



**OBJECT ORIENTED ANALYSIS AND DESIGN WITH JAVA – UE20CS352**

**PROJECT SYNOPSIS**

**SUBMITTED BY,**

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## **Abstract**

With the advancement of online classes, the submissions of assignments and projects for the course have majorly become online to make it easier for teachers to evaluate them. Thus, we aim to build an application that will make the process of submission and evaluation of assignments easier in an academic setting. This application typically includes features such as assignment submission forms, grading rubrics and feedback mechanisms. Its primary goal is to streamline the assignment submission and grading process by automating the manual tasks involved, reducing errors, and improving communication between students and instructors. The tool ensures that assignments are submitted and graded within the set timeframe, ensuring that all stakeholders are kept up-to-date with assignment progress.

## **Tools used**

To develop this application, we use the following tools and tech-stack:

1. Spring framework for UI development
2. Java
3. MySQL for backend

## **Conclusion**

Overall, an assignment submission and evaluation tool is a valuable asset to any academic or professional organization, providing an efficient and effective way to manage the assignment submission and grading process and ensure that assignments are completed on time and within the set quality standards.