Birla Vishvakarma Mahavidyalaya Engineering College

[An Autonomous Institution]

A Project Report On

BVM CHATBOT

Under the course of

DESIGN ENGINEERING -3CP08

B. E. Semester - VI

(Computer Engineering)

Submitted by:

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Guided by Prashant B. Swadas

Academic year (2021-2022)

CERTIFICATE

This is to certify that the students namely, Mr. Nihal Galani (190070107011), Bhumit Bedse (190070107001), Aman Shaikh (190070107064) of B. E. (Computer Engineering) Semester VI have successfully completed the course work and related tasks for the course of Design Engineering 3CP08 during the academic term ending in the month of May 2022.

Date:	
Place:	
(Faculty Guide)	Head of the Department

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- 1. Introduction
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CHAPTER 1-INTRODUCTION

Problem Statement

as we know that any newbies student or person came to college he/she doesn't know some information about our college and then they have some trouble to finding out such tiny information via our website or ask to others faculties and that's look weird.

User has some need like they want some tool from which they can get information about college, for this college build one website but for newbie it is little bit complex so that's why they want some easy interface

Description of our project:

Basically we decided to make a chatbot for our college as we know that any newbies student or person came to college he/she doesn't know the some information about our college and then they have some trouble to finding out such tiny information via our website or ask to others faculties and that's look weird so as technology grows we need to make our college chatbot so anyone is easily get any information via this chatbot from there mobiles without any troubles this is the basic problem statement why we are going to build this project.

Now come to the Module which is the part of the Project then we decided that we are going to add features which help the students most like faculty and Subject relationships, Time-tables, Last Year Exam Papers, Marksheets and other information too.

And as our Research to this Chatbot so there are two types of chatbots basically first one is AI Based chatbot which are build using Machine Learning, Deep Learning, Natural Language Processing and others tech also and till now we are not learn this types of technology at our college level or self so we don't make this one but there is other type of chatbot also which is called Rules based Chatbot which is directly interact with database which we are going to make and no need to learn that deep learning models and NLP and for this type of Chatbot we worked with the Python, Machine Learning, Relational Databases and other things also as we needs. So that's all for How we implement this project hope you loved it

Case study of existance solution

1:-Problem:-

Whenever any newbies student or person came to college he/she doesn't know some information about our college and then they have some trouble to finding out such tiny information via our website or ask to others faculties and that's look weird so this is the cause of problem.

2:-Existing Solution:-

There is one solution about this problem. Our college already have one website which have all the information about college and professors and course related details but for any newbie it is very difficult to find such tiny information from the website.

3:-Dataset:-

For storing information related our college our college website has one database which store all details related to college and professors and different type of course.

4:-Cost analysis:-

There are different type of cost involve in maintenance of the website like server cost and for maintaining the website college have to hire one engineer who can handle the website also there are some hardware cost which is there for website.

5:-Hardware and software details:-

There are some type of hardware cost for website like processor cost ,memory cost and also there are some software cost for server and database.

6:-Feature:-

College website has some features for easiness of students like it has one help section which has guidance for how to use the website it has one noticeboard section which will update whenever any new notice will come from university.

7:-Pros:-

There are some pros for using website like it is always available to student for 24/7. Information can be exchange from college to student so these are some pros for using website.

8:-cons:-

There are some cons for using website like it always need some maintenance so cost is high for maintaining the website. It need server so it also have some cost so overall website is costly to maintain.

9:-Future Work:-

College can make one virtual assistance for website so that student can easily access information relate to college and departments and also about professors.

Project Objectives

Designing a simple and intuitive user interface

In any system, users will need to perform several tasks to achieve a high-level goal. A user interface should guide user through the tasks and help them to attain final goal. Since operations in a restaurant involve numerous tasks, extensive analysis should be performed into designing a UI that is simple and intuitive and addresses the users' goals (functional requirements) effectively.

Developing an efficient user friendly user interface

The system should be easily accessed by different type of devices; so that it is portable and reusable. Considering that each mobile device may have a different screen resolution and size, the UI of the system should provide a responsive mechanism to offset these limitations with a dynamic UI layout and content resizing.

Ensuring quality of the system through adequate software testing

A significant amount of testing should be in-place to ensure that the prototype system is free from errors and bugs. In addition, the prototype's performance should be evaluated to analyse the effectiveness of the proposed methodology.

Target User

The groups of user that had been identified to use the system are Student and Parents and also administrator.

Students and Parents

This user will register as a member to use the chatbot. Once they register through the system they can access the system and ask queries related to college.we provides some number of questions to our users and from which user can select the question and they can get answer accordingly also from our chatbot they can get information related to our college and the history of our college.

