

PLAGIARISM SCAN REPORT

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ABSTRACT Every year GS/LR election is held and voting is done traditionally by ballot paper. This process consumes a lot of time of students as well as faculties. Our application called Digi-lyceum delivers prominent solution by making whole election process online. Visitors/Freshers who visit first time at universities/colleges find difficulty to reach their desire location. Unfortunately, there are least approaches are made towards indoor navigation. To deal with it, our application tries to provide one significant feature to guide users in augmented way to reach their destination in an unfamiliar indoor environment like universities, mall, museum, airport, MNCs etc. Students always find burden to ask administrative related doubt/inquiries due to having a long queue of students at admin department so, our artificial intelligence enabled chatbot helps students to give relevant and useful response of inquiries at anytime and anywhere. CHAPTER 1: INTRODUCTION 1.1: PROBLEM SUMMARY: There are numerous facilities provided by several organizations to find outdoor location, while for indoor location there are least concerns were made on it. Nowadays in big infrastructures it is very difficult to find out desire location in less time like in college, shopping malls, museums etc. The major problem arises when visitors visit at unknown place for the first time as they are not aware about where their desire places are located for example, in big universities people who are visiting for the first time faces problem to find out certain spots. Furthermore, students in colleges have various doubts/inquiries in their minds. To find out solutions their approach is to visit administration department. Unfortunately, they are not getting enough information from the staff and sometimes there are enormous students there so, students have to wait in long queue to make inquiry. Secondly, in spite of living in digital world, several activities in college are done on paper which costs time and money like GS/LR election process. These issues are motivating us to develop application that can get rid of these issues and provide reliable and meaningful solution. 1.2: AIM AND OBJECTIVES OF THE PROJECT : AIM: To develop an application which guides user to navigate in entire college and provide information of student’s queries also do online election process for GS/LR election. OBJECTIVES: • The application do not require expensive infrastructure. • Future maintenance cost would be nominal. • The application consistently guide users to their destinations. • To design attractive UI for better user experience. • The application counts vote effectively. • The response of inquiries would be relevant. Through other patents we analyzed and we find out two main parts to create Chat-Bot. 1)NLP:- Using Natural Language Processing we breaks sentences into words. It helps to identify keywords and entity. This is hard step to complete but now a days it is feasible to complete. 2)Machine Learning:- These system have to train first that what kind of answer user want. First of all using machine learning we need to train our model adding main keywords and entity's. We creating dataset for answer. Using algorithms it will find answer corresponding to entered entity's by user. 2.1 Requirement Analysis Requirements analysis encompasses those tasks that go into determining the needs or conditions to meet for our project. We analyzed our functional and non-functional requirements which are listed below. 2.1.1 Functional Requirements: • Send OTP to user prior to vote. • System shall have record of users who joined in election. • System shall display result of winning candidate. • Users should modify their uploaded documents. 2.2.1 Method used for product development We have used Iterative model for our application development. In iterative life cycle model we specified necessary requirements of our project. And started development by specifying and implementing just part of the software, which can then be reviewed in order to identify further requirements. After completion of one cycle it is then repeating and producing a new version of the software for each cycle of the model. Advantages of Iterative model: • In iterative model we are building and improving the product step by step. Hence in early stages we are able to find defects. • In iterative model we can get the reliable user feedback. When presenting design of the product to users for their feedback, we are effectively asking them to imagine how the product will work. • In iterative model less time is spent on documentation and more time is given for designing. Chapter 3: Implementation methodology through Design driven canvas exercise Design is something which can be used for gaining a goal by implementing our system. Design thinking gives discovery of knowledge and in curiosity. It contains purpose, features and functions of our project along with the components involved. CHAPTER 5: IMPLEMENTATION In previous semester, we made registration process for students in our application. We provided one functionality in that, host(person) hosts election and generate one random code that student have to enter it to join election. At the end, application counts votes and display results. For database we converted our student records into JSON form. For indoor navigation we gathered all possible methods by which we can make our indoor navigation. We created VU marks when VU marks are recognized by mobile camera it displays augmented view. Apart from that, we converted our college’s floor plan image into geo-referenced form that is require by mapbox. Augmented

Reality image mapping As shown in following figure, we took a VU mark now we are putting android device’s camera on it and immediately it recognize image and shows result. CHAPTER 6: SUMMARY Conclusion Here, we made an android application which introduces the feature of online voting for GS/LR election. It deal with, traditional ballot paper voting system which is time and energy consuming also we implemented indoor navigation which will help to new visitors to find their desire location. Our chatbot will help students to ask their queries and get relevant response at anytime and anywhere

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