MINISTRY OF EDUCATION AND TRAINING HCMC UNIVERSITY OF TECHNOLOGY AND EDUCATION FACULTY FOR HIGH QUALITY TRAINING





FINAL PROJECT Attendance Application

Course: Object-oriented software design Lecturer: Dr Huynh Xuan Phung

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Ho Chi Minh, May 2021

Current status analysis:

Each semester has nearly 500 subject classes. Each class can have up to 100-150 students. Every day, teachers who go to class must open a monitoring board to take attendance.

Lecturers do not know the number of students absent in each study shift, daily, weekly or monthly. But leaders need to understand the situation of students to have specific solutions.

At the end of each semester, open the monitoring sheet to count the number of absent periods of students, calculate the attendance score manually => waste time for the teacher.

In fact, the management of absentee students at universities of education and training. The room is also manual and ineffective in management. The current management work is mainly done manually, it takes a lot of time. The need for a management system would be the best option for dealing with the current situation. Through the process of research and analysis, it shows the ineffectiveness of the current management process, raises new requirements for student management and behavior classification, thereby proposing solutions to overcome the current difficulties in order to improve the effectiveness in management at the university and accelerate the process of applying computerization in student management at the University of Science and Technology.

Software introduction: Attendance application based on student's location, each subject will have its own classroom location. Students entering the classroom (in a pre-set location set by the instructor) can take attendance.

Request:

• Storing information:

- · Student and lecturer information.
- · Student learning schedule, Lecture schedule of lecturers.
- · Teaching information as well as the teacher's teaching history.
- · Attendance for students and teachers to take attendance.

Statistics reports on school with permission and without permission (time in and out of class, how many minutes late)

Reporting: Course Report, Student Report, Class Report.

•Search:

· Look up subjects

- \cdot Look up the number of excused / unexcused absences
- · Look up student / lecturer information
- · Look up classrooms

• Output:

Number of absences per term in a subject.

Summary of study program, suggestions for the next semester

• Week 05.

Division (user): Student

ID: IE

	Trision (user). Student						
1	Attendance	Manage student/teacher	•				
	Searching	Manage student/school	 Student learning information as well as learning history. Teaching information as well as teacher's teaching history. Grades of Students and Teachers. Classing for students Academic results Reports: Course Reports, Student Reports, Class Reports 				
3	Report	Manage student	Reports: Course Reports, Student Reports, Class Reports				

Division (user): adminstrator **ID: CA**

OD	Function	Туре	Constraint/ Formula Code	Form code	Notes
1	Search Infomation	Manage student/teacher	Search student/teacher function is based on information, namely: Name ID		
2	Edit	Manage student/teacher	Edit infomation function needs:		
3	Print result of student	Manage student	Print function needs:		

4 Report Manage Chat with admin

Division (user): Parent ID: MA

student/teacher/parents

OD	Function	Туре	Constraint/ Formula Code	Form code	Notes
1	Search infomation	Manage product	Search based on information, namely: Name ID		
2	Report	Manage student/teacher/school	• Chat with admin		

Division (user): teacher ID: SD

OD	Function	Type	Constraint/ Formula Code	Form code	Notes
1	Attendance	Manage student			
3	Searching	Manage student	View teacher's schedule flexibly • Student admissions • Timely registration for teaching schedule • Academic results • View the number of sessions taught and the number of absences		

System functional requirements:

Decentralization:

ID	Contents	Description	Notes
1	Role	- Administrator holds the roles	
	management	- Teachers are enabled to take attendance, students must	
		take attendance within a certain time and place	
		- Parents have the right to see teacher information, and	
		their children	

Non-functional requirements:

***** User related:

ID Contents Criteria Description

1	Software can be updated and modified to	Resilience
	adapt the trend of customers as well as the	
	requirements of managing of the owners.	
2	Graphic User-Interface:	Usability
	- User-friendly.	
	- Easy manipulation.	
	- Feature buttons are laid out simple,	
	convenient and visible.	
	- Functional windows can interact with	
	each other, provide users with	
	efficiency.	
3	- Database is kept secure and easy to be	Efficiency
	accessed.	
	- The system operates stable, reliable and	
	instant response.	
4	- Computers in the network can share the	Compatibility
	resources though installed software.	
	- Software can meet the requirements of	
	users without making silo effect.	

Staff-related:

ID		Contents	Criteria	Description	Note
1	-	The module, source code and other	Reusability		
		proportion of the system can be reused for			
		latter projects.			
	- The source code can be recycled and applied				
		for other programs without changing the			
		cores.			