Administrator:

Administrator is the person who will manage the entire system. This type of user will also do maintenance and control the application of this system. Administrator takes a responsibility to register new students, register new register new question related to college etc.

CHAPTER 2 LITERATURE REVIEW AND PROJECT METHODOLOGY

The second phase in delivering a system is Literature Review and Methodology. The purpose of Literature Review is to help in explaining how far the question needs to be investigated to maps out the requirement needed. A Literature Review is a summary of previous research on a topic. Literature Review can be either a part of a larger report of a research project. This chapter explains about facts or statement which known as Literature Review that will be used as guidance in developing the system. Other that, methodology will elaborate Prototyping model approach. To develop this system, methodology should be chosen for one important part of the Literature Review.

Domain:

This Chatbot is developed using machine Learning. Module that had been specified in this system is based on a research or application field. Chatbot is categorized as a student field because this system concern about queries abot college. Chatbot affecting most for Students and administrator management. The functionality of Chatbot concerns on how to develop a system so that students can easily get their answers.

Existing System

There is one solution about this problem. Our college already have one website which have all the information about college and professors and course related details but for any newbie it is very difficult to find such tiny information from the website.

College Website



1. Planning Phase:

The project planning starts in this phase. First, the information is gathered from the college website and the end users about the manual system. Before starting built the system, problem must be analyze in manual system then try to solve the problem. At the same time, element that is in the database should be known.

2. Analysis Phase:

During this phase, the manual system is investigated and improvement opportunities are identified based on the information gathered in the Planning phase. The user requirements are gathered, analyzed and reviewed. The final deliverables from this phase are Analysis Report. Output from this phase is Context Diagram, Data Flow Diagram (DFD) and Entity Relationship Diagram (ERD).

3. Design Phase:

The output produced in the Analysis phase is used to guide the design process of this system. During this phase, database will be designed. It is design based on requirement needed by this system. Besides that, an interface will also be designed. It is based on output of analysis phase which had been gathered from the organization.

4. Implementation Phase :

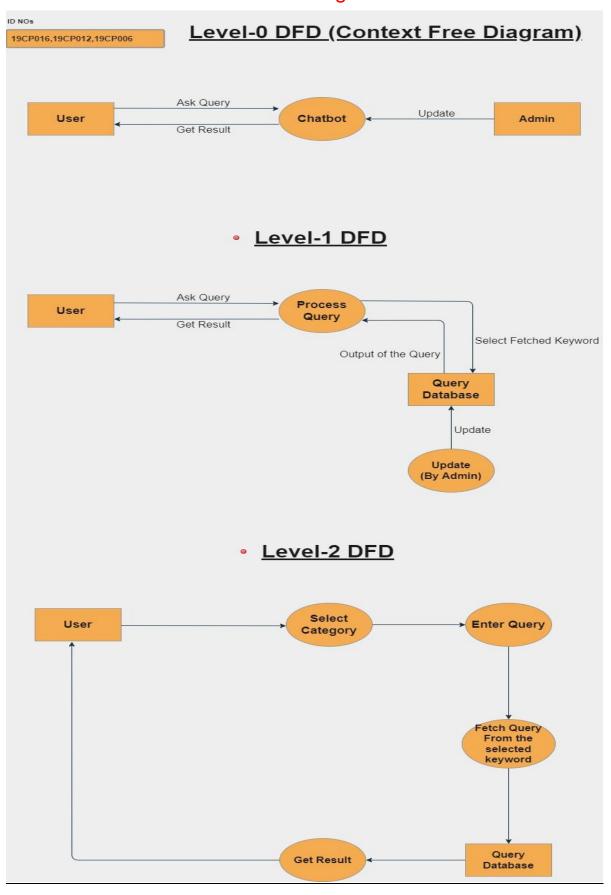
During this phase, the system actually built by using python programming language on the deliverable produced in design phase. Database and interface design from design phase will be developed. Then, process of written code will be done. In this system, programming had divided into two; python language and MySQL database.

5. Testing Phase:

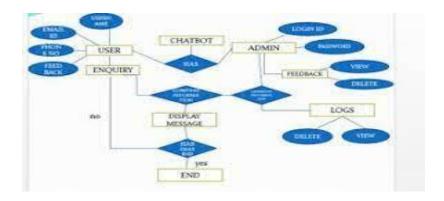
After complete develop the system, testing phases will be done. This is important to test whether code which had been implemented is correct or not. If there is error occurred, a solution will be finding to overcome the problem. If there is an error, a modifying code will be done from the beginning phase of development.

