Marathwada Mitra mandal's

COLLEGE OF ENGINEERING

Karvenagar, Pune

An Autonomous Institute

Presentation

On

USER FRIENDLY & IMPACTFUL ACADEMIC ENVIRONMENT

Group Information

Sr.No	Prn No	Name of students
1	B24IT1083	RADHIKA SURYATAL
2	B24IT1081	RUTUJA GHODEKAR
3	B24IT1100	SAI MALI
4	B24IT1063	SANKET GHODKE

Outline:

A. Introduction
B. Research
C. Analysis
D. Ideate
E. Build
F. Test
G. Implement
H. Links
I. reference

A. Introduction

- **Purpose**:

To create a user-friendly &impactful academic environment through visual & graphical demonstration.

- **Overview**:

The project focuses on re-envisioning learning methodologies to move away from rote memorization.

- **Key Themes**:

Interactive Learning: Engaging students with animated lessons and gamified activities.
Customization: Providing educators with tools to tailor lessons to their specific requirements.

B.RESEARCH—

Key Challenges Identified:

1. Traditional teaching methods lack interactivity and engagement.

2. Manual student management is time-consuming and error-prone.

3. Lack of personalized feedback for students on performance and attendance.

Trends and Solutions:

1. Digital tools are increasingly being integrated into classrooms.

2. 2. Programming languages like C are used to create management systems that simplify tasks.

3. 3. Incorporating animations and visual aids enhances student understanding.

Existing Tools:

1. 1. Student Management Systems: Help manage data but often lack interactive interfaces.

2. 2. Animation Libraries: Focus on delivering visual content to support better understanding.

C.ANALYSIS--

Strengths of the Proposed System:

Simplifies student data management.Provides real-time calculations for grades.Displays announcements effectively for better communication.

Weaknesses to Address:

Limited interactivity in the current system.May require a learning curve for educators unfamiliar with digital tools.

Opportunities:

Scalability to include features like attendance tracking and performance analytics.Integration with online learning platforms for remote accessibility.

Threats:

Resistance to change from traditional systems.

Dependence on hardware and software availability

D.IDEATE-

1. Interactive Features: Incorporate visual aids like pie charts for attendance or performance trends.
2. Automation: Add features to calculate grades automatically or send notifications.
3. Gamification: Include fun quizzes or reward systems to motivate students.
4. Customization: Allow teachers to adapt the system for different subjects or courses.

E. BUILD-

Code Functionality Overview:

Add Student: Inputs essential data like name, roll number, marks, and attendance.View Students: Displays student records with details in a readable format.

Calculate Grades: Automatically determines grades based on marks, providing feedback to students.

Show Announcements: Displays important academic updates like exam dates and assignment deadlines.

Technologies Used:

C Language: Efficient for creating lightweight systems.

Standard Libraries: For input/output operations and memory management.

F. TEST-

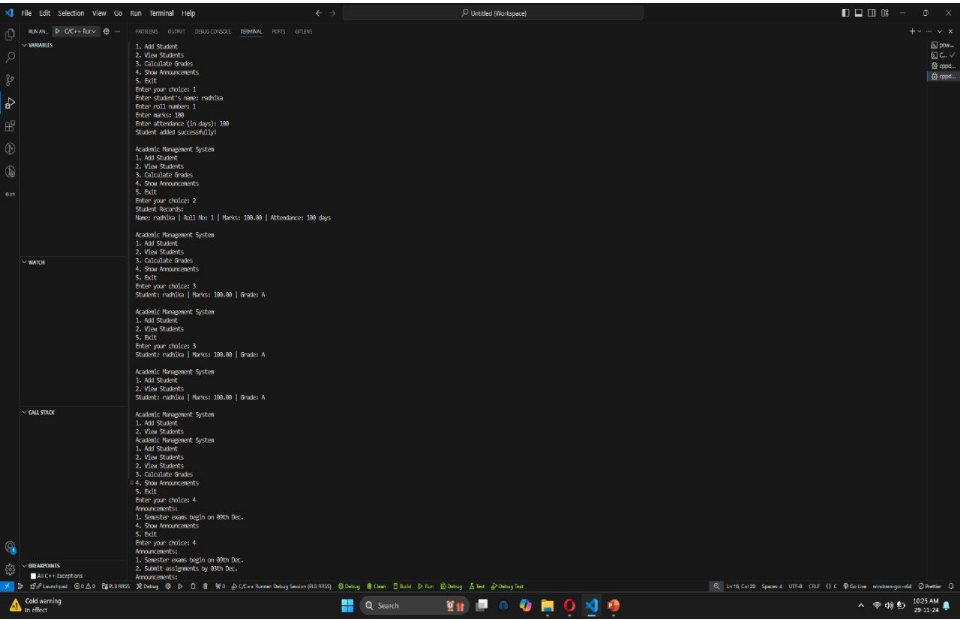
1. Functional Testing:
Verify if student details are stored and displayed correctly.
Check the accuracy of grade calculation.

