

# Abstract

In our accelerating daily life, it's essential for everyone to obtain his share of science, in the past there was a problem which is the difficulty of finding the resources of learning, but now this problem has gone because of the high availability of science and its resources and that become a problem also how can you find a better teacher for your kid.

Computer science and technology made that easy, with the integration between technology and science big problems will be solved.

Online learning opportunities and the use of open educational resources and other technologies can increase educational productivity by accelerating the learning rate, reducing costs associated with instructional materials or program delivery; and better-utilizing teacher time.

In TOT we are here to help you find a teacher at any aspect of science you want from kindergarten to secondary schools. Instead of searching many blogs and social media websites or even asking friends for a good teacher, we provide you with a list of highly qualified teachers for you to choose from with all information that can help you choose correctly such as the teacher rating and experience.

With TOT you can find a teacher that is suitable for your needs with less effort, less time, and less money.

# Acknowledgement

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Last but not the least, for everyone who helped us to make that project come out into the light:

شكراً لفضلك شكرًا لست أحصره ... شكرًا جميلاً يفوق العدد أنفاسا  
وكيف لا ورسول الله قال لنا ... لا يشكر الله من لا يشكر الناس

Ahmed

Abdulaleem

Ibrahim

Mahmoud

Osama

Nader

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# Chapter One

# Introduction

Learning affects a child's development. A child learns new habits only through the process of learning and through imitated traditions and customs. Intellectual skills are also developed through learning. The decision of right and wrong, the concepts of justice and aesthetic sense, etc.

Parents enroll their children in school to learn. They want their child to have a good education. Learning develops the cognitive ability of the learner. With learning, the learner becomes knowledgeable, develops skills, and also develops the attitude.

Technology has made the learning process much easier than in the past, with the use of technology you can learn what you need whenever you want and wherever you are.



## 1.1 Problem definition

Parents find it's difficult to get the right teacher for their kids and they ask their friends for a good teacher or search social media platforms for one and due to the lack of information about teachers and teachers, it's become difficult for parents to decide and choose a teacher.

So we in TOT will give you a better learning solution for your kids, with a highly qualified list of teachers for many sciences from kindergarten to secondary schools.

## 1.2 System Objectives

Our system introduces a set of objectives for both the learner and teacher

- **For teacher**
  - The ability to reach students regardless of their location, school, or anything that can hinder the learning process.
  - Find an additional income with less effort.
- **For learner**
  - A huge set of good teachers for almost all school subjects.
  - The ability to find a teacher at any time.
  - The ability to reserve a lesson at the current time or schedule one.
  - Giving feedback to teachers and reviewing them.



### **1.3 Methodology and technology used**

In this project, we used Flutter (Framework by google) to develop the mobile application and also the website.

For the database section, we used the google firebase system as the backend for the project.

### **1.4 System stakeholders**

Our system builds a channel of communication between stakeholders which are:

- Teacher
- Learner\Student

## Chapter Two

# Project Management

Project planning details all tasks which need to be done, by whom, and when. It also details the high-level milestones which are key checkpoints on the project. The purpose of project planning is to begin to define the parameters of the project and to establish the appropriate project management and quality environment required to complete the project. The major deliverable for this process is the project Initiation plan.

Development of the project Initiation plan is a pivotal starting point for the project that will serve as the foundation for all future efforts. The completion of this process is marked by the sign-off and approval of the project Initiation plan.

Successful projects begin with a detailed project definition that is understood and accepted by stakeholders. Putting everything down in writing helps ensure a commitment among project Team members and between the team and the stockholders. As part of project planning, Project planning begins with requirements that define the software to be developed. The plan includes information related to staffing, budgets, deadlines, goals, and measurements. Much like a business plan serves as a road map for how a small business operates.

A project plan also should progress as well, monitoring the progress being made, ensuring activities are taking place When they should be.

The plan also serves as a tool for keeping everyone associated with the project on track and focusing on the same details and information.

