Story Time:)





your destination to improve your programming skills

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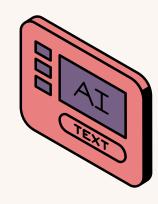


What is Checky?

Objectives







User View

Users have the ability to view their past attempts on an assignment, enabling them to track their progress

Submission
Collection & Grading

The software automates the process of collecting and grading users.

Al Powered

The software provides the power of artificial intelligence to create unique and engaging experiences.

Software used:



Project Structure

```
∠ Checky

File Edit Selection View Go Run Terminal Help
                                                                                                                                       🔣 eyes.gif
 EXPLORER
                                 ··· © create_assigment.dart × © bottom_nav.dart
                                                                                home_screen.dart
                                                                                                     CHECKY(3).gif
                                                                                                                       CHECKY.gif
                                                                                                                                                      CHECKY(4).gif

✓ CHECKY

                                       checky > lib > screens > assignments_views > € create_assigment.dart > ...
  16 class CreateAssigmentState extends State<CreateAssigment> {
   TextEditingController titleController = TextEditingController();
    TextEditingController descriptionController = TextEditingController();
       ai_assistant_bloc.dart
       ai_assistant_event.dart
                                               @override
       ai assistant state.dart
                                               void dispose() {
   > assignments_bloc
                                                 titleController.dispose();
    > ii submissions_bloc
                                                 descriptionController.dispose();
                                                 for (var controllers in testCasesControllers) {
   > ii constants
                                                  controllers.input.dispose();
   > extentions
                                                  controllers.output.dispose();
   controllers.mark.dispose();
      assignment_model.dart
      controllers_model.dart
                                                 testCasesControllers.clear();
