Logo

Description automatically generated**College of Computing and Informatics**

**Computer Science Department**

**University of Sharjah**

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**Face recognition-based attendance system for primary school and kindergarten kids**

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| Task | Status | Progress% | notes | name |
| Frontend Interface | Completed | 100% | Includes splash, login\signup pages only | Reema Alharbi |
| Splash page | Completed | 100% | - | Reema Alharbi |
| Login\Signup Page | Completed | 100% | - | Reema Alharbi |
| Credits Page | In Progress | 50% | - | Reema Alharbi |

User Interface

User Interface Design for any application should be very simple. We should have only a few clicks or navigation among the features when using the application to avoid hassle. In this application, there are two main screens, the Login and Home screens. The login page is the first page which appears when the user uses the application. In that page, if he is a new user, he can sign up or if he is an existing user, he can login with the credentials.

If the user wants to use the RKM application, they must download the application from the play store, install and register it by providing login information. Once, they registers the registered information is stored on the server and can be validated, checking the valid credentials for the next time they login with the application.

The next screen is the homepage where the users can select features and use the app. The homepage is going to be developed in the next progress of the project.

Languages used:

* React Native was mainly used for creating the frontend of the project, the language is flexible enough to maintain code complexity, test, implementation, integration and support.
* Javascript
* Node.js

IDE’s, Tools and Technologies:

* Android Studio: It consists of all Android SDK tools to design, develop, maintain, test, debug and publish our app.
* Android Software Development Kit (SDK)
* SDK Manager: It is one of the main tools to maintain the updates of all the installed components required to run the project. It also notifies us when the project is not compatible with device or any other compatibility issues and to download any component that is required.
* Visual studio code
* Java SE Development Kit (JDK)
* Expo Cli quickstart
* NPM Package manager
* Node.js 12
* Android Virtual Devices (AVDs)
* Metro bundler

Screenshots of the mobile application