

Outcomes

- Users can gain knowledge with a variety of exercises in one application.
- Users can access e-books in every subject they take in school.

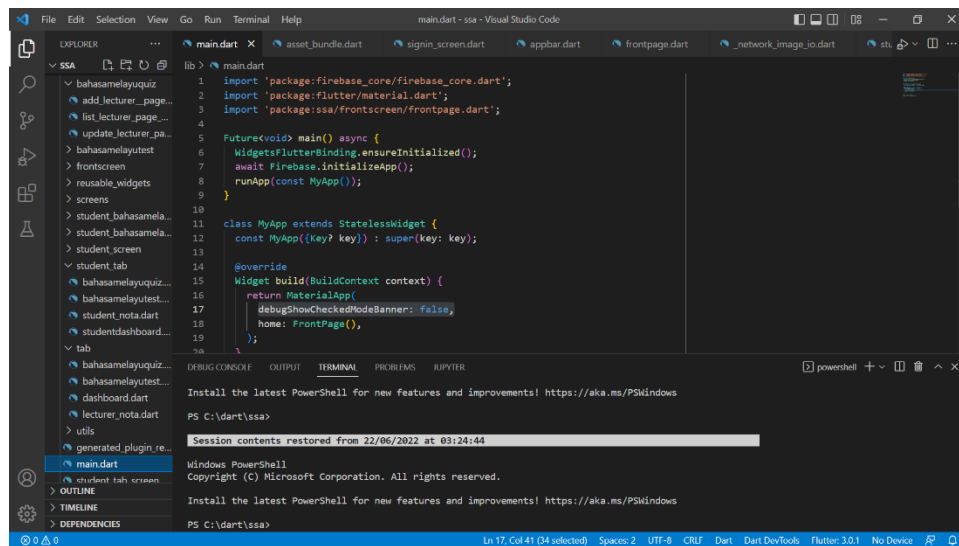
Vision

- To make an application that students can gain knowledge with a lot of subjects in one application.

Apps Layout / Development Environment

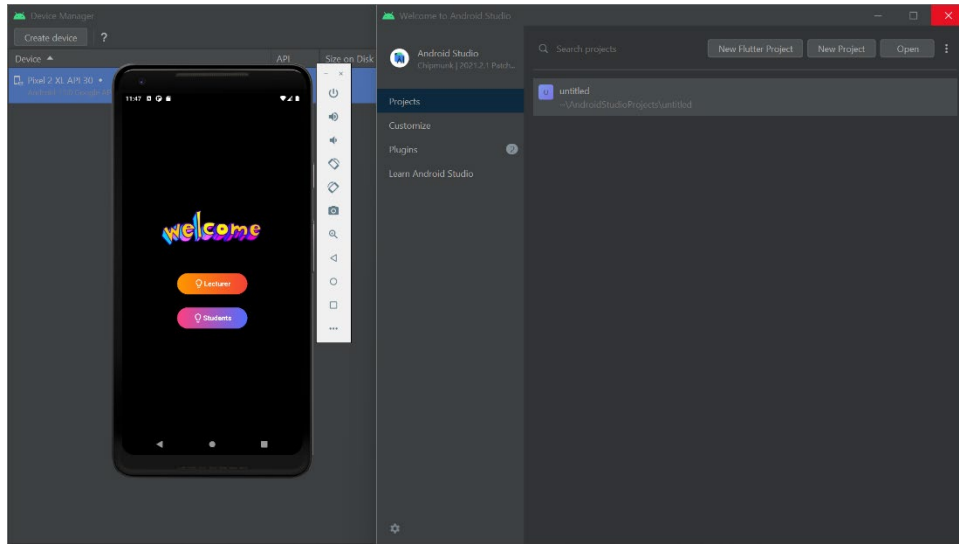
VSCode Flutter and Dart

Visual Studio Code is a streamlined code editor with support for development operations like debugging, task running, and version control. It aims to provide just the tools a developer needs for a quick code-build-debug cycle and leaves more complex workflows to fuller featured IDEs, such as Visual Studio IDE. Then, for the design we used which is it was a Google's portable UI toolkit for crafting beautiful, natively compiled applications for mobile, web, and desktop from a single codebase. In this project we used Dart language, which is one of the client-optimized languages for developing fast apps on any platform.



