resetpass word.java	Yess button	Enter email id	Email: fm@gmail. com	User with fm@gmail does not exist	User with fm@gmail does not exist	Pass
5.	Add Class	add_class .java	Add button	Enter class name	Class name:	Enter the class name	Enter the class name	Pass
6.	Edit Class	edit_class .java	Edit button	Enter class name	Class name:	Enter the class name	Enter the class name	Pass

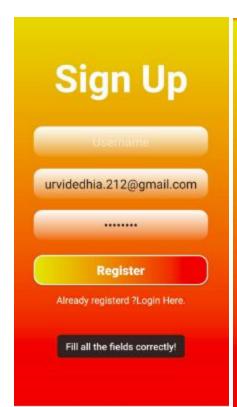
7.	Add student	add_mem ber.java	Add button	Enter student id	Student id:	Enter all the details	Enter all the details	Pass
				Enter student name	Student name:	Enter all the details	Enter all the details	Pass
				Enter student details	Student details:	Enter all the details	Enter all the details	Pass
8.	Edit student	edit_stude nt.java	Edit button	Enter student id	Student id:	Enter all the details	Enter all the details	Pass
				Enter student name	Student name:	Enter all the details	Enter all the details	Pass
				Enter student details	Student details:	Enter all the details	Enter all the details	Pass
9.	Add Subject	add_subje ct.java	Add button	Enter subject name	Subject name:	Enter the subject name	Enter the subject name	Pass
10	Edit Subject	edit_subje ct.java	Edit button	Enter subject name	Subject name:	Enter the subject name	Enter the subject name	Pass