## 2.1 Development Methodology

### ❖ SDLC Waterfall Model:

The Waterfall Model was the first Process Model to be introduced. It is also referred to as a linear sequential life cycle model. It is very simple to understand and use. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases. The Waterfall model is the earliest SDLC approach that was used for software development.

The waterfall Model illustrates the software development process in a linear sequential flow, hence it is also referred to as a linear-sequential life cycle model. This means that any phase in the development process begins only if the previous phase is complete. In the waterfall model phases do not overlap.

### Waterfall Model Design:

The Waterfall approach was the first SDLC Model to be used widely in Software Engineering to ensure the success of the project. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In the Waterfall model, typically, the outcome of one phase acts as the input for the next phase sequentially.

Following is a diagrammatic representation of different phases of the waterfall model

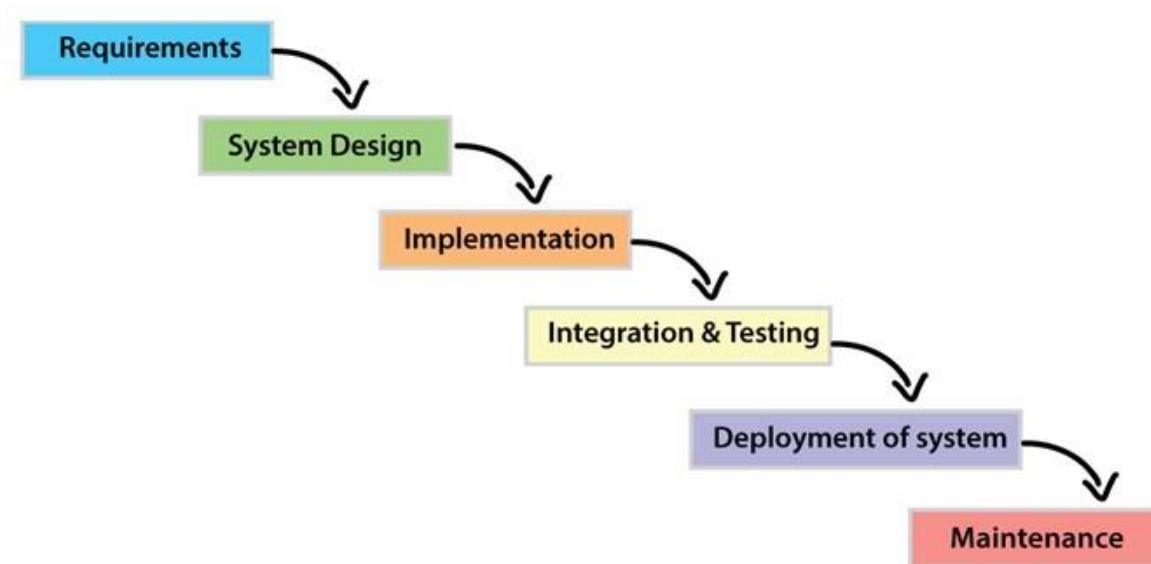


Figure 2.1: "waterfall model"

➤ **The sequential phases in the Waterfall model are:**

**Requirement Gathering and analysis:** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.

**System Design:** The requirement specifications from the first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.

**Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated into the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.

**Integration and Testing:** All the units developed in the implementation phase are integrated into a system after testing each unit. Post integration the entire system is tested for any faults and failures.

**Deployment of the system:** Once the functional and non-functional testing is done, the product is deployed in the customer environment or released into the market.

**Maintenance:** Some issues come up in the client environment. To fix those issues patches are released. Also to enhance the product some better versions are released.

All these phases are cascaded to each other in which progress is seen as flowing steadily downwards like a waterfall through the phases. The next phase is started only after the defined set of Goals are achieved for the previous phase and it is signed off, so the name "Waterfall Model". In this Model, phases do not overlap.

## Waterfall Model Application:

Every software developed is different and requires a suitable SDLC approach to be followed based on the internal and external factors. Some situations where the use of the Waterfall model is most appropriate are:

- Requirements are very well documented, clear, and fixed.
- Product definition is stable.
- Technology is understood and is not dynamic.
- There are no ambiguous requirements.
- Ample resources with the required expertise are available to support the product.
- The project is short.