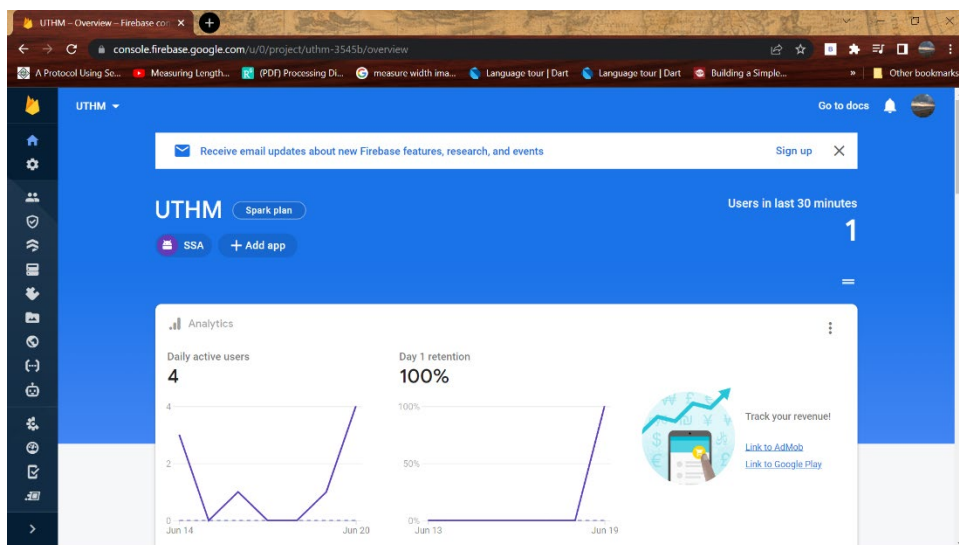
Android Studio Simulator

The Android Emulator simulates Android devices on your computer so that you can test your application on a variety of devices and Android API levels without needing to have each physical device. The emulator provides all the capabilities of a real Android device.



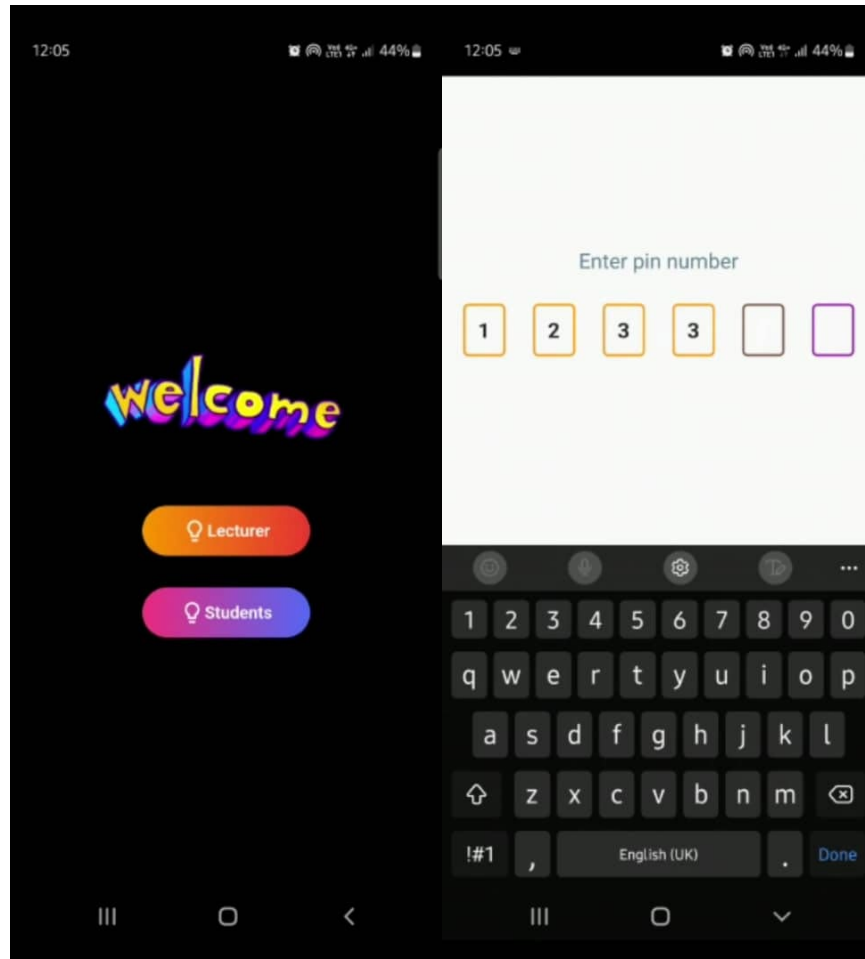
Firebase Databased

The Firebase Realtime Database is a cloud-hosted NoSQL database that lets you store and sync data between your users in Realtime. NEW: Cloud Firestore enables you to store, sync and query app data on a global scale.