***** Quality

ID	Contents	Criteria	Description	Note
1	The search information	Convenience	Support the	
	student/teacher function is		keyword-like	
	convenient and visible.		searching.	
2	Allow edit information based on	Compatibility		
	Excel file (CSV)			
	UI Design is unity.			
3	Processing time is acceptable	Effectiveness		
			Support QR Code	
			Scanner.	

I. USE CASE MODELING

1.1. Define Use Case Actor and Function

Actor	Features	
Student	 Login Register Search information View Calendar Attendance History attendance View notification Edit personal information Location Face recognition 	
Teacher	 Login Register Search information View Calendar Send notification Face regconition Manage Student Manage Class Edit personal information 	

Administrator	 Login Register Search information View Calendar History attendance Manage Class Manage Teacher Manage Student
---------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

1.2. Function Description

1.2.1. Student

Order	Feature	Description
1	Login	Allow customers to log in to the system
2	Register	Allow Student to create an account to log into the system
3	Search information	Allow Student to search for cources, teacher, student.
4	View calendar	Allow Student view their schedule
5	Attendance	Allow Student check attendance
6	History attendance	Allow Student view what class they join or don't join
7	View notification	Allow Student follow notification of teacher
9	Face recognition	Allow App can confirm right person use this account
10	Edit personal information	Allow customers to change personal information (password/ address)

1.2.2. Teacher

Order	Feature	Description
-------	---------	-------------

1	Login	Allow Teacher to log in to the system
2	Register	Allow Teacher to create an account to log into the system
3	Search information	Allow Teacher to search for cources, teacher, student.
4	View calendar	Allow view their schedule
5	Manage Student	Allow Teacher can view student history
6	Manage Class	Allow Teacher edit class room, add and delete student in class
7	Sent notification	Allow Teacher sent notification for student
8	Face recognition	Allow App can confirm right person use this account
9	Edit personal information	Allow customers to change personal information (password/ address)

1.2.3. Administrator

Order	Feature	Description
1	Login	Allow Admin to log in to the system
2	View calendar	Allow view all schedule Class
3	Search information	Allow Teacher to search for cources, teacher, student.
3	Face recognition	Allow App can confirm right person use this account
4	Manage Class	Allow add, edit, delete, view class information
5	Manage Teacher	Allow add, edit, delete, view teacher information
6	Manage Student	Allow add, edit, delete, view student information

1.3. Use Case Diagram

1.3.1. Use Case Diagram

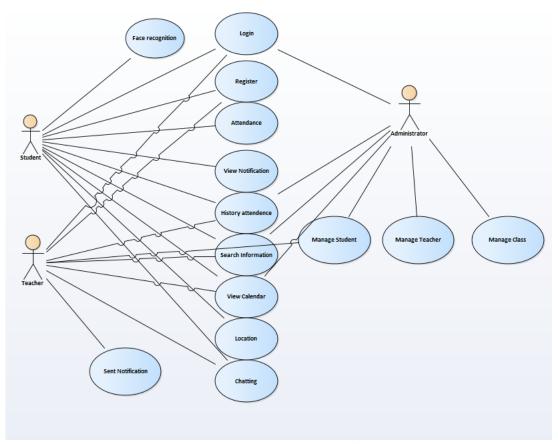


Figure 1. Usecase diagram

1.3.2. Use Case Specification

Login

Name	Log In
Brief Description	The way user website logins
Actor(s)	Student/Teacher/Admin login into system
Flow of Events	

Basic Flow

This usecase starts when the user wants to access the system

- 1. Student/Teacher/Admin select "Login" function on the system
- 2. The system displays the "Login" page
- 3. Student/Teacher/Admin enter the correct username and password then click "Log in"
- 4. The system will return user to Homepage.

Alternate Flows		
Title	Description	
Enter the wrong login information	1. If the Student/Teacher/Admin enters an invalid password:	
	1.1. The system will ask the user to re-enter the password.	
	The system determined the password is incorrect.	
	 The system provides options for Student/Teacher/Admin to retrieve a forgotten password. 	
	2. If the user enters an invalid username:	
	Error system.	
Pre-Conditions		
Title	Description	
	Student/Teacher/Admin already has an account on the system	
Post-Conditions		
Title	Description	
Success	Log in successful, the user accesses the system.	
Failure	Log in failed, the users cannot log in.	
Extension Points		
None		

Register

Name	Register
Brief Description	The way students/teacher creates an account
Actor(s)	Students - teacher
Flow of Events	

Basic Flow

This Student/Teacher/Admin starts when the customer chooses the function to register

- 1. Customer chooses the "Register" function in the system.
- 2. The system displays "Register' page with information about username, password, phone number, email, address.
- 3. Customer fills out the above information and press the "Register" button.
- 4. The notification system has successfully register.