CHAPTER 3 Design Considerations For Detail Design

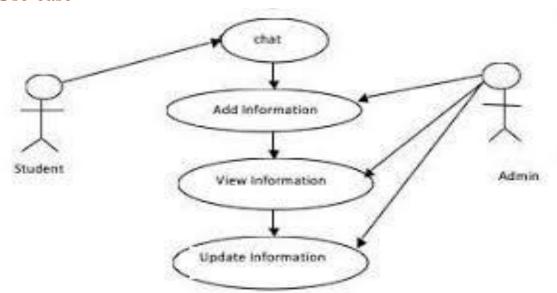
Data Flow Diagram

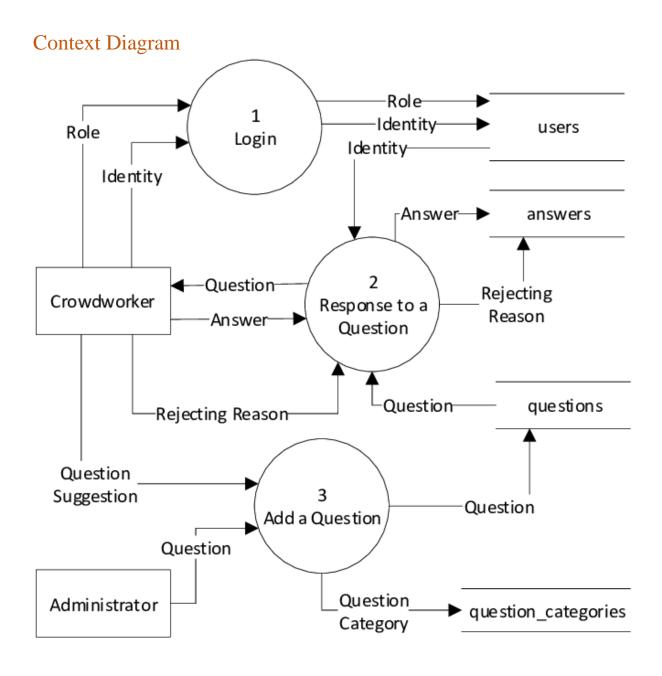


Er Diagram



Use-case





CHAPTER 4 CANVASES

4.1 AEIOU CANVAS

AEIOU CANVAS (Chatbot For College Students)

AEIOU Sui	mmarv	Group ID: 19CP016,06,01 Domain Name:	Date:	Vers	ion:
Environment : Admission season Summer vacation Winter vacation Exam Seasons	First month of start Holidays Internet Connection Server Breakdown	Interaction: Asking For PYQs Asking Ques to prof. Asking Ques to Senior	Between Classmates Student&Clg Authority Student&NoticeBoard	Objects: Mobiles Books Question Papers	Smart Board Notice Board Laptops Study Templets
Activities: Taking Admission Visiting Campus	Having Lunch Giving Exam	Attending Labs Asking Ques to Prof. Finding PYQs	Users: College Students Parent of clg students	Indirect Users Shopkeepers	Food Stalls Vendors
Attending Lectures	Searching About Prof.	Using College Wi-Fi	Professors	Book Stalls	

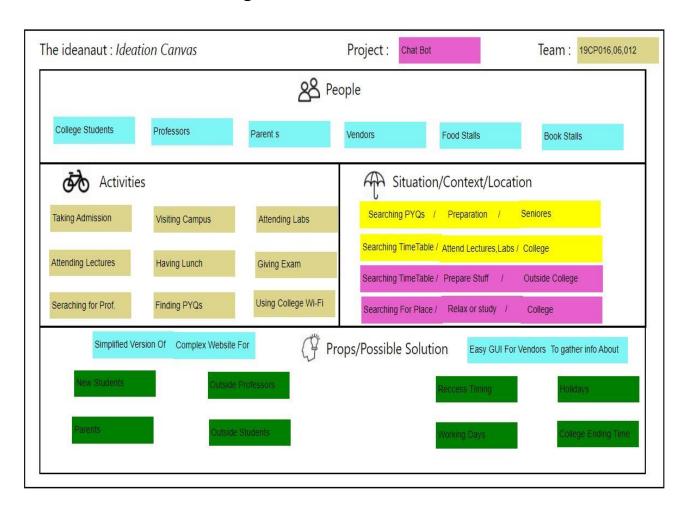
4.2 EMPATHY CANVAS

EMPATHY CANVAS (Chatbot For College Students)

