3. External Interface Requirements

3.1 User Interfaces

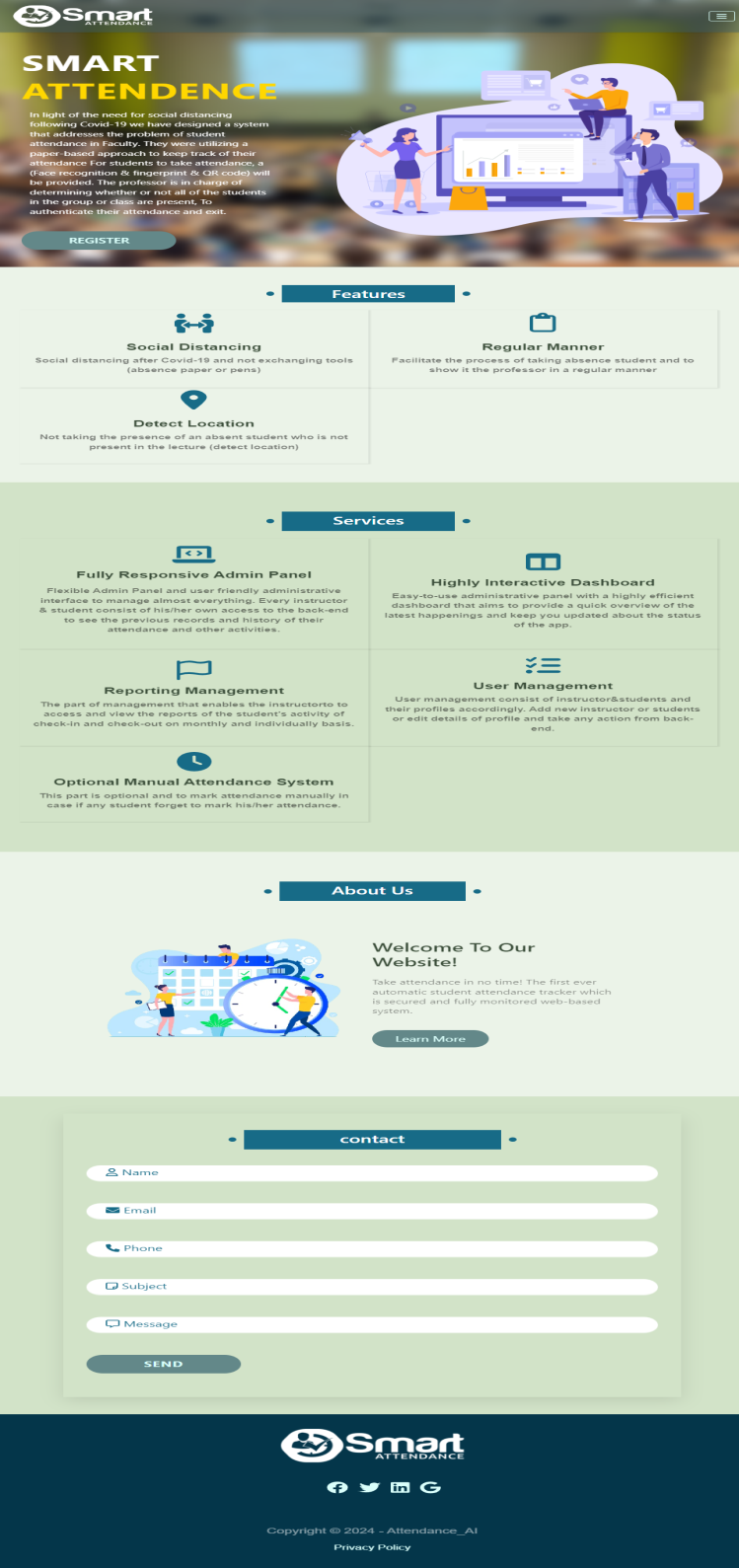
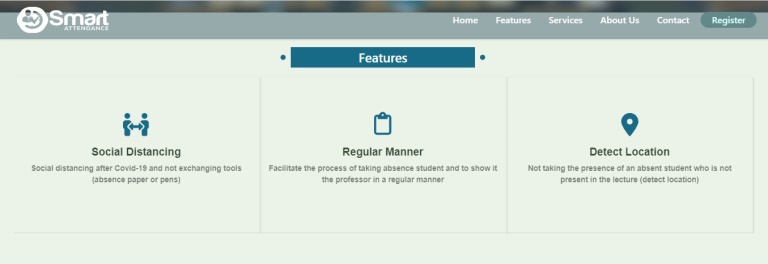
**3.1.1. Web design**