## Waterfall Advantages:

The advantage of waterfall development is that it allows for departmentalization and control.

A Schedule can be set with deadlines for each stage of development and a product can proceed through the development process model phases one by one.

Development moves from concept, through design, implementation, testing, installation, Troubleshooting, and ends up at operation and maintenance.

Each phase of development proceeds in strict order.

## Waterfall Disadvantages:

The disadvantage of waterfall development is that it does not allow for much reflection or revision. Once an application is in the testing stage, it is very difficult to go back and change something that was not well-documented or thought upon in the concept stage.

## 2.2 Software Development Plan

The following graphs contain a high-level schedule of some significant milestones for this project:

	Task Mode	Task Name	Duration	Start	Finish	Predecessors
1		Software Development Plan	152.38 days?	Sat 10/17/20	Mon 6/28/21	
2	✓	Planning	9.75 days?	Sat 10/17/20	Sun 11/1/20	
3	✓	Estimate resource requirements and create resource plan	6.25 days	Sat 10/17/20	Sat 10/24/20	
4	✓	Divide project into tasks.	6.25 days	Sat 10/17/20	Sat 10/24/20	
5	✓	Develop preliminary schedule	9.75 days	Sat 10/17/20	Sun 11/1/20	
6	?	Planning Discussion				
7	✓	Analysis/Software Requirements	23 days	Mon 11/2/20	Tue 12/8/20	2
8	✓	Requirement Gathering	18.5 days	Mon 11/2/20	Mon 11/30/20	
9	✓	Design Diagrams	4.5 days	Tue 12/1/20	Tue 12/8/20	8
10	✓	Requirement Completion	0 days	Mon 11/2/20	Mon 11/2/20	
11	?	Requirement Completion				
12	?	Design	18 days	Wed 12/9/20	Wed 1/6/21	7
13	?	Review functional specifications	3.63 days	Wed 12/9/20	Mon 12/14/20	
14	?	Database design	9.75 days	Tue 12/15/20	Wed 12/30/20	13
15	?	Interface forms design	3.63 days	Thu 12/31/20	Tue 1/5/21	14
16	?	Design Discussion				
17	?	Development	67 days	Thu 1/7/21	Mon 4/26/21	12
18	?	Review functional specifications	3.63 days	Thu 1/7/21	Tue 1/12/21	
19	?	Review Database Design & Forms Design	4.5 days	Wed 1/13/21	Wed 1/20/21	18
20	?	Develop code and Unit testing	57.88 days	Thu 1/21/21	Sun 4/25/21	19
21	?	Development Completion				
22	?	Testing	22 days?	Tue 4/27/21	Tue 6/8/21	17
23	?	Integration Testing	17.63 days	Thu 5/6/21	Mon 6/7/21	24
24	?	System Testing	3.5 days	Tue 4/27/21	Wed 5/5/21	
25	?	End of Testing Phase				
26	?	Documentation	11.5 days	Wed 6/9/21	Mon 6/28/21	22
27	?	End of The Project				