                                                 super.dispose();
      submission_model.dart
      test_case_model.dart
      user_profile_model.dart
                                               @override

✓ 

screens

                                               Widget build(BuildContext context) {
    return Scaffold(
       create_assigment.dart
                                                   body: Container(
                                                     margin: const EdgeInsets.only(
       home_screen.dart
                                                      left: 25,
       nain_screen.dart
                                                       right: 25,
       single_assignment_screen.dart
                                                      bottom: 5,
    > i pre_auth
                                                     ), // EdgeInsets.only
    child: Column(
       profile_screen.dart
                                                       crossAxisAlignment: CrossAxisAlignment.start,
      onboarding_screen.dart
                                                       children: [
                                                        Container(
      splash_screen.dart
                                                          margin: const EdgeInsets.only(

✓ 

services

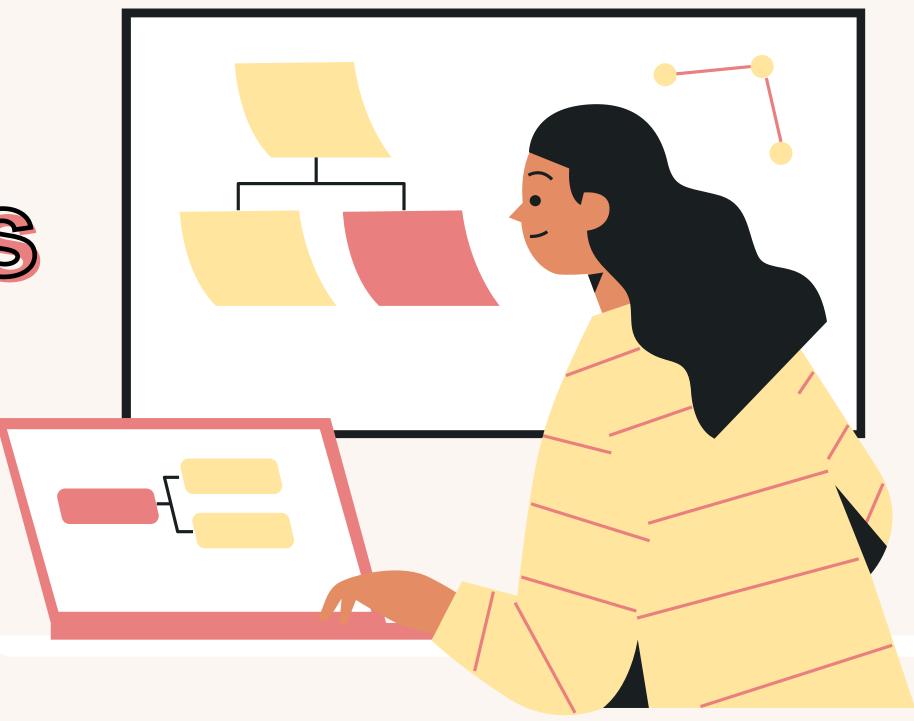
                                                            top: 80,
    🗦 戌 api
                                                           ), // EdgeInsets.only
    > 🖷 database
                                                          child: Row(
   children: [
    Al_widgets
                                                              Image.asset(
                                                                "assets/img/logo_inside.png",

✓ 

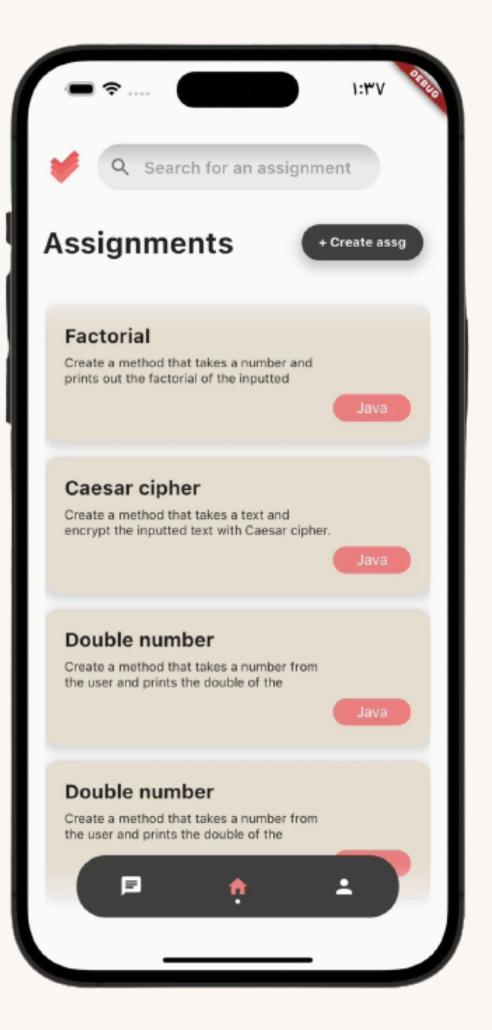
    create_assg_widgets

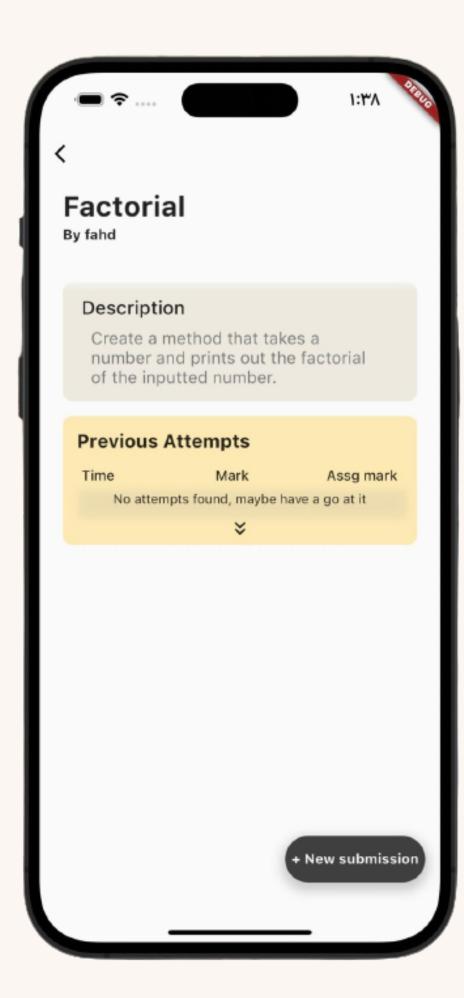
                                                                width: 35,
       add_test_case_button.dart
                                                               ), // Image.asset
       assignment_fields.dart
                                                              CSpaces.kHspace8,
       cancel_dialog.dart
                                                               const Text(
                                                                "Create new assigment",
> OUTLINE
                                                                 style: TextStyle(fontSize: 25, fontWeight: FontWeight.bold),
> TIMELINE
> DEPENDENCIES
```