ate: 11/02/202	2	Version: 1.1			
USER	illege Students	STACK Vendors	HOLDER	Shopkeepers	
Parents	Professors	Book Stall	5	Food Stalls	
ACTIVITIES		Si Si			
Taking Admisssion	Visiting Campus	Attending Lectures	Attending Labs	Finding PYqs	
Having Lunch	Giving Exams	Seraching For Prof.	Asking Questions	Using College Wi-	
for previous ye offline but eve	y 3rd semester of ar question paper ntually I found O and my exam went	s because they are ut one humble sen:	e not available	online or	
HAPPY When I was in m college and pro information but	y 1st semester of fessors because I later I was sugg felt very happy a	B.Tech I don't ha don't know from we ested to refer wel	where to see thi	s all	
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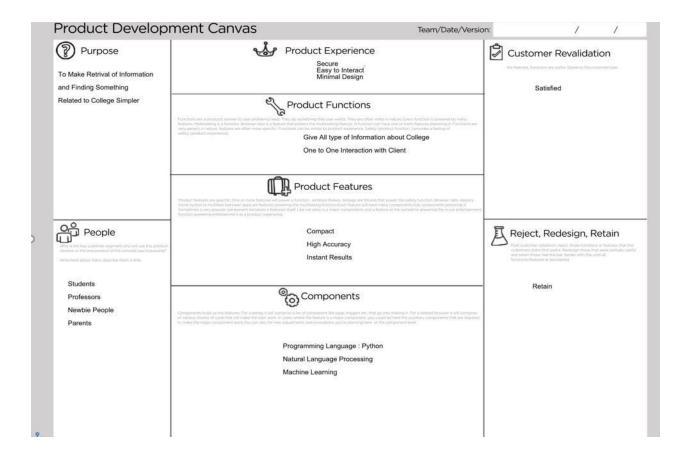
4.3 IDEATION CANVAS

IDEATION CANVAS (Chatbot For College Students)

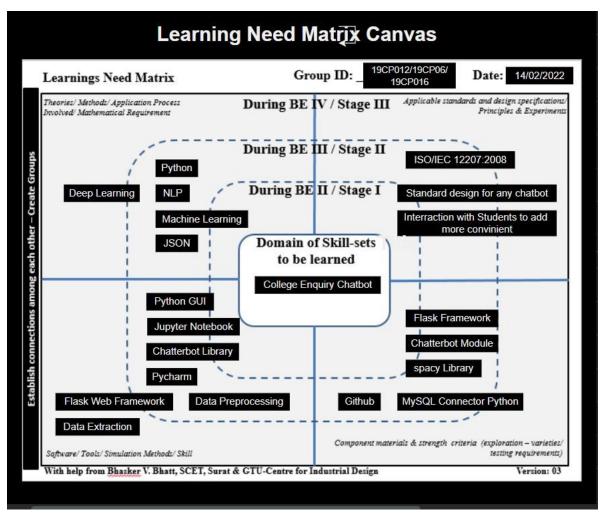


4.4 product development CANVAS

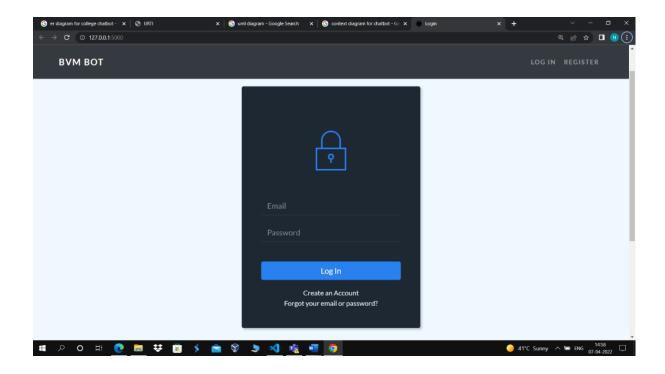
Product development CANVAS (Chatbot For College Students)