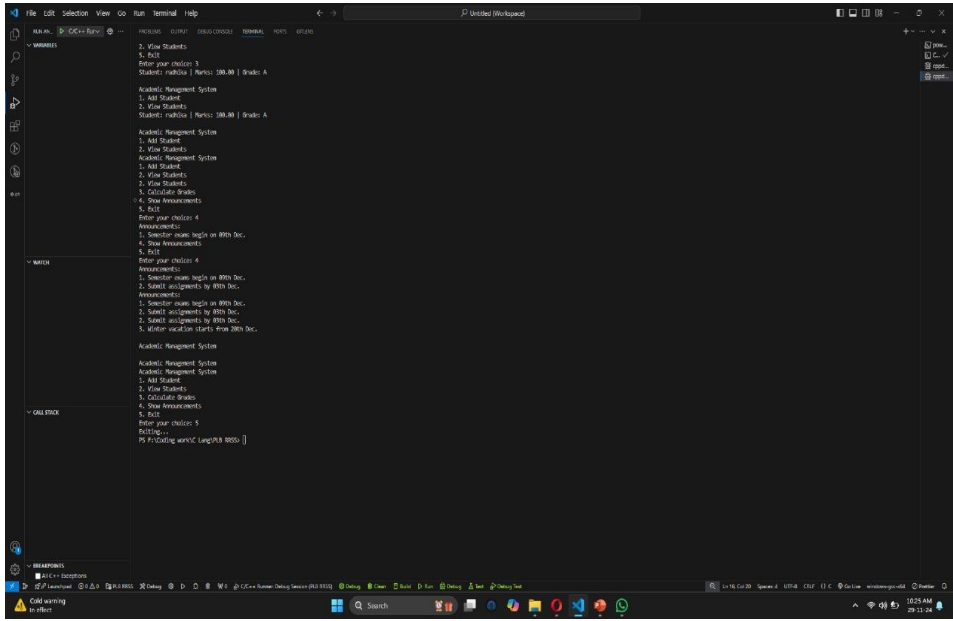
2. Usability Testing:
Ensure the menu is intuitive for users with minimal technical knowledge.
Validate that error messages guide users effectively (e.g., invalid input).

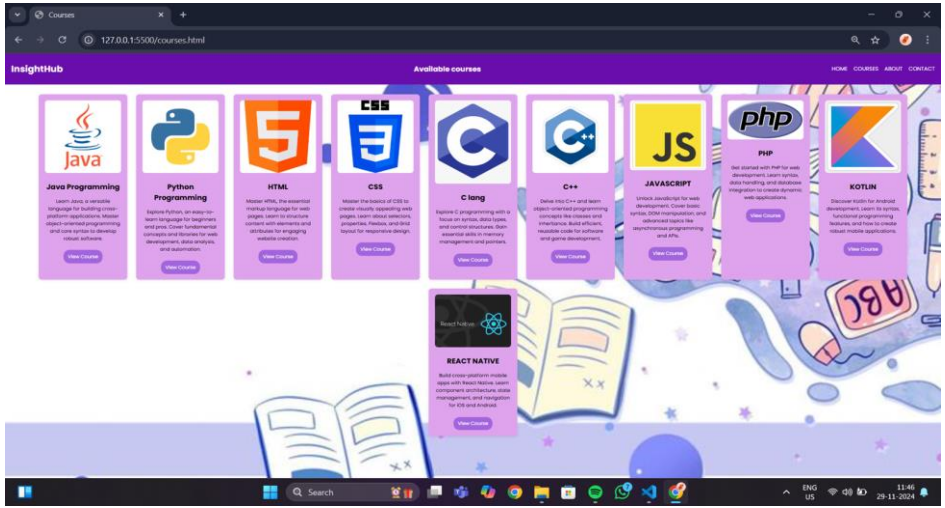
3. Stress Testing:
Test the system with the maximum number of students to ensure stability.

