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| Faculty of Computers and Information Technology (FCIT) |
| Auto-attendes |
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| Submitted in partial fulfilment of the requirements for the Degree of Bachelor of Information Technology |
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* **Abstract**

It is a mobile app for phones that facilitates many things that used to take a lot of time from the student and the Lecturer, and its main goal is to facilitate. Facilitate the attendance and the absent and other things such as knowing the locations of the halls and teachers for each college and lecture to facilitate the attendance in the fastest way to the hall or connected to the teachers’ offices‏

every student has the UniFinder app and every hall have an ibeacon that hold the lecture info, hall number lecturer that added by his student schedule, the beacon will sense the student who have UniFinder app and match his University ID to the Students of this current lecture, if the University 10 matches the student of this current lecture, then his (present) if not then send notification. This hall does not match your course

* **Introduction**
* **Background to the project**

Given the importance of time in general for the student and the teacher in particular, and to take the maximum educational attainment

Our project focuses on saving time and facilitating many steps

* **Problem overview**

The college needs a way to facilitate the status of attendance and absence, full disclosure of halls and teachers, coordination between them, and the identification of teachers’ locations in all colleges

* **Project Objectives**
* Speed of attendance and absence
* Find out where the halls are
* Knowing where the teachers are

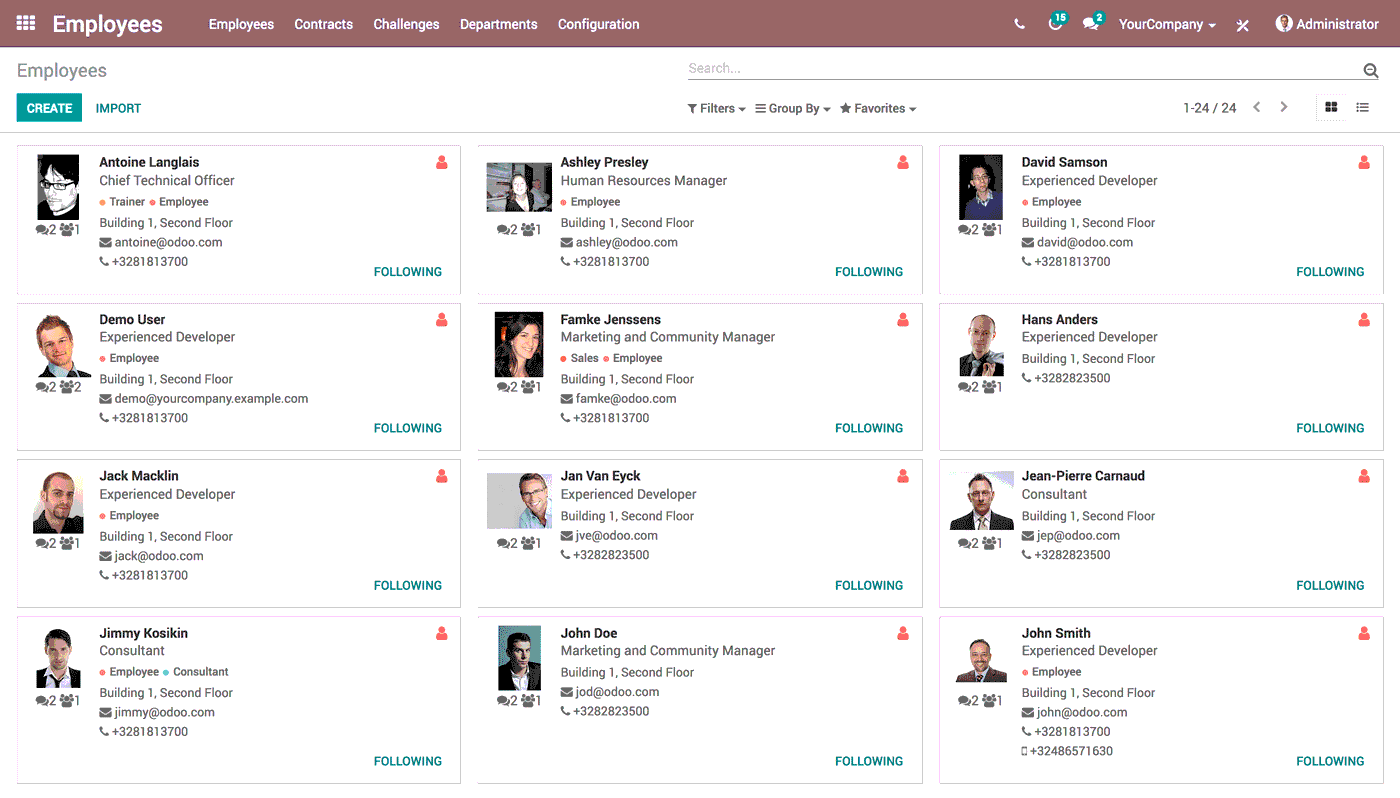
**Aims and Objectives**

Therefore, we are working on an application for university students to facilitate the connection and save time for students to find halls and teachers

Auto-attendance and timer for the duration of the student's attendance of the lecture

* **Advantages**
* 1- Attendance and absence for all students automatically.
* 2- Temporary for the duration of the student's attendance of the lecture.
* 3- Hall status, is there a lecture or not.
