Sustainable Smart City Assistant Using IBM

Granite LLM

Documentation format

1. Introduction

Project Title: EDUTUTOR AITeam Members: : K.NAVEEN

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- 2. Project Overview
- **Purpose:** The purpose of EduTutor AI, or any AI-powered intelligent tutoring system, is to enhance and personalize the learning experience by providing individualized support and guidance to students. It acts as a virtual tutor, adapting to each student's pace, learning style, and knowledge level to make learning more effective and engaging.
- Features: Adaptive Learning:

EduTutor AI analyzes student performance data (e.g., quiz scores, time spent on tasks) to adjust the difficulty level of lessons in real-time, ensuring each student learns at their optimal pace.

• Personalized Learning Paths:

- AI algorithms create customized learning plans based on individual learning styles and needs, focusing on areas where students struggle.
 - Content Recommendations:
- The system recommends relevant learning materials and resources based on student performance and learning preferences.
- 2. Enhanced Learning Experience:
 - Immediate Feedback:
- Students receive instant feedback on their work, allowing them to identify and correct mistakes quickly.

3. Architecture

- Frontend: Describe the frontend architecture using React.
- **Backend:** Outline the backend architecture using Node.js and Express.js.
- **Database:** Detail the database schema and interactions with MongoDB.

4. Setup Instructions

- Prerequisites: List software dependencies (e.g., Node.js, MongoDB).
- **Installation:** Step-by-step guide to clone, install dependencies, and set up the environment variables.

5. Folder Structure

- Client: Describe the structure of the React frontend.
- Server: Explain the organization of the Node.js backend.

6. Running the Application

- Provide commands to start the frontend and backend servers locally.
 - Frontend: npm start in the client directory.
 Backend: npm start in the server directory.

7. API Documentation

- Document all endpoints exposed by the backend.
- Include request methods, parameters, and example responses.

8. Authentication

- Explain how authentication and authorization are handled in the project.
- Include details about tokens, sessions, or any other methods used.

9. User Interface

• Provide screenshots or GIFs showcasing different UI features.

10. Testing

• Describe the testing strategy and tools used.

11. Screenshots or Demo

• Provide screenshots or a link to a demo to showcase the application.

12. Known Issues

• Document any known bugs or issues that users or developers should be aware of.

13. Future Enhancements

• Outline potential future features or improvements that could be made to the project.