Sample Output:
Input a student with specific marks, verify if the grade matches expectations.
Add 100 students to confirm that the system handles the data without crashes.

G. IMPLEMENT-


1. Add Student
2. View Students
3. Calculate Grades
4. Show Announcements
5. Exit
Enter your choice: 1
Enter student's name: radhika
Enter roll number: 1
Enter marks: 100
Enter attendance (in days): 100
Student added successfully!
Academic Management System
1. Add Student
2. View Students
3. Calculate Grades
4. Show Announcements
5. Exit
Enter your choice: 2
Student Records:
Name: radhika | Roll No: 1 | Marks: 100.00 | Attendance: 100 days
Academic Management System
1. Add Student
2. View Students
3. Calculate Grades
4. Show Announcements
5. Exit
Enter your choice: 3
Student: radhika | Marks: 100.00 | Grade: A
Academic Management System
1. Add Student
2. View Students
5. Exit
Enter your choice: 3
Student: radhika | Marks: 100.00 | Grade: A
Academic Management System
1. Add Student
2. View Students
Student: radhika | Marks: 100.00 | Grade: A
Academic Management System
1. Add Student
2. View Students
Academic Management System
1. Add Student
2. View Students
3. Calculate Grades
4. Show Announcements
5. Exit
Enter your choice: 4
Announcements:
1. Semester exams begin on 09th Dec.
4. Show Announcements
5. Exit
Enter your choice: 4
Announcements:
1. Semester exams begin on 09th Dec.
2. Submit assignments by 07th Dec.
Announcements:


2. View Students
5. Exit
Enter your choice: 3
Student: radhika | Marks: 100.00 | Grade: A
Academic Management System
1. Add Student
2. View Students
Student: radhika | Marks: 100.00 | Grade: A
Academic Management System
1. Add Student
2. View Students
Academic Management System
1. Add Student
2. View Students
3. Calculate Grades
4. Show Announcements
5. Exit
Enter your choice: 4
Announcements:
1. Semester exams begin on 09th Dec.
4. Show Announcements
5. Exit
Enter your choice: 4
Announcements:
1. Semester exams begin on 09th Dec.
2. Submit assignments by 07th Dec.
Announcements:
1. Semester exams begin on 09th Dec.
2. Submit assignments by 07th Dec.
3. Submit assignments by 07th Dec.
3. Winter vacation starts from 20th Dec.
Academic Management System
Academic Management System
Academic Management System
1. Add Student
2. View Students
3. Calculate Grades
4. Show Announcements
5. Exit
Enter your choice: 5
Exiting...
PS F:\Coding work\C Lang\PLB RRSS>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HTML
Master HTML, the essential markup language for web pages. Learn to structure content with elements and attributes for engaging website creation.
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Master the basics of CSS to create visually appealing web pages. Learn about selectors, properties, flexbox, and grid layout for responsive design.
View Course
C lang
Explore C programming with a focus on syntax, data types, and control structures. Gain essential skills in memory management and pointers.
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C++
Delve into C++ and learn object-oriented programming concepts like classes and inheritance. Build efficient, reusable code for software and game development.
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Unlock JavaScript for web development. Cover basic syntax, DOM manipulation, and advanced topics like asynchronous programming and APIs.
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Get started with PHP for web development. Learn syntax, data handling, and database integration to create dynamic web applications.
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KOTLIN
Discover Kotlin for Android development. Learn its syntax, functional programming features, and how to create robust mobile applications.
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REACT NATIVE
Build cross-platform mobile apps with React Native. Learn component architecture, state management, and navigation for iOS and Android.
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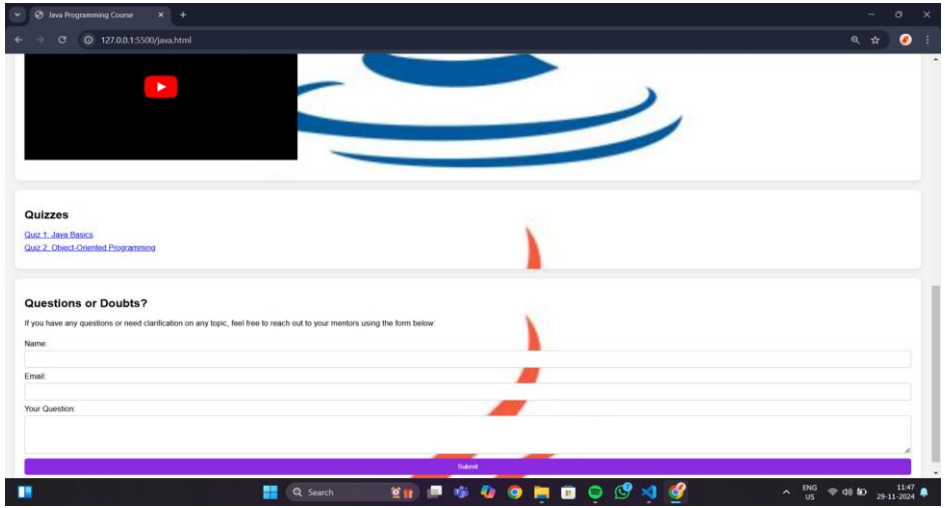
Java Programming Course
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Quizzes
Quiz 1: Java Basics
Quiz 2: Object-Oriented Programming
Questions or Doubts?
If you have any questions or need clarification on any topic, feel free to reach out to your mentors using the form below.
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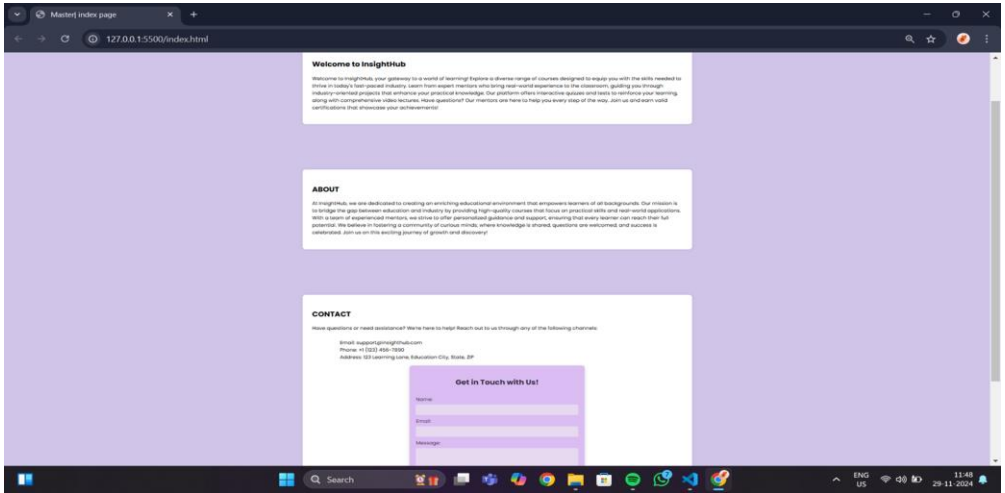
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H. Links

1.Upload Video Link Here :
https://drive.google.com/file/d/1lnqRzzmOLVFc6OS4fkTb7mhtbY1Gz7W9/view?usp=drive_link

. 2.Blog
https://github.com/RADHIKA533/USER_FRIENDLY_ACCADEMIC_ENVIRONMENT/blob/main/BLOG.jpg

3.Project
https://drive.google.com/file/d/1IleIL2zcg2oxX5TeX2e_T5URn-rXrCMQ/view?usp=drive_link
https://drive.google.com/drive/u/0/folders/18JjSMmdF6nqyiodE3kxk6p4SqpXzfYjm

I. Reference

Textbooks:

- *Programming in C* by Dennis Ritchie for foundational concepts.
- *Data Structures and Algorithm Analysis in C* by Mark Allen Weiss for efficient data handling.

Online Resources:

- GeeksforGeeks: https://www.geeksforgeeks.org
- Stack Overflow: ttps://stackoverflow.com
- ChatGPT

Documentation Tools:

- Visual Studio Code for code editing and testing.