* approach/methodology
  + This system will help the user to find out their interested subject or subject that suits them.
  + This system will filter out the subject that suitable for the user by asking them few preset questions.
  + What the user needs to do is answering the questions by choosing their answer from given choices.
  + A subject will only being suggested if all its pre-conditions or rules are achieved.
  + In order to prove a rule, the user should answer a question and the system will decide whether the user meets the rule.
* system components
  + questioning mechanism
  + answer parser
  + subject finder
  + degree finder
* major design elements
  + Agenda
    - Subject
    - degree
  + knowledge base
    - rules (subject rules, degree rules, logical thinking)
  + knowledge acquisition facility
    - question
    - answer
  + working memory
    - skills (science,logical thinking) after answering question
  + Inference engine
    - Backward chaining
  + Explanation facility
    - describe
* system strengths
  + Increased availability
    - Mass production of expertise since it can be made available on a computer
  + Reduced cost
    - Average cost of providing expertise is greatly lowered
  + Permanence
    - Expertise is permanent, lasts longer than the human expert.
  + Fast response
    - Sometimes real-time response is required, ES is more available than human expert
* weaknesses
  + no security
  + no error handling
  + does not include all the subjects available