Fig (2): Intro page

Fig (3): First page

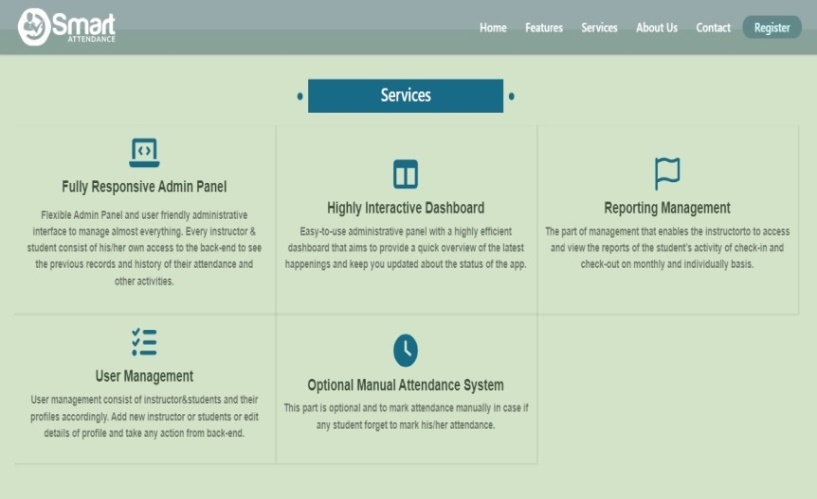
Fig (4): Features

Fig (5): Service

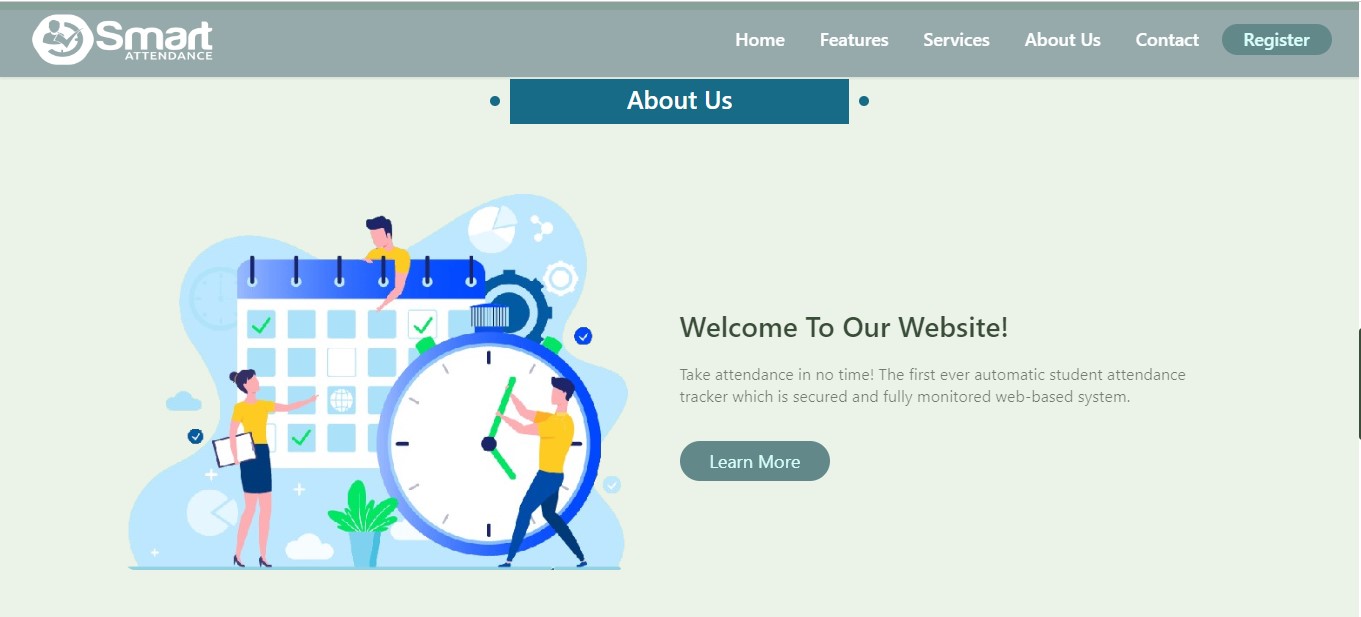


Fig (6): First about us

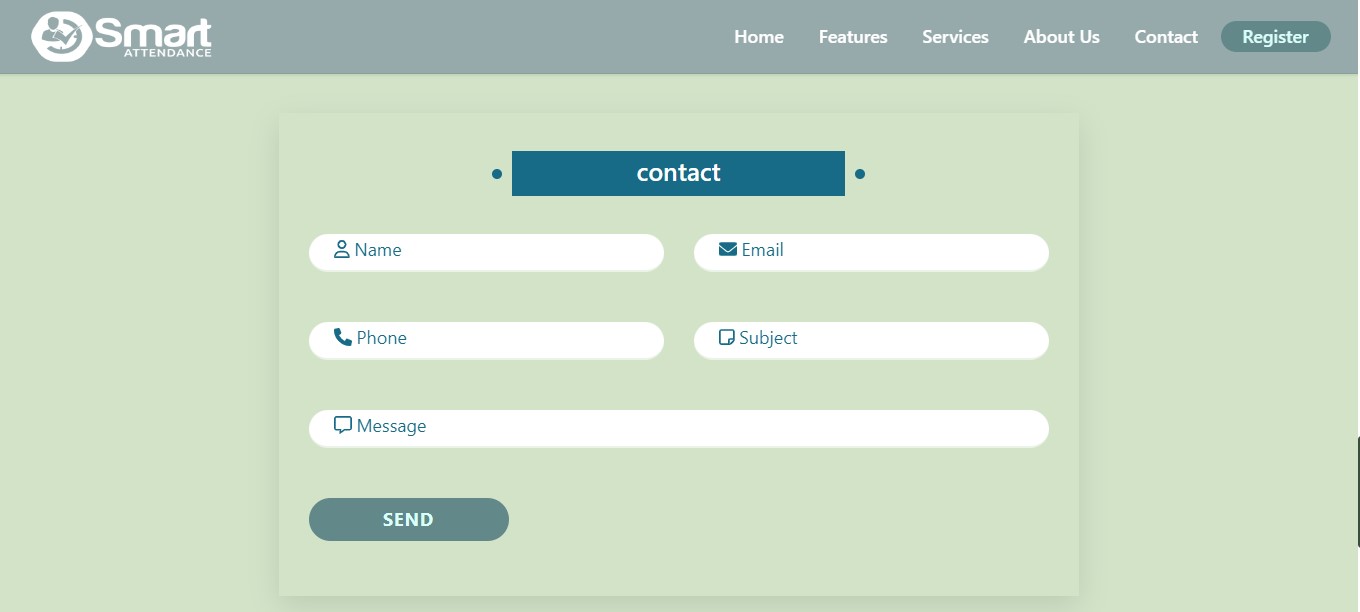