Alternate Flows		
Title	Description	
Fill out the information missing	1. The system requires re-fill and full information in the "Register" page.	
Pre-Conditions		
Title	Description	
	Student/Teacher/Admin successfully connected to the system	
Post-Conditions		
Title	Description	
Success	Register successful, Students/Teacher create account successfully.	
Failure	Register failed, Student/teacher create account failure.	
Extension Points		
None		

Attendance

Name	Attendance
Brief Description	The way student and teacher check attendance
Actor(s)	Students - teacher

Flow of Events

Basic Flow

This usecase starts when the users chooses the function to a

- 1. Student login in the system
- 2. The system displays the information of student/teacher. Then they choose subject.
- 3. Next, they check face recognition
- 4. Customer fills out the above information and press the "OK" button.
- 5. The notification system has successfully when information input is correct.

Alternate Flows		
Title	Description	
Fill out the information	1. The system requires re-fill and full information of users	
missing		

Pre-Conditions	
Title	Description
	The users successfully login into the website.
Post-Conditions Post-Conditions	
Title	Description
Success	Attendance successful.
Failure	Attendance failed.
Extension Points	
None	

❖ View Notice

Name	View Notice		
Brief Description	The way user view notice		
Actor(s)	Students/teacher		
Flow of Events			
Basic Flow			
This usecase starts when notice	the customer chooses the function to view information ò		
1. User chooses the "	notification " function in the system.		
Alternate Flows			
Title	Description		
Customer clicks "Cancel" button	1. The system returns the customer to the "notification" page.		
Pre-Conditions			
Title	Description		
	User successfully accessed into the" notification" page.		
Post-Conditions	Post-Conditions		
Title	Description		
Success	View successfully		
Failure	View failed, user cann't view notification failure.		
Extension Points			
None			

Location			
Name	Location		
Brief Description	The way admin and teacher view location of part of attendance		
Actor(s)	Student and teacher		
Flow of Events			
Basic Flow			
This student and teacher s	starts want to check location on time		
1. Student chooses th	1. Student chooses the type to check location.		
2. Customer clicks "Y	2. Customer clicks "Yes" button.		
3. The notification system has successfully check location.			
Alternate Flows	Alternate Flows		
Title	Description		
Customer clicks "No" button	1. The system returns to the "Manage cart" page.		
Pre-Conditions			
Title	Description		
	User successfully accessed into the "Manage cart" page.		
Post-Conditions			
Title	Description		
Success	Check location successful.		
Failure	Check location failed.		
Extension Points			

Search information

None

Name	Search information	
Brief Description	The way teacher/Admin can search information	
Actor(s)	Teacher/Admin	
Flow of Events		
Basic Flow		

This usecase starts when the teacher/admin chooses the function to search information

- 1. Customer access Information cart
- 2. Customer clicks "Search Information " button.

3. Search Informati	on in system has successfully.
Alternate Flows	
Title	Description
Customer clicks "Information " button	1. The system returns the manager to the "Information " page.
Pre-Conditions	
Title	Description
	Students/ Teacher successfully accessed into the "Information cart" page.
Post-Conditions	
Title	Description
Success	Search successful, teacher and admin view information successfully
Failure	The user cann't be found
Extension Points	
None	

Search product

Name	Search product information	
Brief Description	The way customer search product information	
Actor(s)	Customer	

Flow of Events

Basic Flow

This usecase starts when the customer chooses the function to search product information

- 1. Customer chooses the "Search product" function in the system.
- 2. The system displays "Search product" page.
- 3. Customer enter information and press the "Search" button.
- 4. The system displays product information according to the keyword entered.

Alternate Flows

Title	Description

The seller enters a keyword that is not in the database	Notification system doesn't have the kind of product that user looking for	
Pre-Conditions Pre-Conditions		
Title	Description	
Post-Conditions		
Title	Description	
Success	Search successful, customer search product information successfully.	
Failure	Search failed, customer search product information failure.	
Extension Points		
Latension I onits		

Chatting

Post-Conditions

Title

Name	Chatting	
Brief Description	The way Students/ Teacher choose the order chatting method	
Actor(s)	Students/ Teacher	
Flow of Events	Flow of Events	
Basic Flow		
This usecase starts after the Students/ Teacher choose the chatting method.		
1. Students/ Teacher chooses the button "Chatting" in the system. Then, student will get ID from admin.		
2. Students/ Teacher clicks "start "to begin		
Alternate Flows		
Title	Description	
Customer clicks "No" button	1. The system returns the manager to the "Manage cart" page.	
Pre-Conditions	Pre-Conditions	
Title	Description	

Description

Users successfully accessed into the "Chatting" page.