App Interfaces



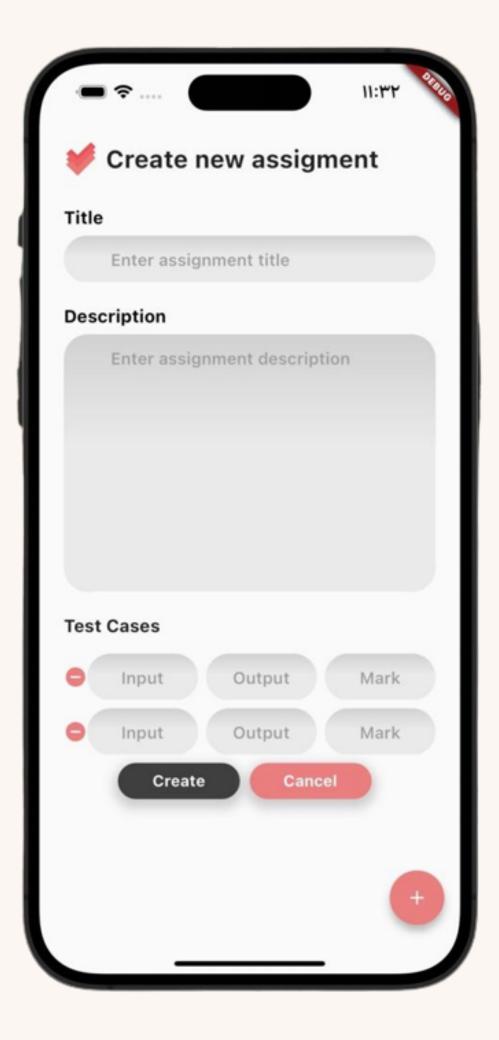
Main screen

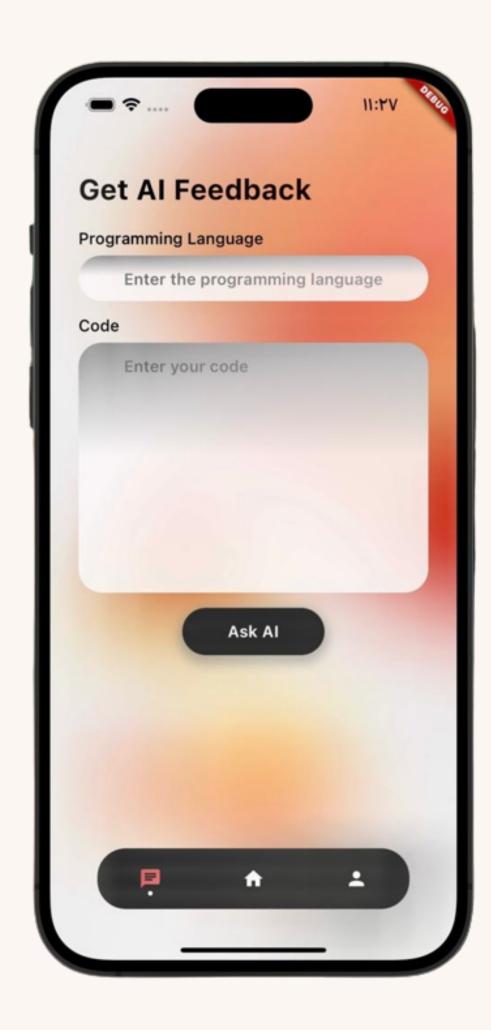




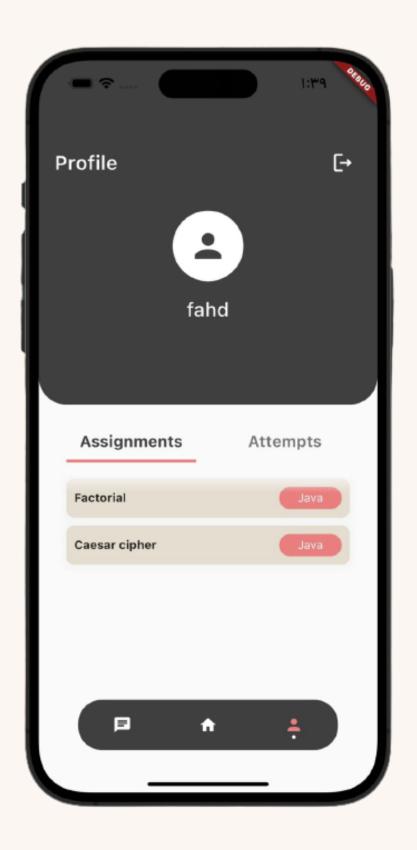
Assignment Screen

Create Assignment Screen





Al Screen





Profile Screen



Conclusion

Thank you for listening!