* 4- Fetching the information of the current hall, for example (the lecturer, the Lecturer start timer)
* 5- Hall dates and locations.
* 6- Print the student attendance record for only the lecturer.
* **Drawbacks**
* The Cust of Ibecon
* Dose not specify the time if the Ibecon didn't indicate the student.
* If the student has his phone turned off then his absent.
* If the student has his phone turned off in the middle of class time, then in state time it will show less attends time.
* **RELATED WORKS**
* **odoo**

This site has some points that are similar to our program, such as attendance management, but it lacks some features such as where the employee is located



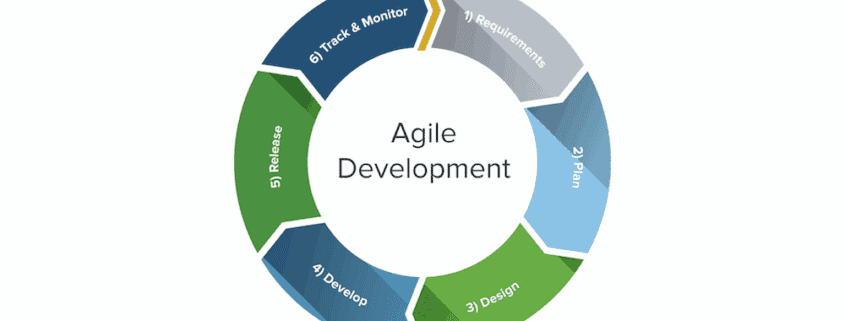
* **menaitech**

This application is similar to our application, but it does not have options to adjust times and other options such as delay, and also there is no option for the location of the hall.

* **Methodology**

We will use the agile methodology for development of this project. The Agile methodology is an iterative development methodology that values human communication and feedback, adapting to change, and producing working results

Agile SCRUM method that is used for the development of the software.



Students and Lecturers are involved in all the processes.

It allows managers to control the project.

Best model to detect and foresee hazards.

Best model to guarantee that the project runs successfully.

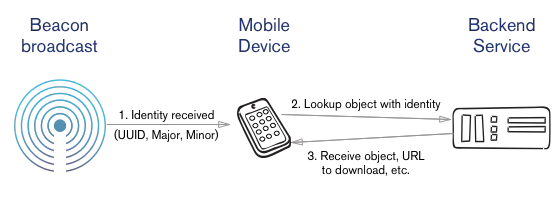
It is allowing team members to learn from one another's mistakes and grow together.

* **Requirements**

We will be able to derive the perfect understanding of requirements and analyses in this chapter and develop the software product. Stakeholder inputs and information gathered during the requirement gathering stage are used as inputs in this step. There are two types of requirements: functional and non-functional requirements

Ibeacon in every hall to indicate the student who entered the hall.

Every student and lecturer have the app downloaded.



* **Functional Requirements**

Functional requirements are product features or functions that developers must implement to enable users to accomplish their tasks [6]. This system has a many of functions that assist clinics with their processes and management, including

Administrator controls the accounts of lecturer and the student (Create, Modify, Delete).