Fig (7): First contact

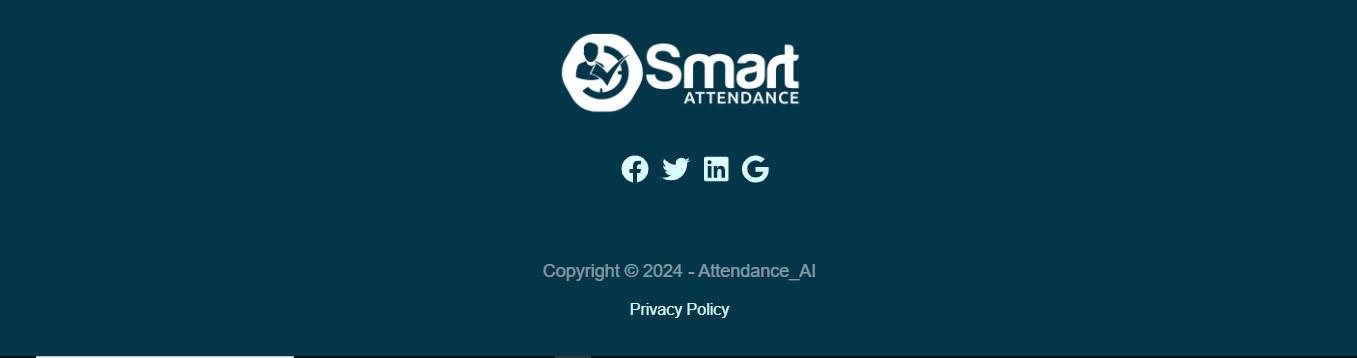


Fig (8): Footer

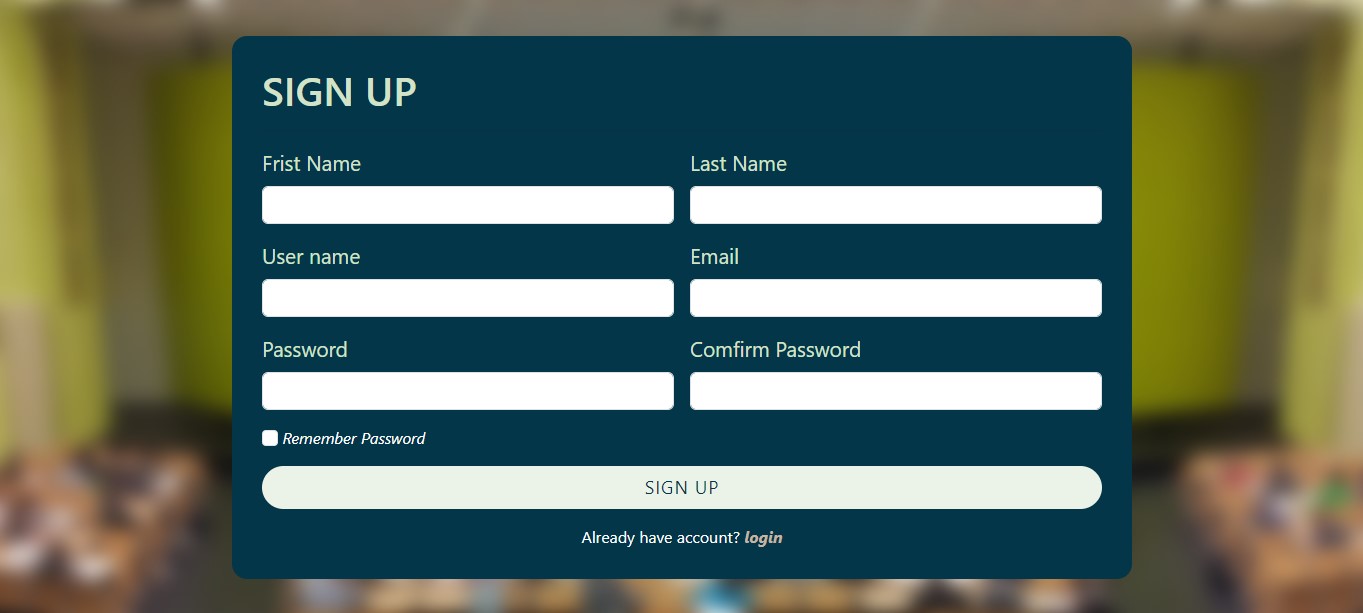


Fig (9): Sign up page

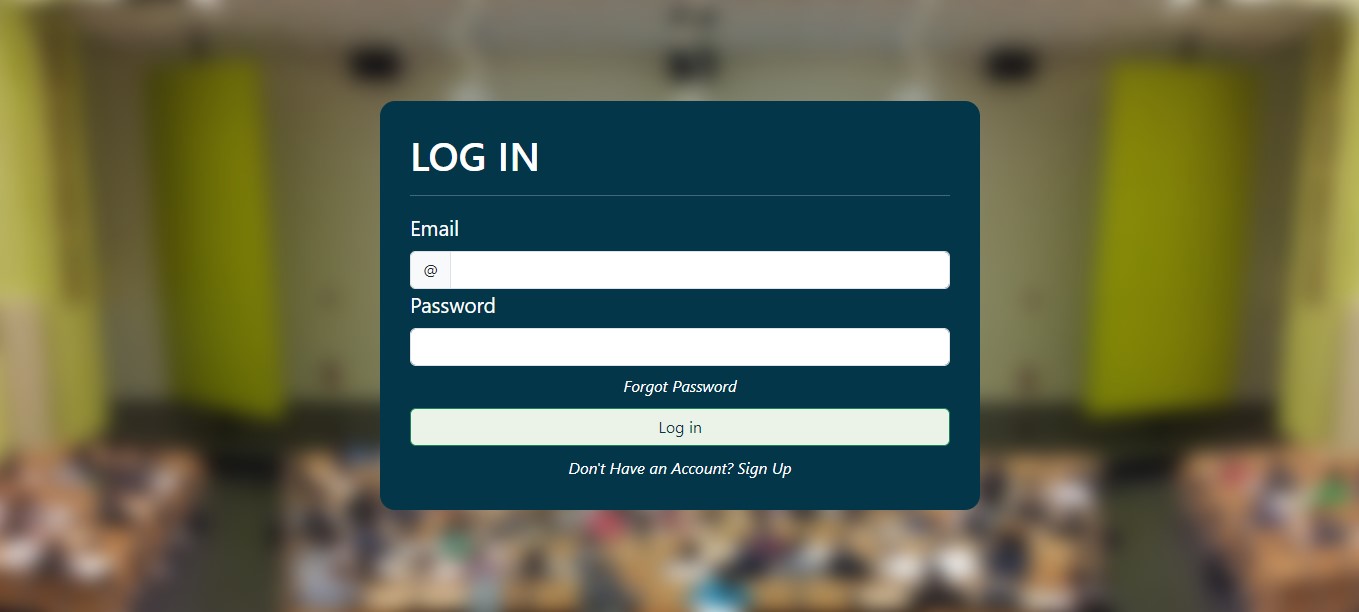