SCREEN AND REPORT LAYOUTS



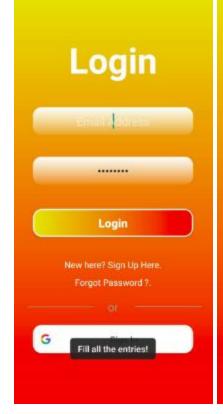






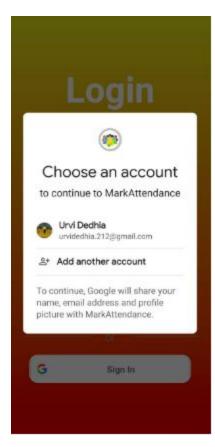


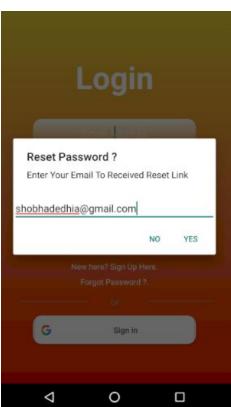


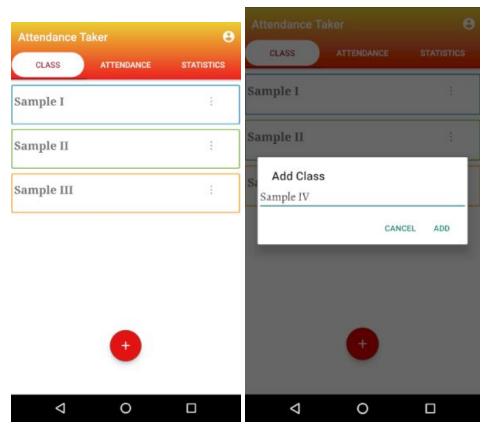


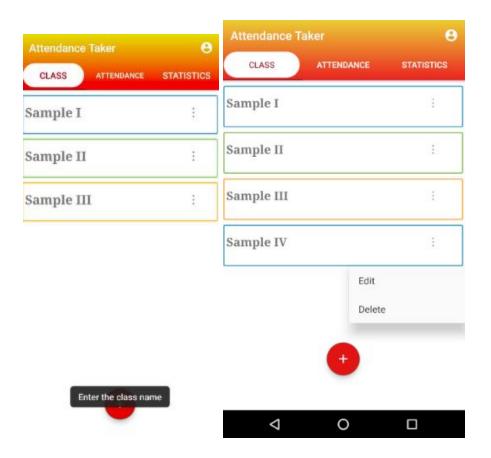


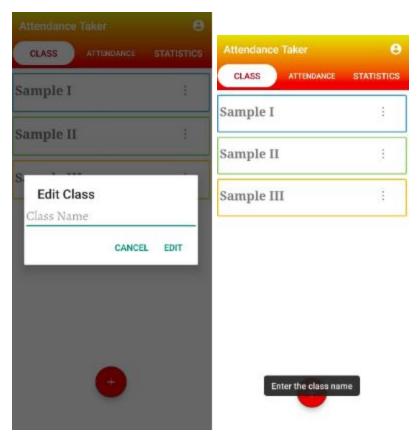


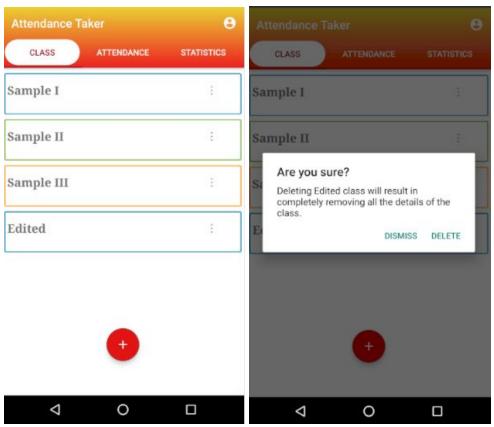


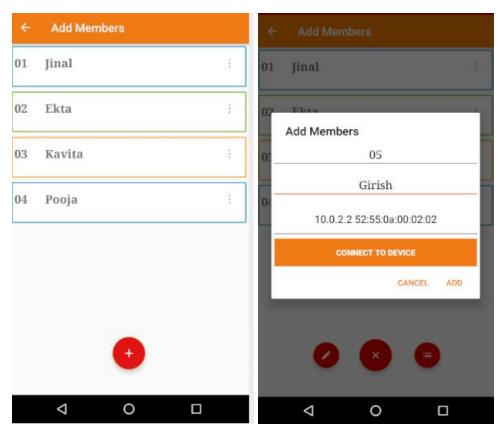


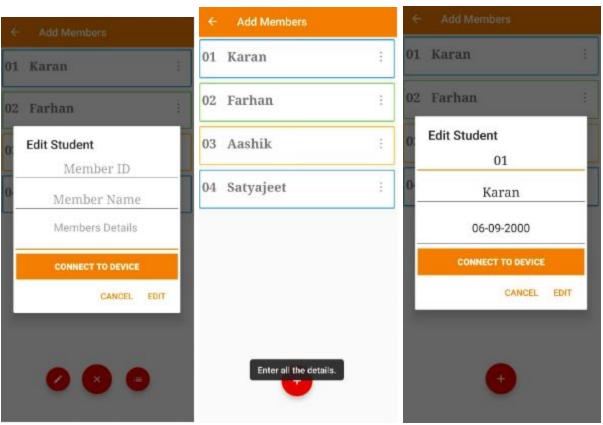


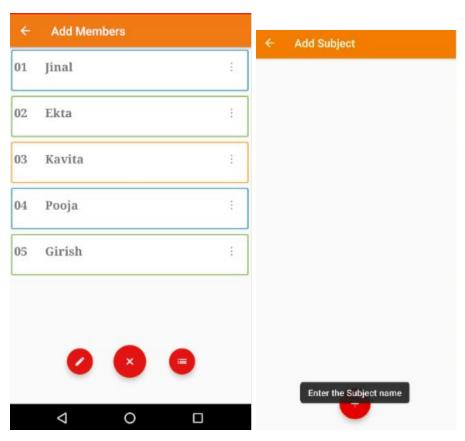


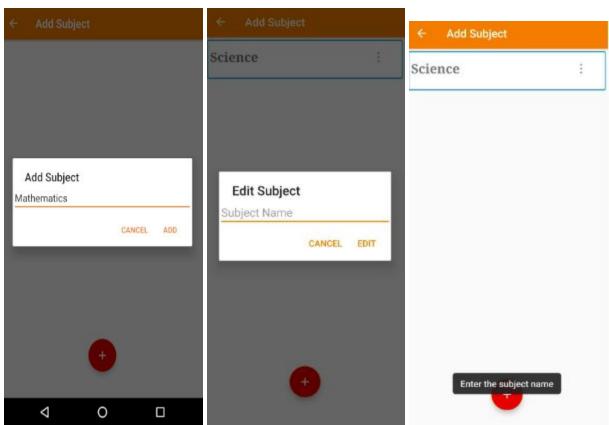


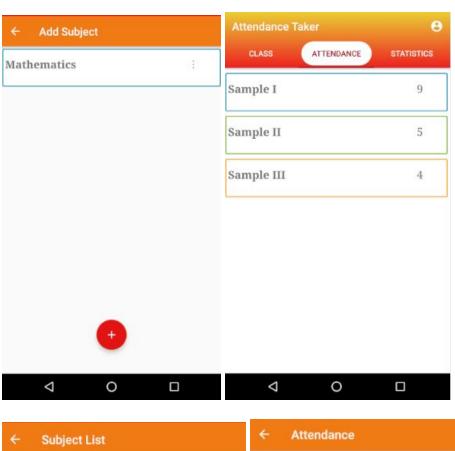


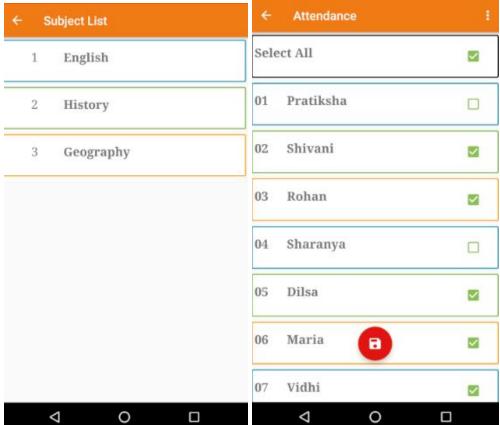


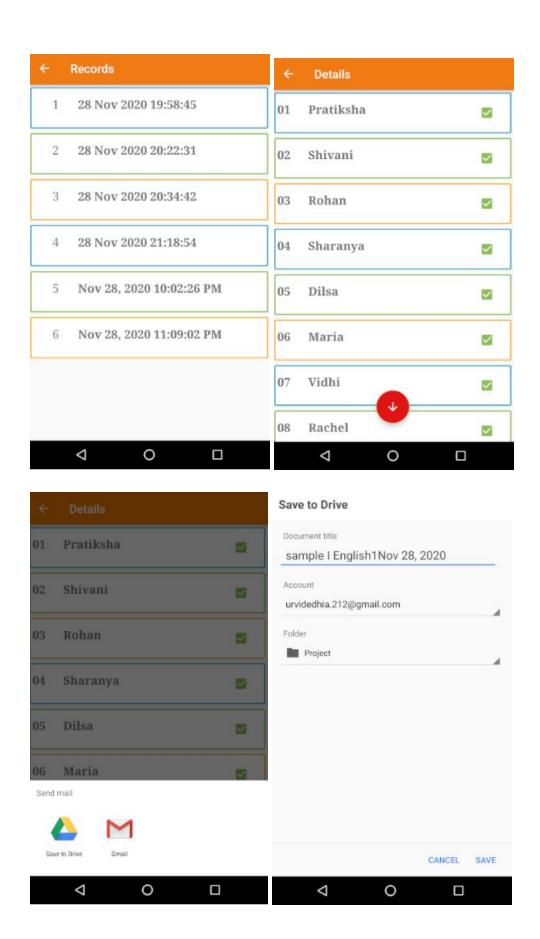














SYSTEM IMPLEMENTATION AND UPLOADING

ANDROID STUDIO

- 1. Project in Android Studio contains one or more modules with source code files and resource files. Types of modules include:
 - Android app modules
 - Library modules
 - Google App Engine modules
- 2. All the build files are visible at the top level under **Gradle Scripts** and each app module contains the following folders:
 - **manifests**: Contains the AndroidManifest.xml file.
 - java: Contains the Java source code files, including JUnit test code.
 - **res**: Contains all non-code resources, such as XML layouts, UI strings, and bitmap images.

FIREBASE

- 1. To use firebase, one needs to have a gmail account.
- 2. Connect your android project directly from IDE to firebase.
- 3. Create a new Project and select the platform (Android/iOS/Website).
- 4. Follow the steps of registration.
- 5. Connect firestore, authentication, storage sections to firebase.
- 6. Run the application to verify the integration.

PUBLISHING THE APPLICATION