Administrator controls the lecturer and (Create, Modify, Delete).

Administrator controls the accounts of the student (Create, Modify, Delete).

Lecturer requests the auto-attendants.

Lecturer requests print the state of class which is (students attendants time, students' attendance and absent).

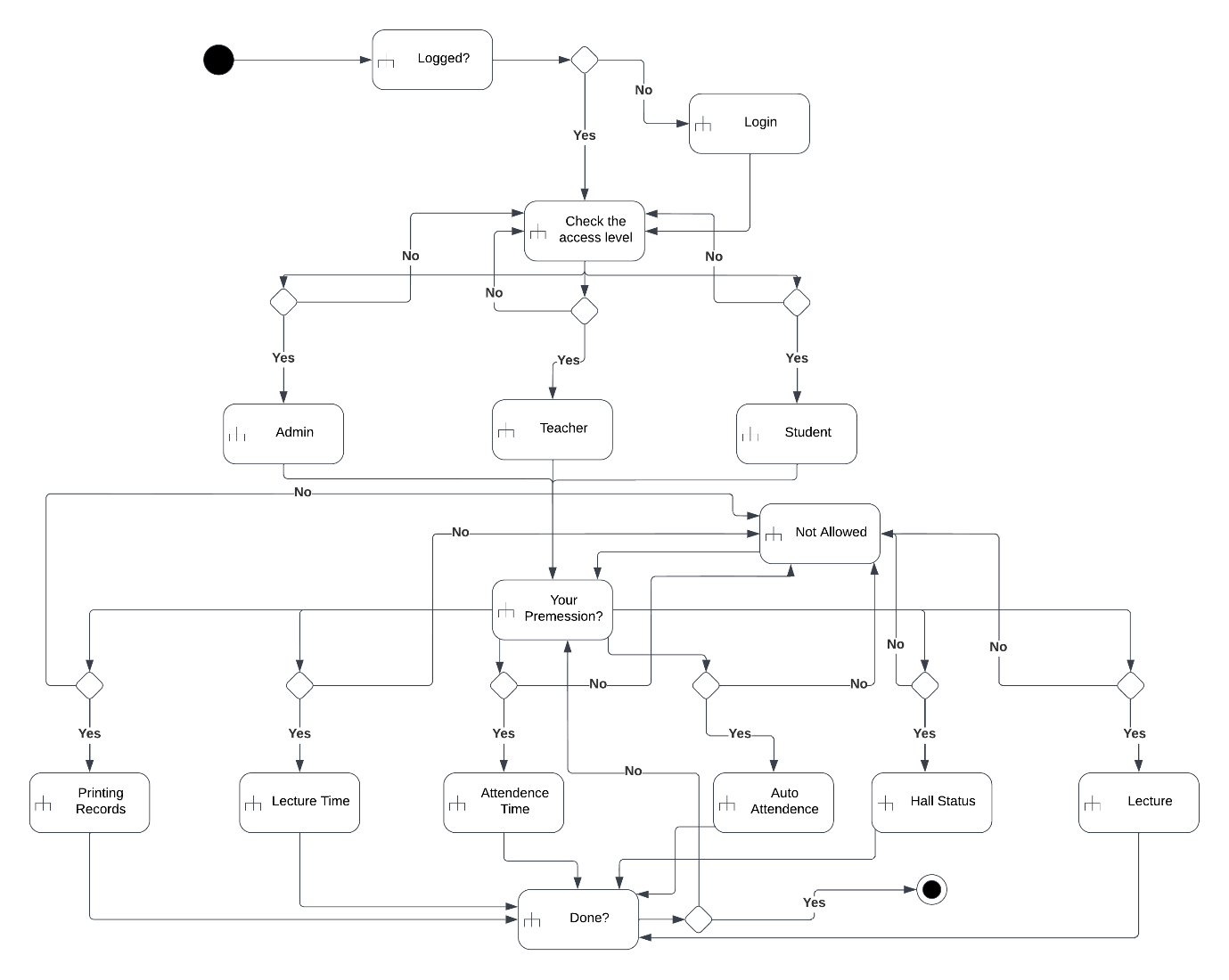
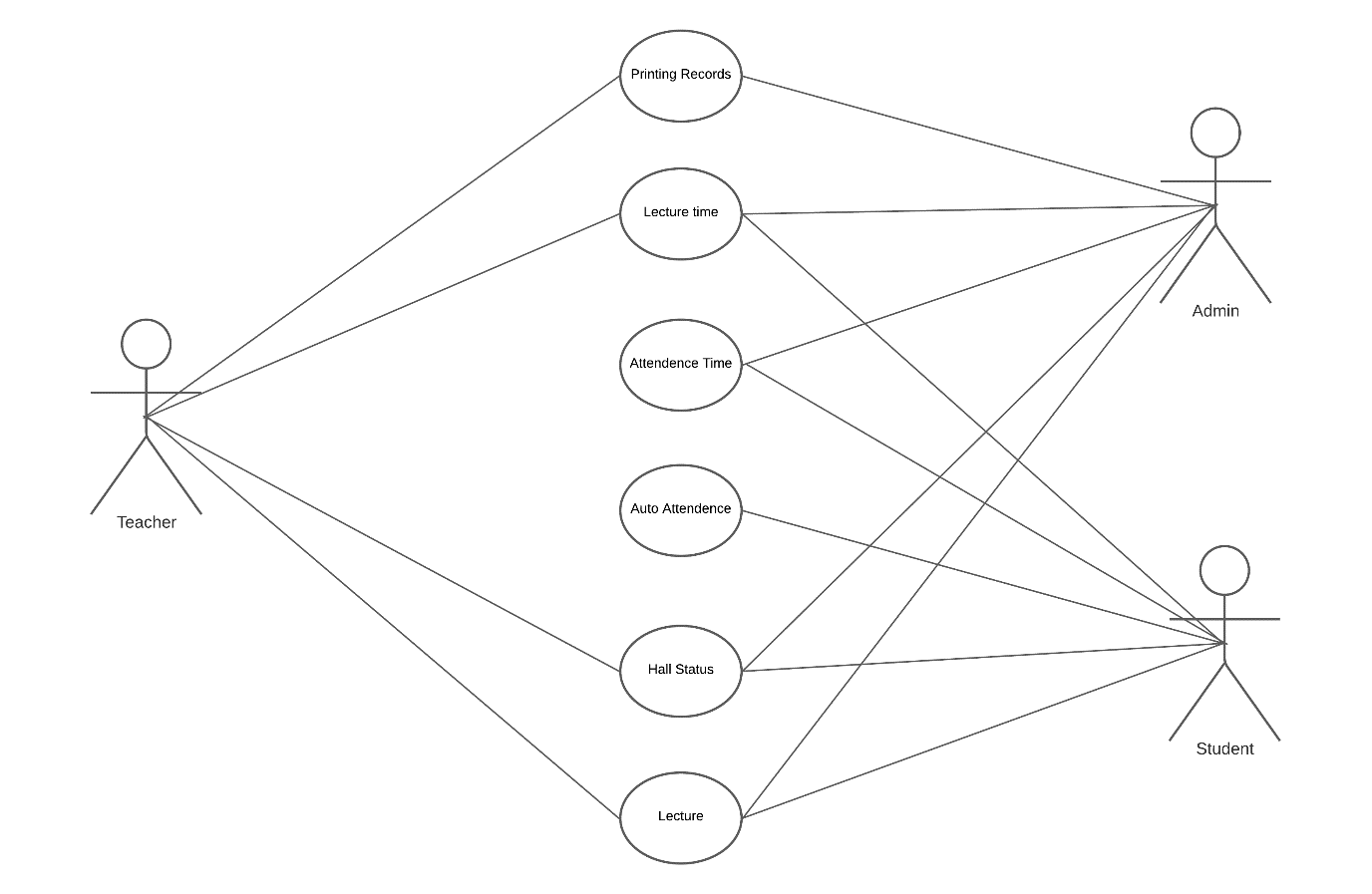
Students request the hall name.

Students request the current hall state which is (subject of the class, Time of the class).