Fig (10): Log in page

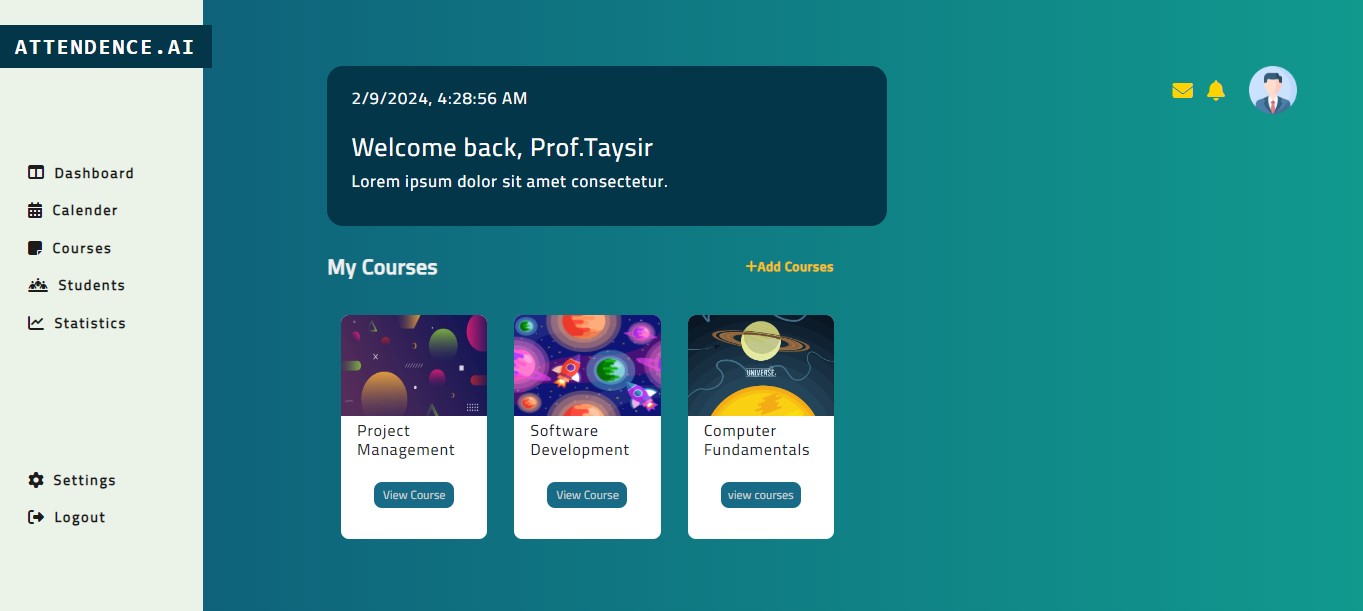


Fig (11): main page

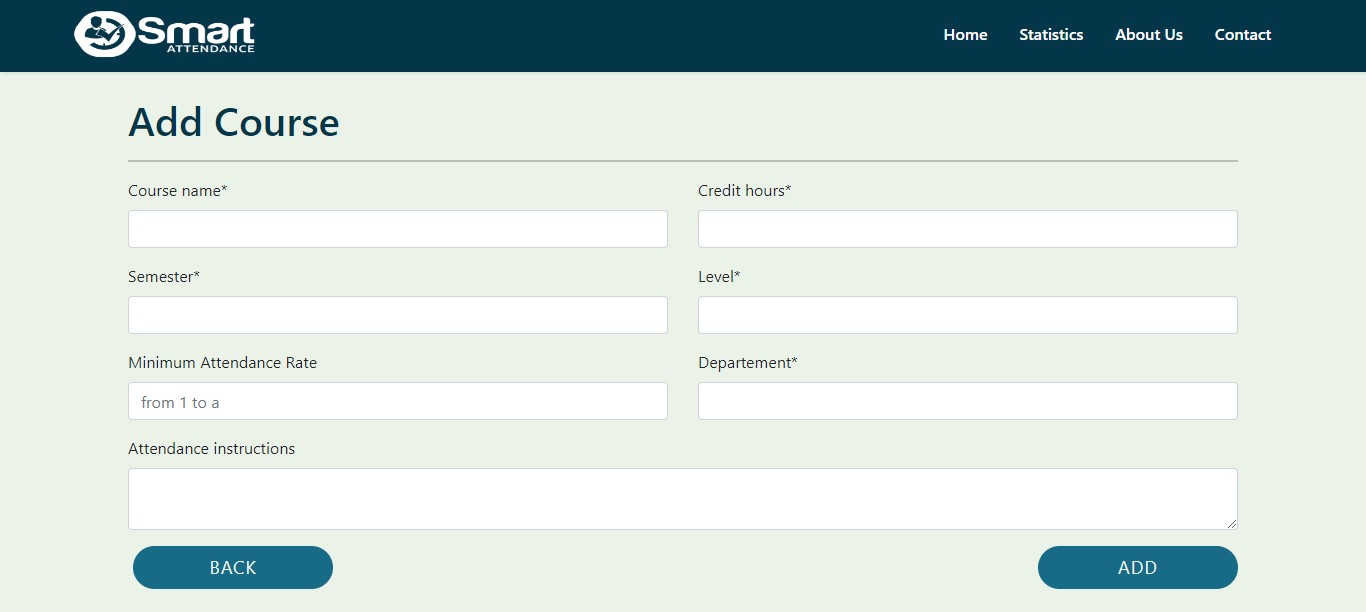


Fig (12): Add course

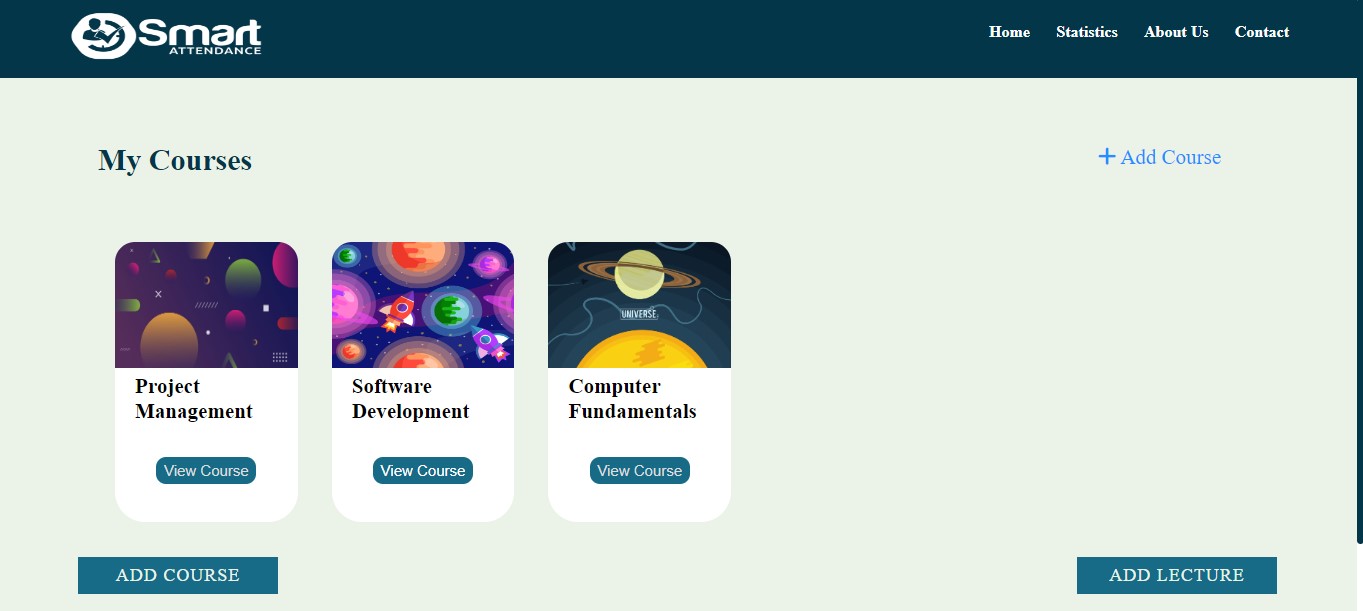


Fig (13): View course