Success	Chatting successful.
Failure	Cann't connect
Extension Points	
Extension Points	

View calendar

Name	View calendar	
Brief Description	rief Description The way student and teacher view calendar	
Actor(s) Students/ Teacher		
Flow of Events		
Basic Flow		
This usecase starts when the users chooses the function to View calendar		
1. Students/ Teacher choose the product that they want to read more detail		
2. The system redirects Students/ Teacher to the view calendar detail		

Edit personal information

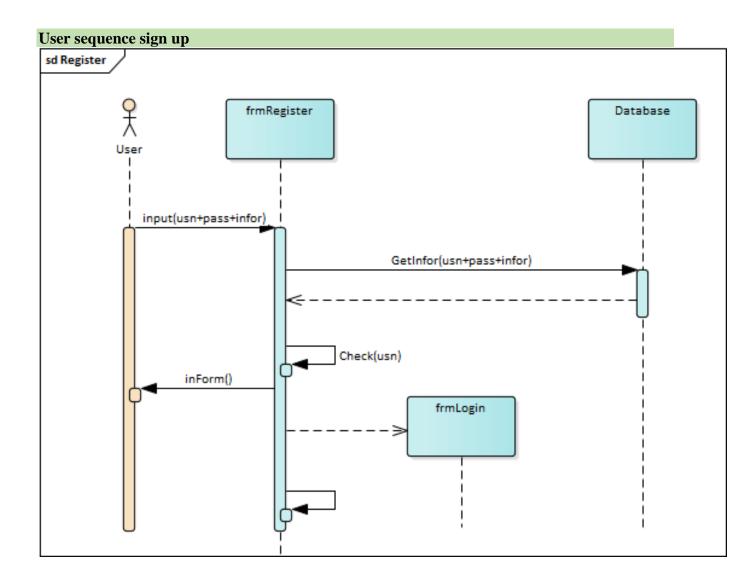
new information failed

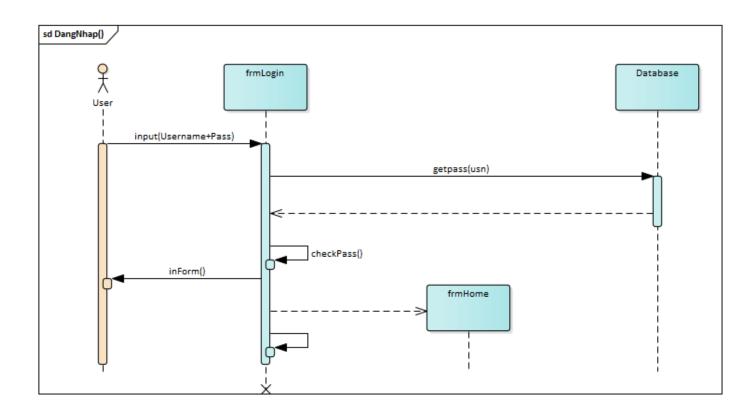
Pre-Conditions

Name	Edit personal information.	
Brief Description	The way admin edit personal information	
Actor(s)	Admin	
Flow of Events		
Basic Flow		
This usecase starts when the user chooses the function to edit personal information.		
1. User chooses the "Edit personal information" function in the system.		
2. The system displays "Edit personal information" form.		
3. User re-enter new information and clicks "Change" button.		
4. The notification system has successfully change information.		
Alternate Flows		
Title	Description	
User confirmation of	1. The system requires the user to enter a new information.	