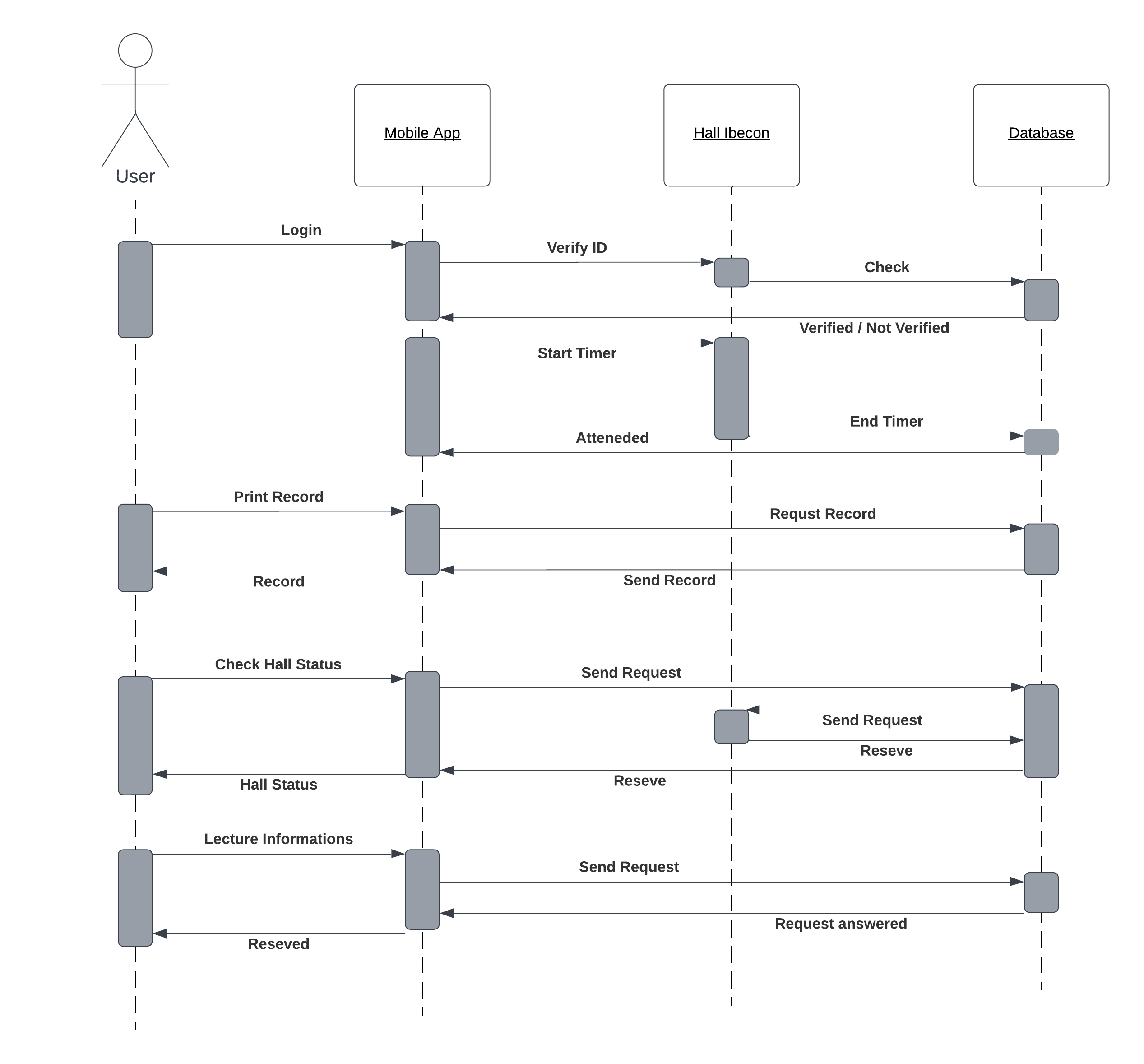
* **Non-Functional Requirements**

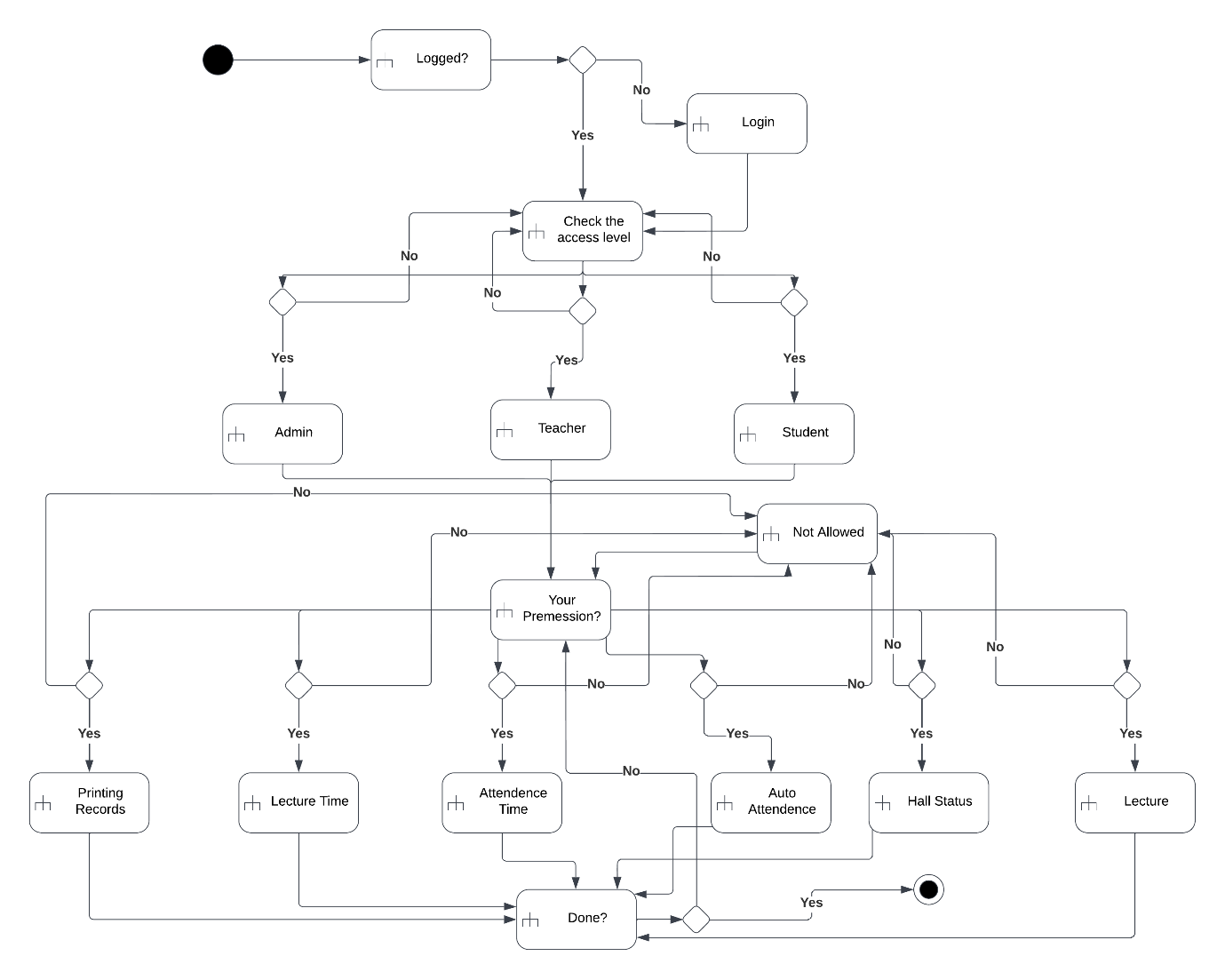
The non-functional requirement is a requirement that specifies criteria that can be using to judge the operation of a system, rather than specific behaviors [6]. The non-functional requirements that will provided in this project is usability, that is mean is a measure of how well a specific user in a specific context can use a product to achieve a defined goal effectively, efficiently and satisfactorily.

* **Use Case Diagram**

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* **Sequence Diagram**

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* **Activity Diagram **