**PROJECT REPORT**

**GROUP D (A8)**

**TITLE:** Faculty Finder Application



**Introduction:**

The Faculty Finder application aims on improving the condition of non verbal communication between the institute faculty and the students. This includes development of an interface between the same to facilitate better communication in targeted areas.

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**Abstract:**

As students, we often face problems in finding faculty members. Many times, we may need to submit an assignment or ask a doubt to the professor after the lecture or meet the professor urgently for some reason. At such times, it takes a lot of time to find the professor and to make it worse , sometimes the professor isn’t available or is absent. The aim of the project is to tackle such problems and to develop a user-friendly pc based application that will act as an interface between students and faculty. This interface will enable the students to find the current location of the professor instantly.

The application will fetch the name of the faculty to be found from the student or will provide a drop down list to choose from. Then it will fetch the slot i.e. the time when the professor is to be found. The application will search through the time table of the professor stored in excel form and return the location of the professor.

The application will also have a faculty portal where the professors will be provided a secure login page. After logging in, the faculty will be able to edit their timetables in case any lecture is rescheduled or the faculty is absent. Thus the students will be provided with real time data directly from the faculty.

To conclude, the application will prove to be an essential tool for every student. Initial testing of the application will be done on LAN but the future scope is limitless. It includes integration of the application with the PICT- EAN app, adding extra features such a notification support, multiplatform support etc.

**Literature review:**

The application is being developed using Python. It is an interpreted, high level, general purpose programming language. Python has been chosen as the prime programming language while developing this app because of its great utility, large library of various modules that can be imported easily.

Python version 3.8 is used. The module that has been imported to create a GUI is PyQt5. This module contains over 620 classes that cover graphical user interfaces, XML handling, network communication, SQL databases, web browsing and other technologies available in PyQt. The software that utilizes PyQt5 module to help creating the GUI in a drag and drop fashion is Qt Designer.