The program will show a menu to ask whether the user is a student or a lecturer. Then the program will ask the user to input their identity and their attributes. Next the program will show another menu based on the role of the user regarding their activities. Student will have 2 option it is to help dosen or sleep. Helping dosen will add 10 points for the student while going to sleep will end the program and will unable all action to be done. For dosen, there will be 6 action including sleep where it has the same function as with the student. All action will give dosen an additional 10 points except other works.