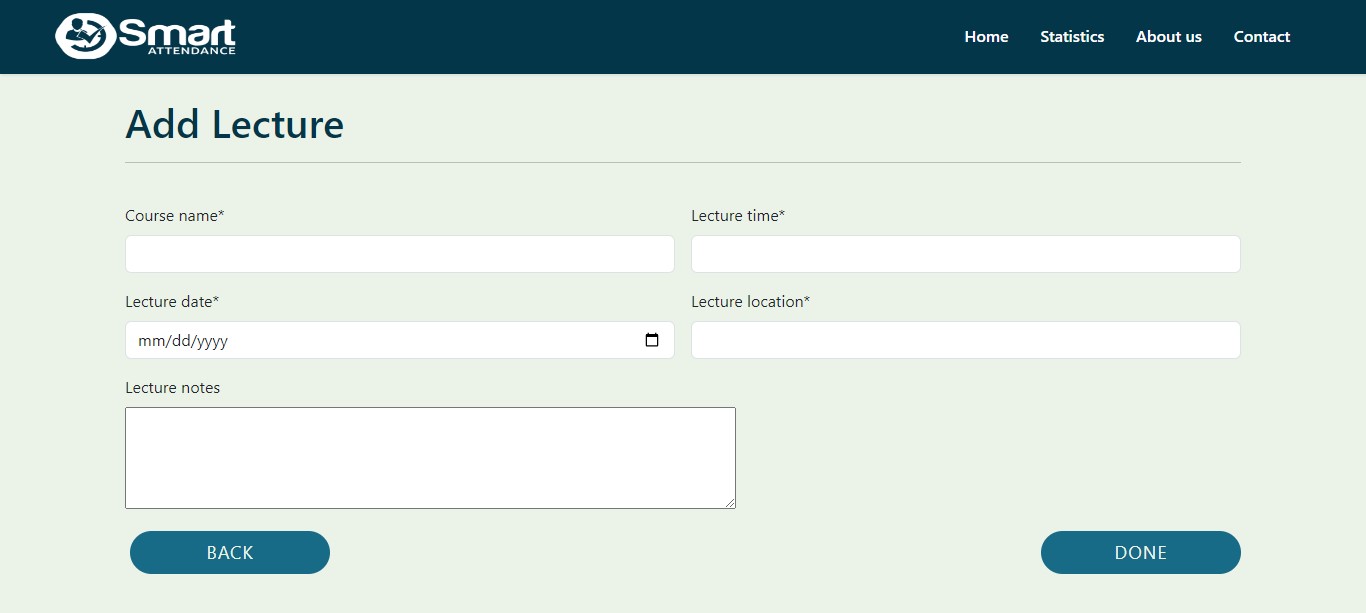


Fig (14): Add lecture

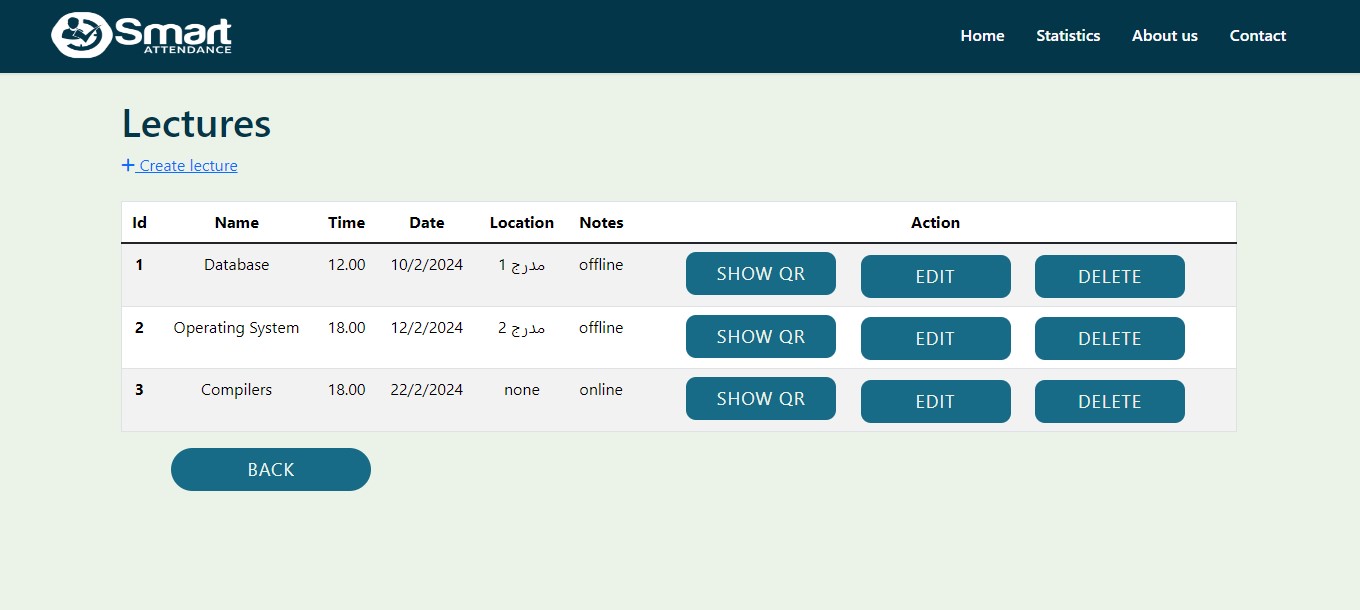


Fig (15): View lecture

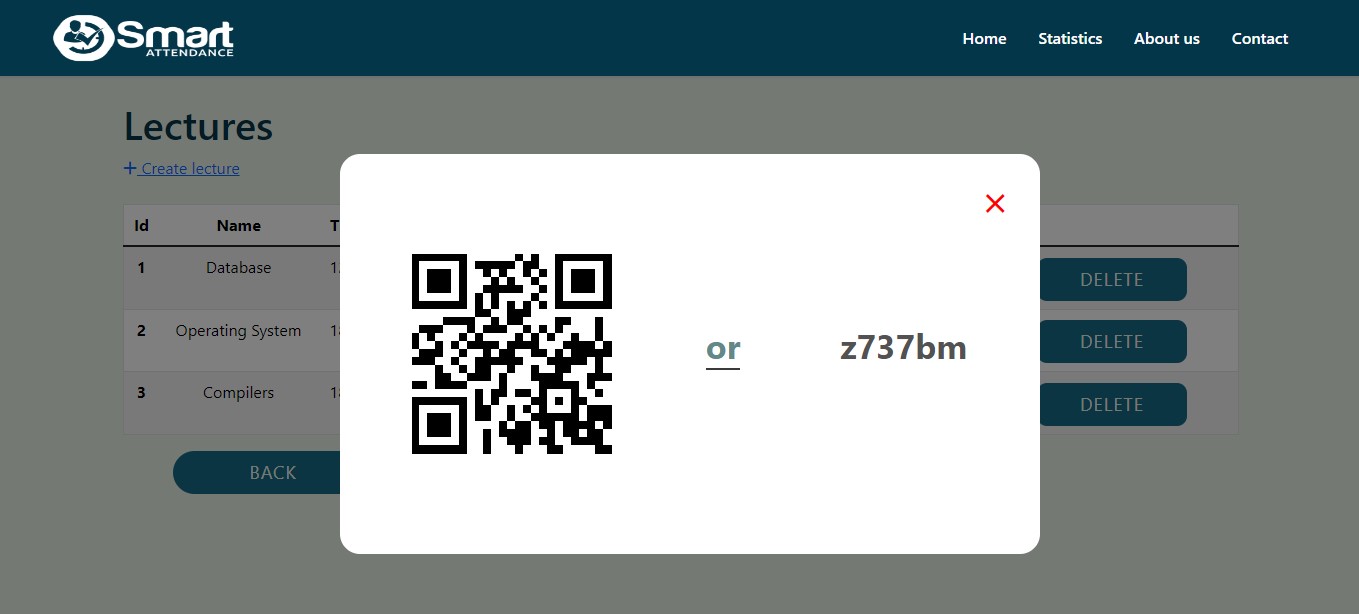


Fig (16): Show QR code