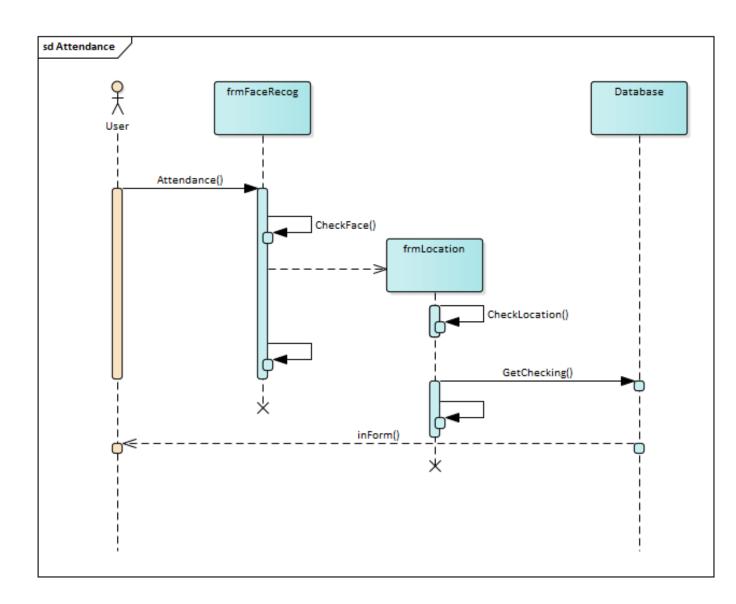
Title	itle Description	
	User successfully logged into the system.	
Post-Conditions		
Title	Description	
Success	Change successful, user change information successfully.	
Failure	Change failed, user change information failure.	
Extension Points		
None		

User sequence login LoginForm Enter USN + Pass() getPass(usn) checkPass() informResult() MainForm

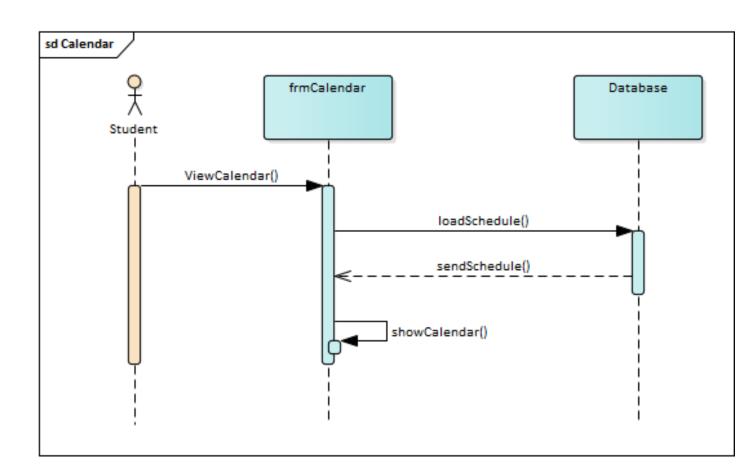




User sequence attendance



User sequence calendar



User sequence Chatting

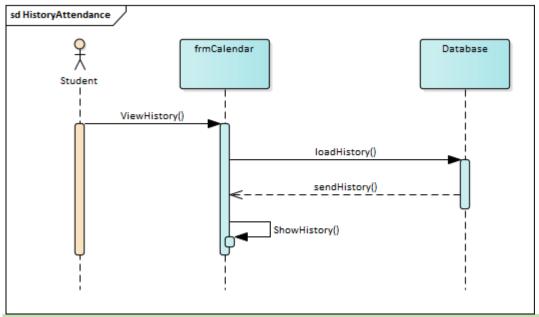
Sent(content)

Sent(content)

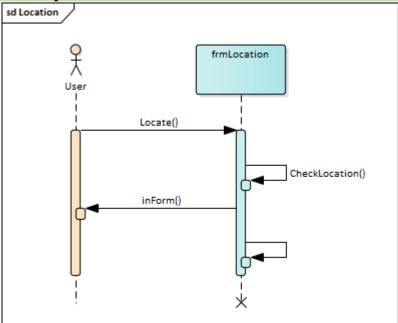
Sent(content)

Show()