- 1. The following is a high-level overview of the steps you might need to take to sign and publish a new app to Google Play:
 - Generate an upload key and keystore
 - Sign your app with your upload key
 - Opt in to Play App Signing
 - Upload your app to Google Play
 - Prepare & roll out release of your app

CONCLUSION AND FUTURE SCOPE

- 1. I have created an android application for teachers to take their attendance easily and efficiently.
- 2. The class list, student list and subject list details are stored on the cloud, hence its memory efficiency and makes it easier to track the records and details.
- 3. Attendance is taken and the file is stored on the cloud and when the teacher requires the hardcopy or .csv file of that record, they can download it anytime.
- 4. Student attendance performance is measured in percentage wise, also the number of attended lectures out of total attendance is displayed.
- 5. For better understanding of the performance, graphs are used in the application.

FUTURE ENHANCEMENT

- 1. Soon Admin Application will be developed to directly interact with users and databases.
- 2. In future this application will be used at the college level, where the account must be created as college and teachers under that account shall take attendance.
- 3. It will be set to make this application also available for iOS based phones and will be operated on a website.

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- 6. https://medium.com
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- 10.https://www.youtube.com/watch?v=VDAwbgHoYEA&list=PLgqDEp0rc2fj dhm33sZ4IRWk3B2U4d7Hp&index=12&t=110s