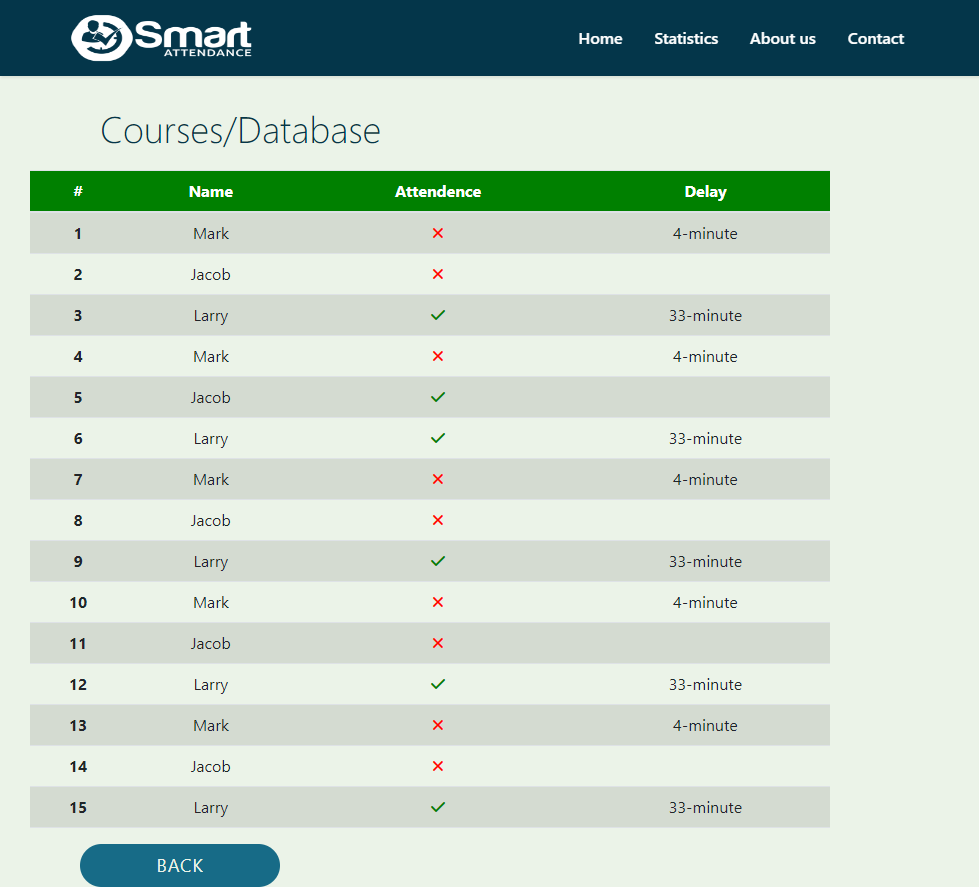


Fig (17): Show sheet

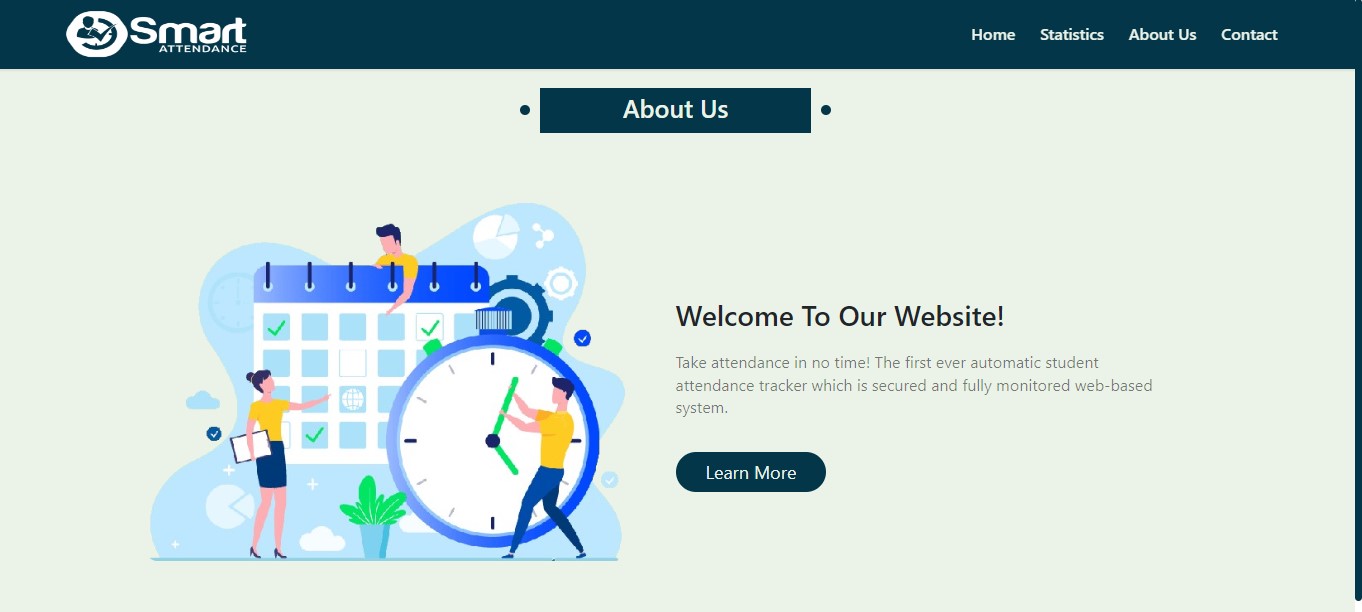


Fig (18): About page

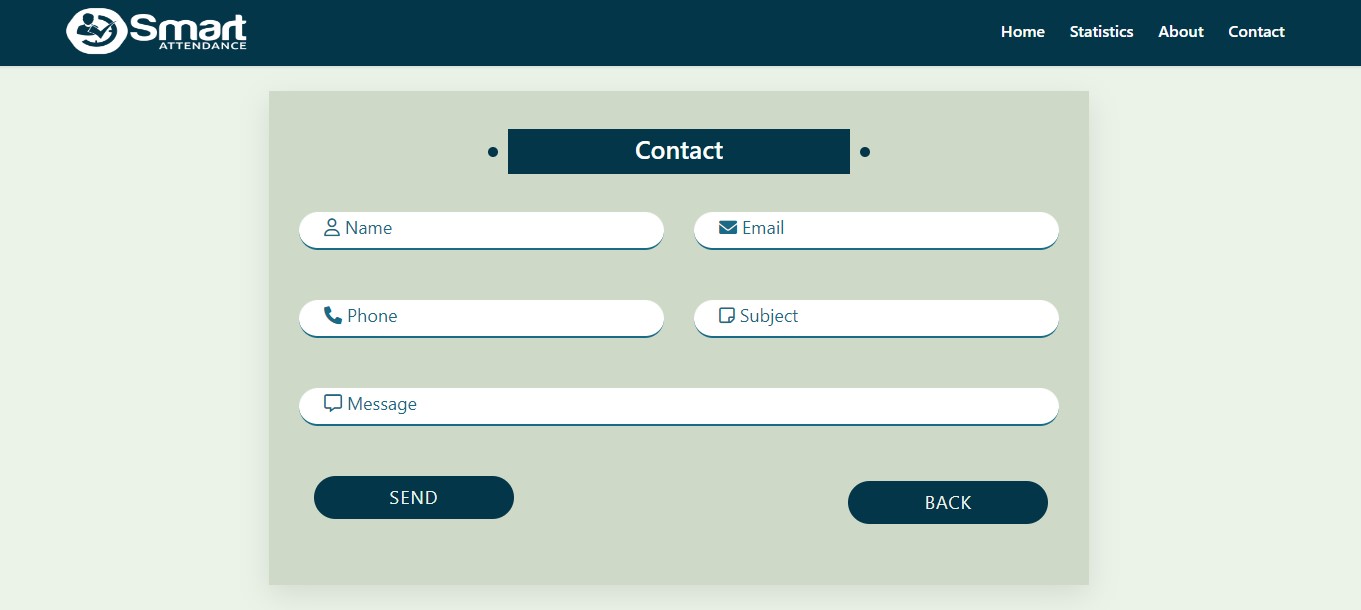


Fig (19): Contact page