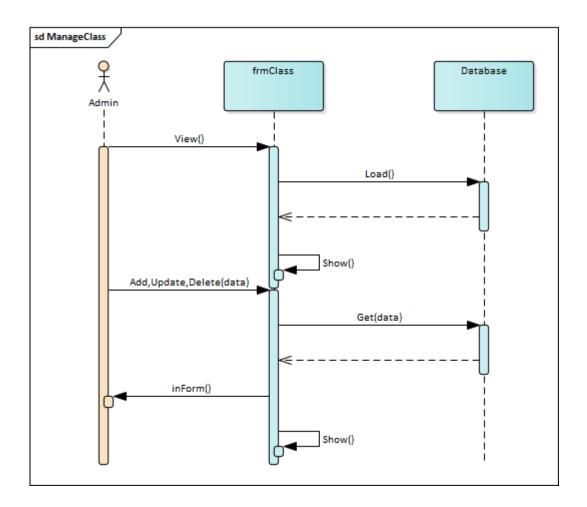
User sequence History Attendance



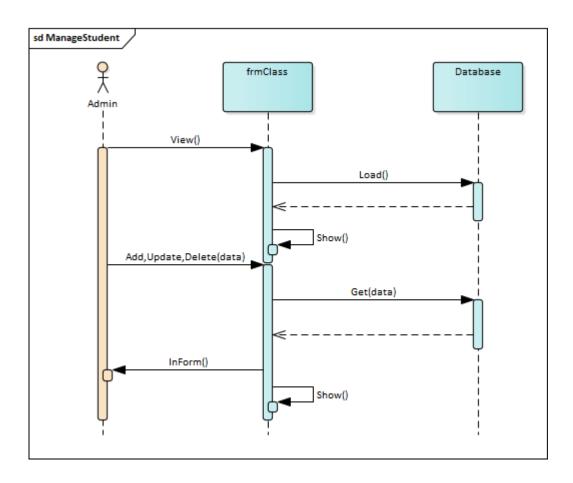
User sequence Location



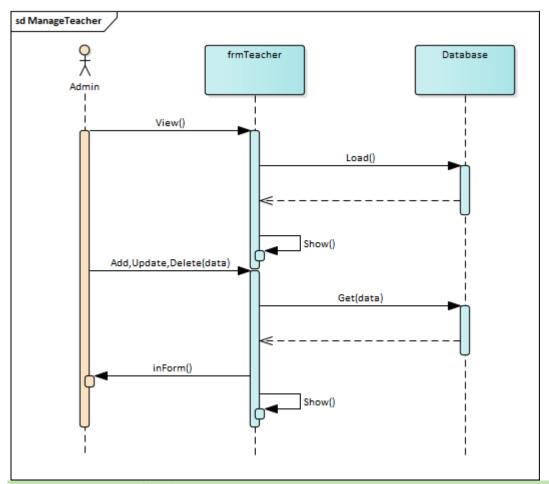
User sequence Manage Class



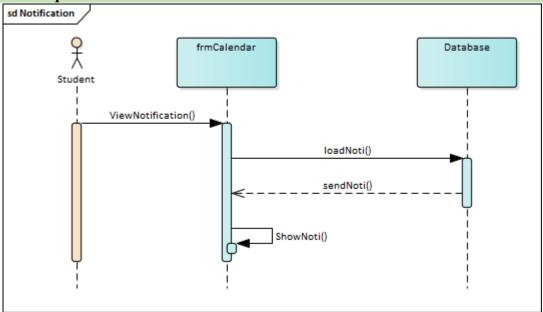
User sequence Manage Student



User sequence Manage Teacher

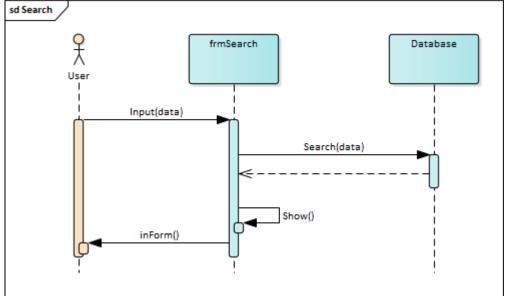


User sequence Notification

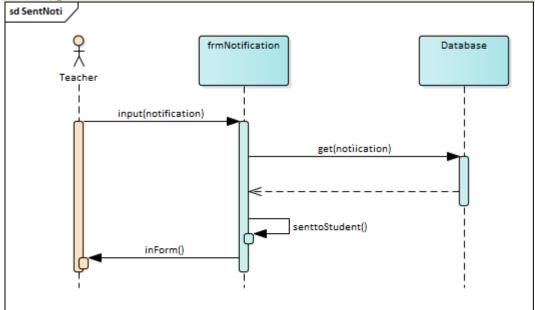


User sequence search

sd Search



User sequence Sent Noti



Week 06: Database Design

Parent Attendance Lesson Teacher 💡 parentI d INT 💡 attendanceId INT 💡 lessonId INT 💡 teacherId INT ♦ firstName VARCHAR(45) Lesson_lessonId INT date DATE ♦ firstName VARCHAR(45) ◇lastName VARCHAR (45) Student_studentId INT Teacher_teacherId INT ◇lastName VARCHAR (45) phoneNumber VARCHAR (45) present TINYINT Subject_subjectId INT phoneNumber VARCHAR (45) ♦ email Address VARCHAR (45) AbsenceReason_absenceReasonId INT → emailAddress VARCHAR(45) AbsenceReason Subject 💡 absenceReasonId INT 💡 subjectId INT ■ Teacher_has_Subject ▼ ◇reason VARCHAR(45) subject VARCHAR (45) Teacher_teacherId INT Subject_subjectId INT Student 💡 studentI d INT ♦ firstName VARCHAR (45) ○ lastName VARCHAR (45) Parent_parentId INT ■ Student_has_Subject ▼ Student_studentId INT Subject_subjectId INT

System evolution

Our recommended "student management software" for schools, training centers, universities. Before we do anything, we do a thorough research on the problems we encountered. We have taken a careful look at how to create an error-free management system, student attendance, as well as different functions for different users depending on their perks.