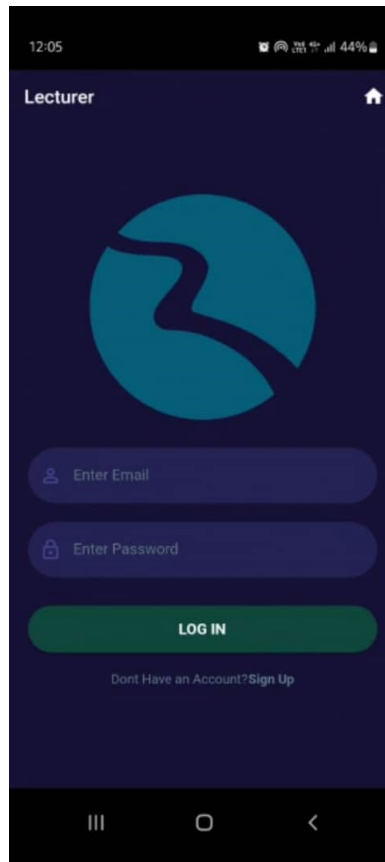


App SSA Output

For the devices specification. In this project it was designed for android operating system which cannot be downloaded for iOS. For mor specific the most suitable android version must be above Android 11 and above.

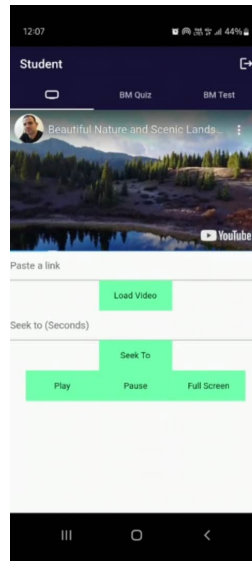


LIST AND DESCRIPTION OF ELEMENT



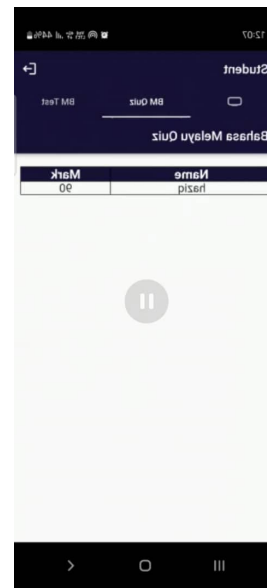
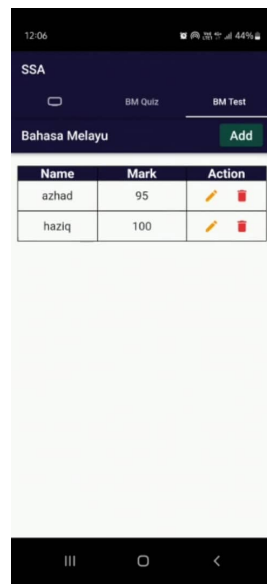
Signup Pages

- This is the internal version of the applications we developed, which include a home screen design, login and signup pages, dashboards, note sections, quiz and test sections, security pins, infographics, and, in the end, videos. We developed these applications to help people quickly access information about our designs.



Main page

- This is the main layout upon registration. It is divided into three sections: quiz, test, and video. The video will make it easier for students to study for a certain topic.



Score section

- Record marks section that assists students in seeing their current grade, particularly for students

DESCRIPTION OF PERFORMANCE ANALYSIS OF THE DESIGN

- Easy to use the app.
- making the app more attractive so that users are more interested in buying.
- put up a video so that users can see the information or instruction from lecturer clearly.
- Simple structure is used so that users can use app without any knowledge of using app.
- Open the app with just one click.

ADVANTAGES AND CONSTRAINS

Advantage

- o The data was displayed using Realtime databased which is the input data will be shown at the output display in the same time.
- o Users are always able to see the result or output anytime and anywhere. Even outside of class hours, the apps continue to shows the data.
- o At its simplest, an apps provides a quick and straightforward way of communicating information between lecturer and students.
- o As the apps is accessible to anyone all over the campus, the ability to break through geographical barriers has never been easier.

Constrains

- o Apps are quite plain design. So, the function is limited.
- o The app is design only for android users which is for iOS are not supported.