Figure 2.2: Task names with schedule

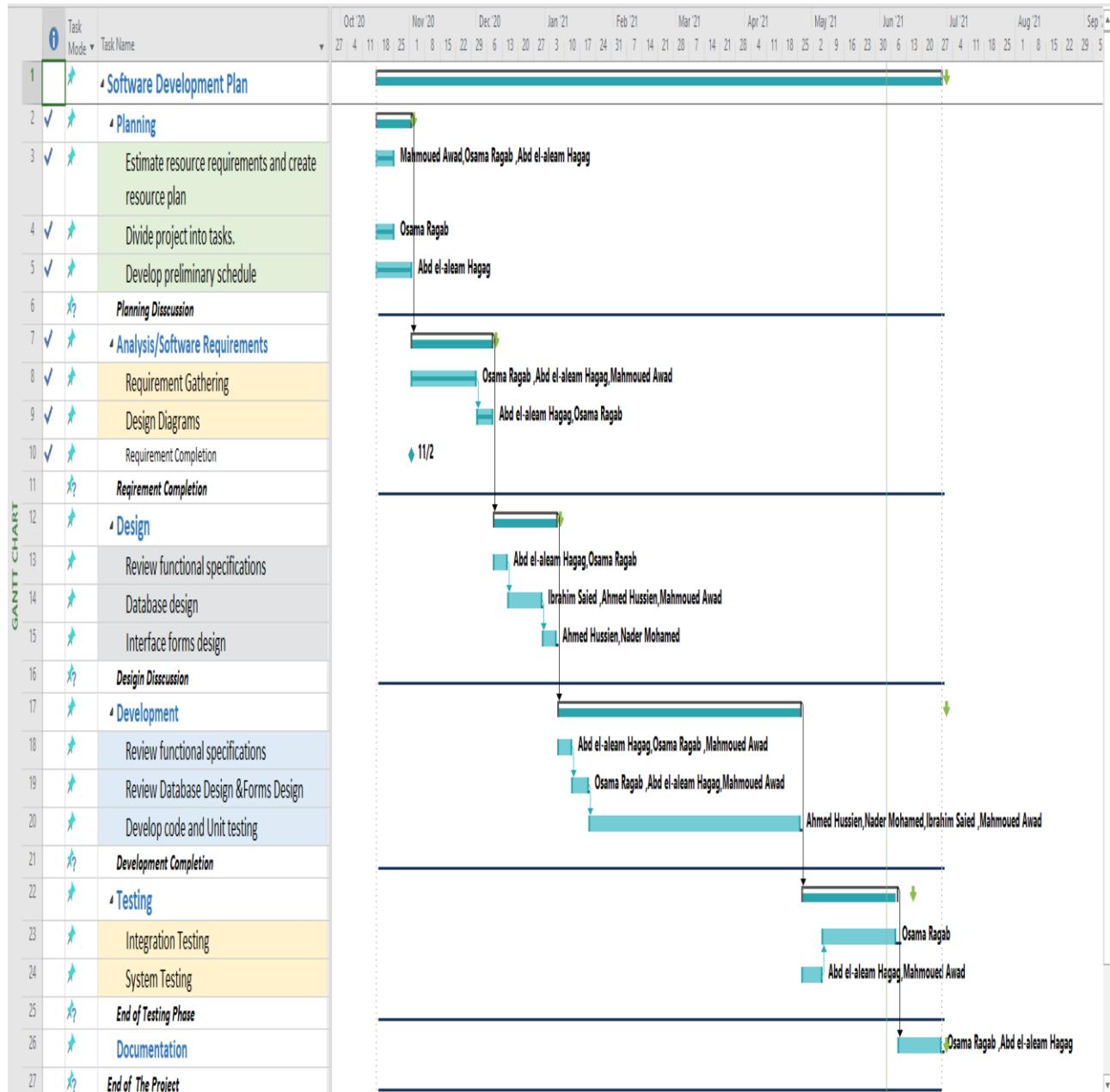


Figure 2.3: Task names with resources

## 2.3 Project Management Activity

Project management is the formulation and completion of a defined set of goals. This is a highly complex process and one that calls for good organizational skills and a well-thought-out plan of action to follow. Due to the multifaceted nature of projects, many activities fall under the umbrella term “project management.” To oversee a project from its initial stages through to its completion requires some skills, including the ability to manage resources, set dates, and facilitate communication. The following is a list of common project-management related activities:

Setting goals within the overall framework of the project and ensuring that they are complete on time and in a satisfactory way.

1. Establishing timetables for the project and its various subtasks.
2. Monitoring the use of time for maximum efficiency.
3. Estimating the resources, both material and human, required by the project and ensuring that they are distributed and used properly.
4. Identifying potential risks to the project. Developing a risk management plan to deal with unfavorable contingencies.
5. Organizing relevant documents and records so that they may be conveniently consulted by those working on the project.
6. Analyzing the current conditions of the project and predicting future trends so as not to be caught off-guard by changes.
7. Assigning short-term tasks to specific groups or individuals and recording the progress made toward their completion.
8. Managing any issues that affect the project; keeping an issue log that organizes issues by type and priority.
9. Managing the quality of the products of the project. Providing adequate quality control and quality assurance. Finding ways to improve quality.