TeacherKit application supports devices on iOS, Windows operating systems. With TeacherKit you have 4 convenient types of reports including: class diagram, seat chart and score, student list.

TeacherKit is a very convenient software for teachers, schools, students and students' parents to easily organize classes and manage students. TeacherKit helps to record student attendance, expressions, and behavior for each student in just a few taps. In addition, when using TeacherKit, teachers can manage the number of students, note negative and positive actions of students and teachers can also communicate with parents about the student's capacity to help parents. mothers care more about their children's learning.

Remind is an application designed based on the mobile device platform, friendly with iOS and Android operating systems, making the process convenient and smooth.

Remind's outstanding features:

Notice about lessons
Text messaging, documents, presentations

Teachers can send SMS messages in two-way or one-way mode to students Helping teachers interact and support students effectively

Chapter: Appendices

8.1 Application Requirements

Operating system	Windowns XP, Windowns 7, ios, android

Front end	Microsoft Visual Basic 6.0
Database	Microsoft Access 2003
Connectivity	ActiveX Data Object
Report	Data Report

8.2 Hardware Requirements

RAM	512MB or higher
Hard Disk	10GB or higher
Conputer Processor	Pentium IV
Clock Speed	700 MHZ Processor

Chapter: DESIGN PATTERN

- Based on our sequence, class and state diagram our group choose five patterns to implement: Singleton, Builder, Factory, Bridge

1. Sign in using Singleton Pattern

Why we choose this pattern and it characteristic:

- In singleton which can only create one instance but people can login to the system simultaneously more than one.

C# code Demo

```
class Login
    private static Login instance = new Login();
    string user = "taikhoan";
    string pass = "matkhau";
    private Login()
    {
    public static Login getInstance()
        return instance;
    public void checkUser(string username, string password)
        do
            if (username == user && password == pass) { }
            else
                Console.WriteLine("Wrong please type again");
                Console.WriteLine("Type Username");
                username = Console.ReadLine();
                Console.WriteLine("Type Password");
                password = Console.ReadLine();
```

```
} while (username != user && password != pass);
    Console.WriteLine("Login successful");
}
class Program
{
    static void Main(string[] args)
    {
        //SINGLETON
        Login.getInstance().checkUser("taikhoan", "matkhaau");
    }
}
```

2. Register uses Builder Pattern

Why we choose this pattern and it characteristic:

- Builder is a creational design pattern that separate the construction of a complex object from its representation so that the same construction process can create different representations.
- The Builder provides the interface for building form depending on the login information. The ConcreteBuilders are the specific forms for each type of user. The Product is the final form that the application will use in the given case and the Director is the application that, based on the login information, needs a specific form.

```
C# code Demo
```

```
public class User
        private string id;
        private string firstName;
        private string lastName;
        private string dayOfBirth;
        private string currentClass;
        private string phone;
        private string email;
        private bool isTeacher;
        public User(string id, string firstName, string lastName, string dayOfBirth,
string currentClass, string phone, string email, bool isTeacher)
            this.id = id;
            this.firstName = firstName;
            this.lastName = lastName;
            this.dayOfBirth = dayOfBirth;
            this.currentClass = currentClass;
            this.phone = phone;
            this.email = email;
            this.isTeacher = isTeacher;
```

```
}
class ConcreteBuilder : UserBuilder
       private string id;
       private string firstName;
       private string lastName;
        private string dayOfBirth;
       private string currentClass;
        private string phone;
        private string email;
        private bool isTeacher;
        public UserBuilder setId(string id)
            this.id = id;
            return this;
        }
       public UserBuilder setFirstName(string firstName)
            this.firstName = firstName;
            return this;
        public UserBuilder setLastName(string lastName)
            this.lastName = lastName;
            return this;
        }
        public UserBuilder setDayOfBirth(string dayOfBirth)
            this.dayOfBirth = dayOfBirth;
            return this;
        public UserBuilder setCurrentClass(string currentClass)
            this.currentClass = currentClass;
            return this;
       public UserBuilder setPhone(string phone)
            this.phone = phone;
            return this;
        public UserBuilder setEmail(string email)
            this.email = email;
            return this;
```

```
public UserBuilder setIsTeacher(bool isTeacher)
            this.isTeacher = isTeacher;
            return this;
        public User build()
            if (id != null)
            {
                Console.WriteLine("Register with Id: " + id.ToString());
            if (firstName != null)
                Console.WriteLine("Register with first name: " + firstName.ToString());
            if (lastName != null)
                Console.WriteLine("Register with last name: " + lastName.ToString());
            if (dayOfBirth != null)
                Console.WriteLine("Register with date of birth: " +
dayOfBirth.ToString());
            }
            return new User(id, firstName, lastName, dayOfBirth, currentClass, phone,
email, isTeacher);
public interface UserBuilder
    {
        UserBuilder setId(string id);
        UserBuilder setFirstName(string firstName);
        UserBuilder setLastName(string lastName);
        UserBuilder setDayOfBirth(string dayOfBirth);
        UserBuilder setCurrentClass(string currentClass);
        UserBuilder setPhone(string phone);
        UserBuilder setEmail(string email);
        UserBuilder setIsTeacher(bool isTeacher);
       User build();
       }
class Program
        static void Main(string[] args)
```

```
//BUILDER
var userBuilder = new ConcreteBuilder()
    .setFirstName("Hoang")
    .setLastName("Tran")
    .setDayOfBirth("07/11/200");
Console.WriteLine(userBuilder.build());}}
```