**3.1.2. Mobile app**

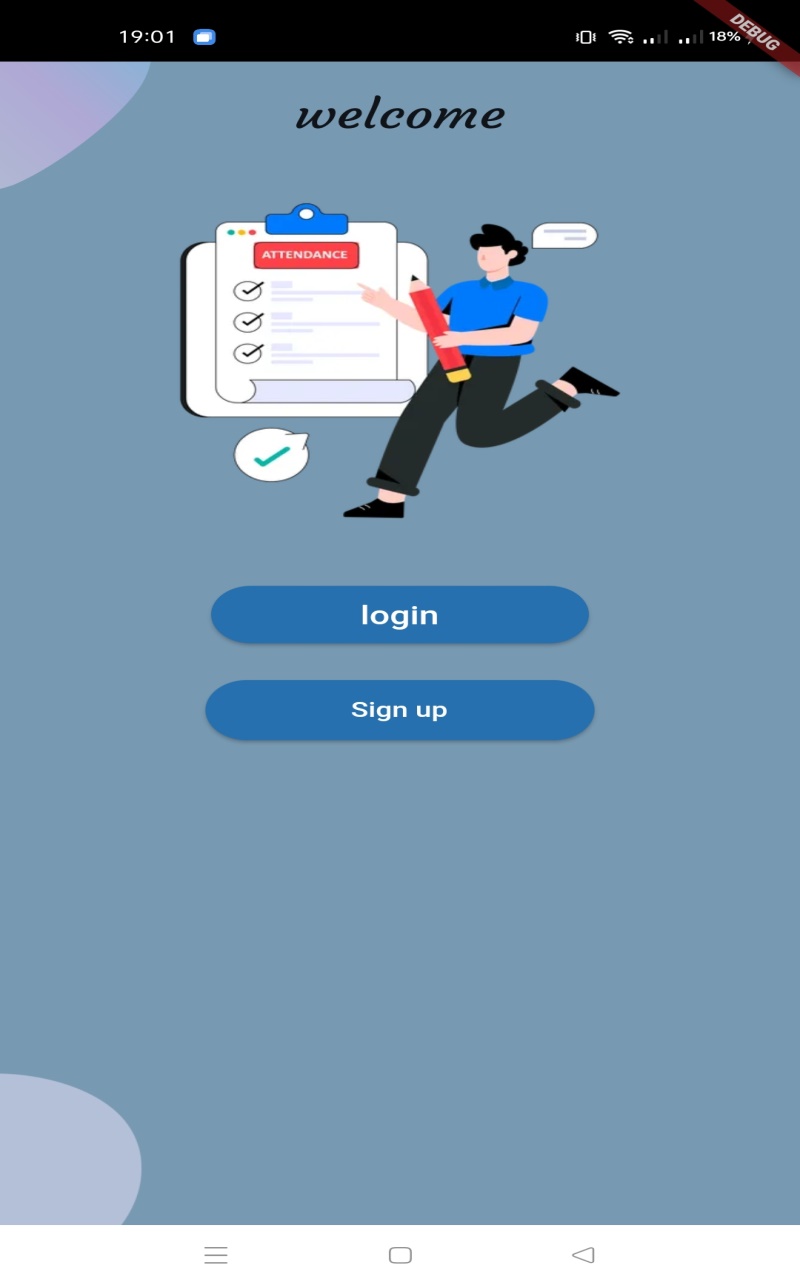
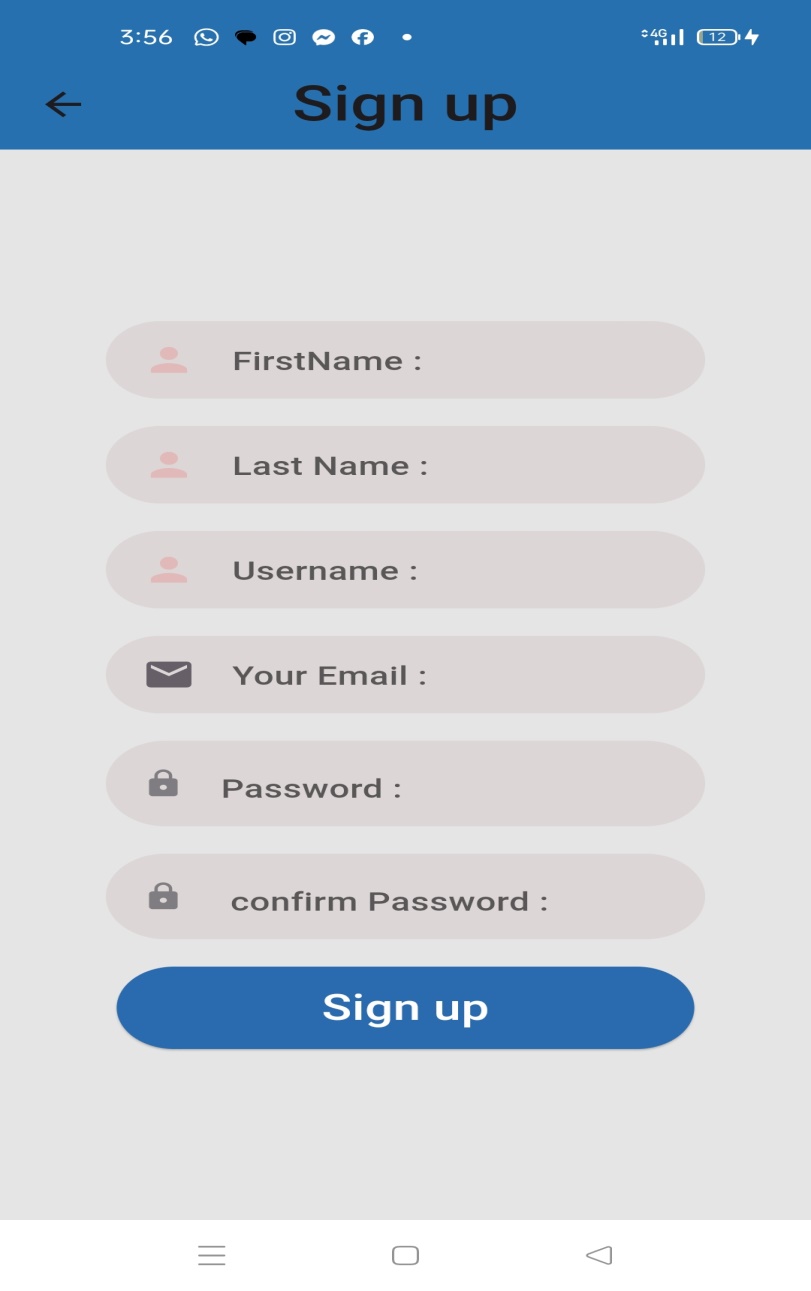


Fig (20): Welcome Fig (21): Sign up

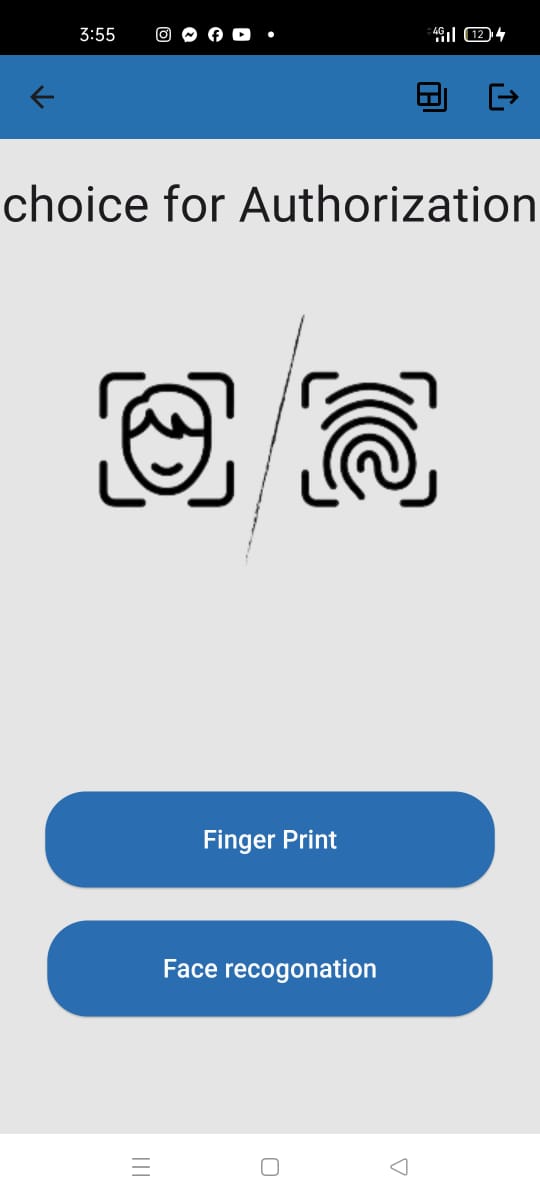
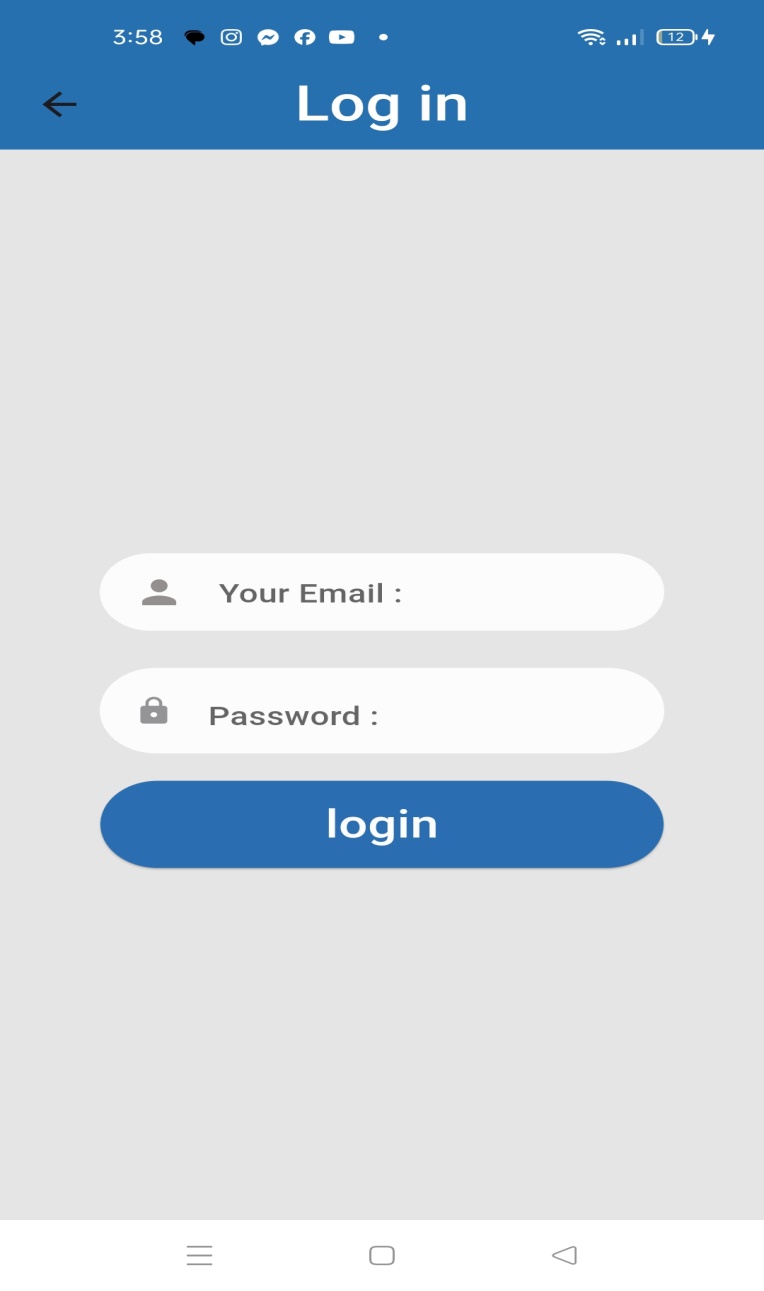


