**ANDROID Attendance Application**

# The GOAL

The goal is to create an android based mobile application in which users(teacher), would sign onto their smartphones and download an app from the Android market or Google play store. First the teacher signs into the app and verifies their credentials, then they are able to pull up the correct class roster, next they can allow students to sign into class via scanning their ID.

## The objective is to work hand in hand with software developers, database developers, scrum masters and researchers and other important team members to create and build the attendance application. The tools used to achieve this goal is as followed

**HARDWARE**

1. Android device that will be used to scan card.

**SOFTWARE**

1. Android Studio
2. Java
3. XML
4. API Google Mobile vision (For text)
5. Google Firebase (Database)

# the usefulness and aim of the Application

## The usefulness of this application would allow professors to take a step into the future. By using this attendance mobile check in application before class starts. The intention of this project is to allow students to take responsibility for their own attendance, rather than have the professor/ teacher take the attendance which can cause inconsistent data between the student and class days.