3. Notification uses Bridge Pattern

Why we choose this pattern and it characteristic:

- The bridge pattern applies when there is a need to avoid permanent binding between an abstraction and an implementation and when the abstraction and implementation need to vary independently. Using the bridge pattern would leave the client code unchanged with no need to recompile the code.

```
C# code Demo
```

```
public abstract class Account
        protected Notification notification;
        public Account(Notification notification)
            this.notification = notification;
        public abstract void addNotification();
    public class TeacherAccount : Account
        public TeacherAccount(Notification notification) : base(notification)
        public override void addNotification()
            Console.Write("I'm a teacher and when i add noti, it will show: ");
            notification.addNotification();
    public class StudentAccount : Account
        public StudentAccount(Notification notification) : base(notification)
        public override void addNotification()
            Console.Write("I'm a student and when i add noti, it will show: ");
            notification.addNotification();
```

```
public class TeacherNotification : Notification
        public void addNotification()
            Console.WriteLine("Teacher adding notification!");
public class StudentNotification : Notification
        public void addNotification()
            Console.WriteLine("Student adding notification!");
public interface Notification
        void addNotification();
class Program
        static void Main(string[] args)
            //BRIDGE
            Account teacherAccount = new TeacherAccount(new TeacherNotification());
            Account studentAccount = new StudentAccount(new StudentNotification());
            teacherAccount.addNotification();
               studentAccount.addNotification();
   }}
```

4. Add Subject uses Factory method Pattern

Why we choose this pattern and it characteristic:

- It defines an interface for creating an object, but leaves the choice of its type to the subclasses, creation being deferred at run-time
- Because when create news Subject we wants its Subject to be the ones to specific the type of a newly created Object

C# code Demo

```
public class TeacherSubject : Subject
{
    public void addSubject(string subjectName)
    {
        Console.WriteLine("Add subject: " + subjectName);
    }
}
public class StudentSubject : Subject
{
```

```
public void addSubject(string subjectName)
            Console.WriteLine("You couldn't add subject, because you're a student! Don't
try it again!");
public interface Subject
        void addSubject(string subjectName);
public class SubjectFactory
        private SubjectFactory()
        }
        public static Subject getAccount(AccountType accountType)
            switch (accountType)
            {
                case AccountType.TEACHER:
                    return new TeacherSubject();
                case AccountType.STUDENT:
                    return new StudentSubject();
                default:
                    return new StudentSubject();
            }
        }
       }
class Program
        static void Main(string[] args)
        {
            //FACTORY
            Console.WriteLine("Add subject with teacher's account!");
            Subject teacherAccount = SubjectFactory.getAccount(AccountType.TEACHER);
            teacherAccount.addSubject("Mathematics");
            Console.WriteLine("Add subject with student's account!");
            Subject studentAccount = SubjectFactory.getAccount(AccountType.STUDENT);
            studentAccount.addSubject("Mathematics");
        }
    public enum AccountType
        TEACHER, STUDENT
       }
```