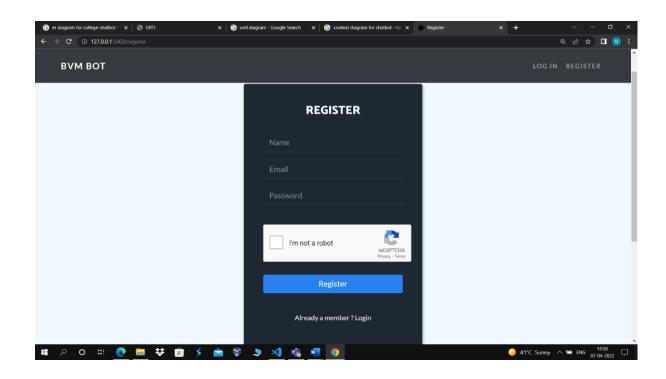


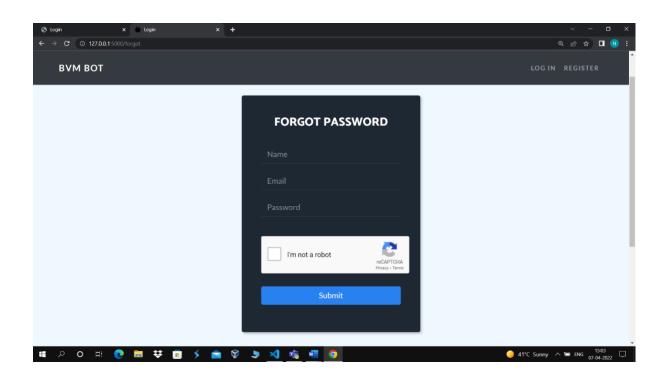
Learning need matrix

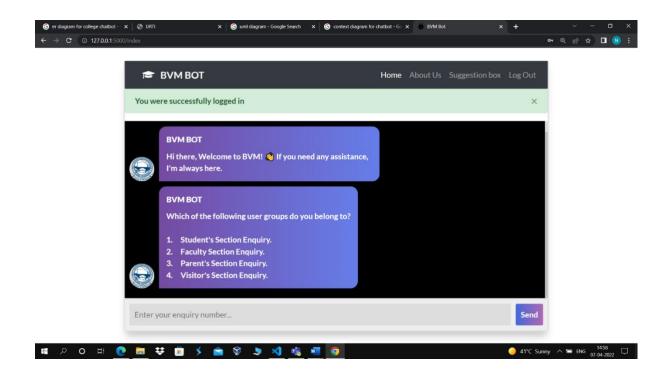


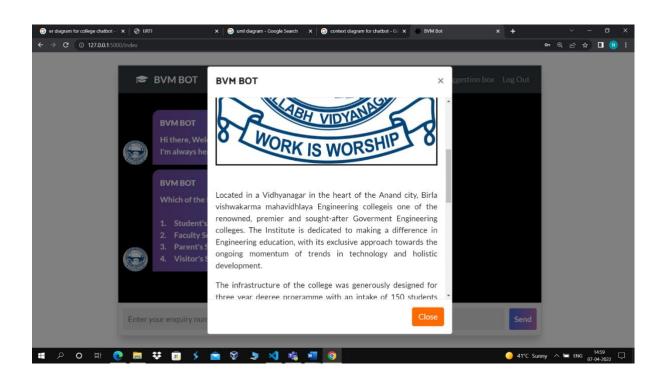
CHAPTER-5 Implementation

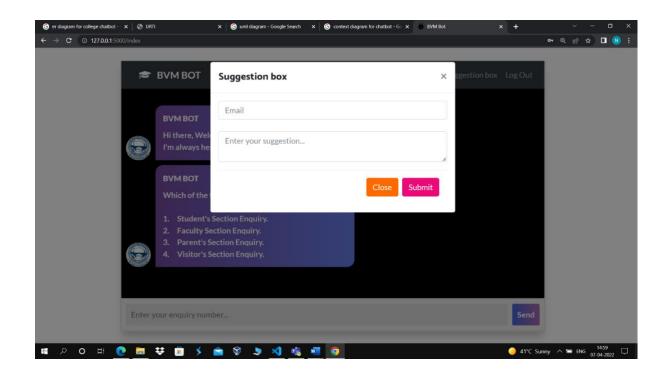












Entire implementation code for project is available in the following link:

https://drive.google.com/drive/u/0/folders/1J7NyhU-wmlM2XCz3U0rQQV12l4JUbY_o

CHAPTER-6 Conclusion And Future Scope

Concluding Remarks:

This chapter has concluded the report of this project. The project successfully implemented a working complex prototype of a ML based Chatbot . The implemented prototype software has been fully tested throughout the project phases and it demonstrated acceptable performance. Overall, the project enabled the author to completed most of the high priority requirements. This report also documented all the relevant research details and decision-makings processes. If future extensions of the system are undertaken, the report will be helpful in assisting the completion of the remaining requirements and future improvements that might be involved. In summary, the project has satisfied its objectives and fulfilled its purpose.

Future Improvement

In addition to the unfinished requirements, there are other possibilities of further improving the project.

The improvements may include:

1. Develop AI based chatbot so that it will answer all the question which ask by student or parents

Another interesting possibility is to host the entire system on Cloud-based services so that everyone can access the chatbot.

CHAPTER-7 References

Websites:

https://www.bvmengineering.ac.in/