Fig (22): Log in Fig (23): Main page

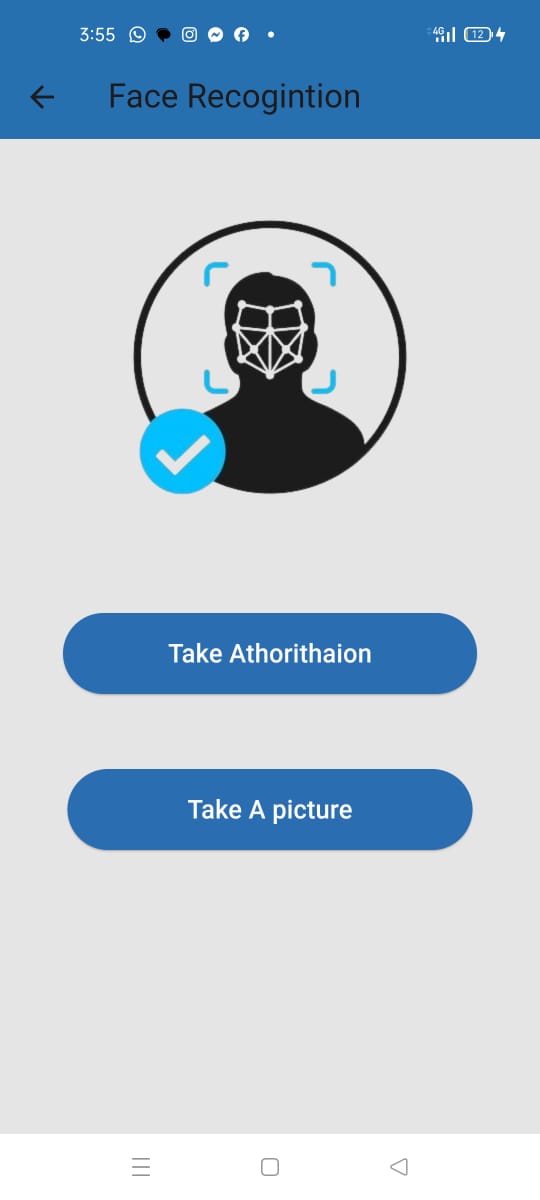


Fig (24): Face recognition Fig (25): Fingerprint

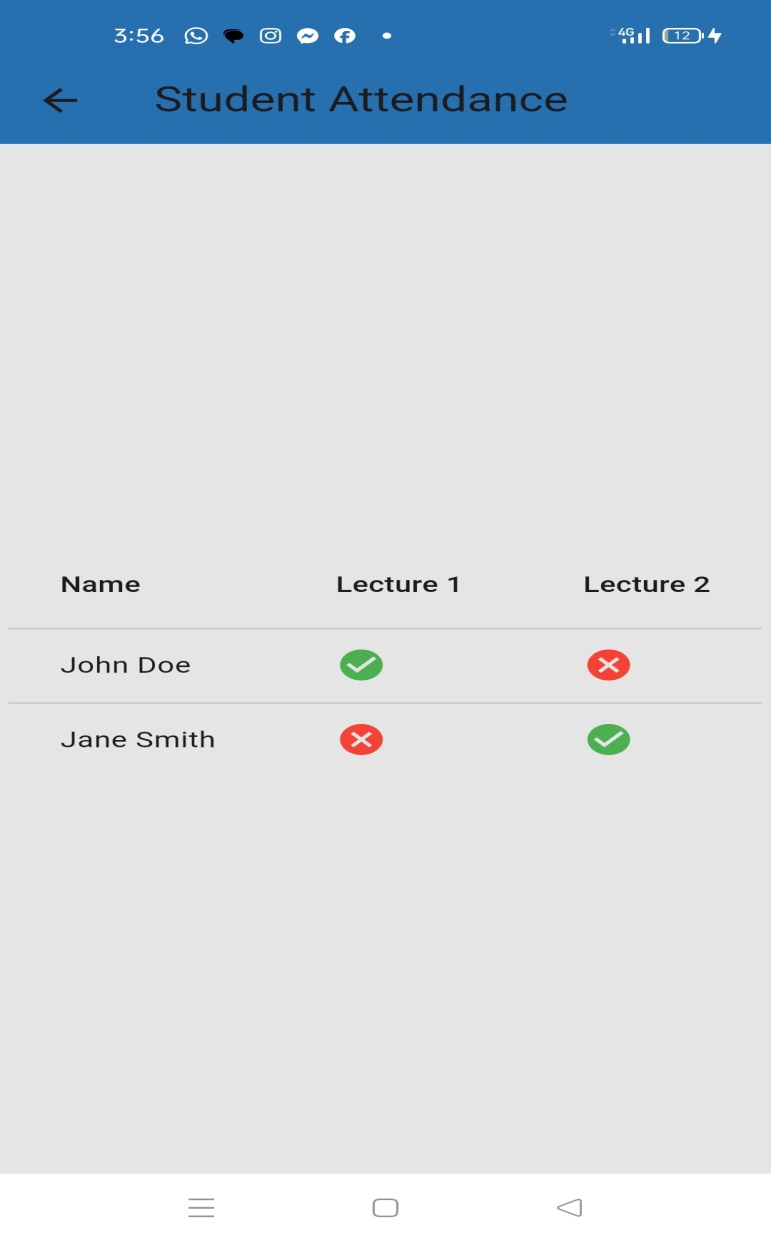


Fig (26): Dashboard

3.2 Hardware Interfaces:

The requirements of the desktop computer where the system going to be installed. The requirements of a smartphone that has a camera or fingerprint and installing the application for the student to be able to attend.

3.3 Software Interfaces:

The computer this software going to be install need to have windows 10 operating system. On that Windows platform .Net 7.0 will be installed and that will be the platform the particular software will be run. There will be Microsoft SQL Server Management Studio 2018 that should be installed. The operating system for Mobile devices should be Android. Web

3.4 Communications Interfaces:

When a student scans the QR code after verifying the identity using the fingerprint or facial recognition feature, it will be registered with the professor in the attendance

table.