10. Facilitating communication among project members and between the project members and outside stakeholders.

## 2.4 Risk Identification

Project Risk Management includes the processes of conducting risk management planning, identification, analysis, response planning, and controlling risk on a project. The objectives of project risk management are to increase the likelihood and impact of positive events and decrease the likelihood and impact of negative events in the project.

Project Risk identification is the most important process in Risk Management Planning. Risk Identification determines which risks might affect the project and documents their characteristics. However, as recommended by [Donna Ritter], we should not spend too much time identifying risks. After the list is made, qualitative and quantitative analysis is done to figure out which risks you spend time and/or money on.

The main risks types facing the development of this system are the follows:

- ❖ Risk Category: Schedule.
  - ❖ Schedule not realistic, only "best case".
  - ❖ Important tasks missing from the schedule.
  - ❖ A delay in one task causes cascading delays independent tasks.
  - ❖ Unfamiliar areas of the product take more time than expected to design and implement.

### **2.4.1 Risk Category: Requirement Risk: -**

- ❖ Requirements have been baselined but continue to change.
- ❖ Requirements are poorly defined, and further definition expands the scope of the project.
- ❖ Specified areas of the product are more time-consuming than expected.
- ❖ Requirements are only partly known at the project start.
- ❖ The total features requested may be beyond what the development team can deliver in the time available.

### **2.4.2 Summary**

Risk Identification in the project is critical to manage and complete the project successfully. The earlier the risk can be identified, the earlier the plan can be made to mitigate the effects of the potential risks. There are a lot of tools and techniques or methods available to identify the project risks. The method suggested in this article will complement the existing risk identification method to get a more comprehensive risk list for Risk Management Planning. Identifying the risk is an iterative process, and the entire project team should be involved from the beginning of the project. Comprehensive and good risk identification will produce good project results.

## 2.5 Feasibility Study

A feasibility study is a test of a system proposal according to its workability, impact on the organization, ability to meet needs and effective use of the resources. It focuses on these major questions:

1. What are the user's demonstrable needs and how does a candidate system meet them?
2. What resources are available for a given candidate system?
3. What are the likely impacts of the candidate system on the organization?
4. Is it worth solving the problem? During the feasibility analysis for this project, the following primary areas of interest are to be considered. Investigation and generating ideas about a new system does this.

### 2.5.1 Technical feasibility

A study of resource availability that may affect the ability to achieve an acceptable system. This evaluation determines whether the technology needed for the proposed system is available or not.

- Can the work for the project be done with current equipment and existing software?  
Technology & available personal?
- Can the system be upgraded if developed?
- If new technology is needed then what can be developed? This is concerned with specifying equipment and software that will successfully satisfy the user's requirement.

The technical needs of the system may include: -

### **Front-end and back-end selection:**

An important issue for the development of a project is the selection of suitable front-end and back-end. When we decided to develop the project we went through an extensive study to determine the most suitable platform that suits the needs of the organization as well as helps in the development of the project. The aspects of our study included the following factors.

#### **➤ Front-end selection:**

1. It must have a graphical user interface that assists employees that are not from an IT background.
2. Scalability and extensibility.
3. Flexibility.
4. Robustness.
5. According to the organization's requirements and the culture.
6. Must provide excellent reporting features with good printing support.
7. Platform independent.
8. Easy to debug and maintain.
9. Event-driven programming facility.
10. Front end must support some popular back. According to the above-stated features we selected Web design as the front-end for developing our project.

➤ **Back-end Selection:**

1. Multiple user support.
2. Efficient data handling.
3. Provide inherent features for security.
4. Efficient data retrieval and maintenance.
5. Stored procedures.
6. Popularity.
7. Operating System compatible.
8. Easy to install.
9. Various drivers must be available.
10. Easy to implant with the Front-end.

Technical feasibility is frequently the most difficult area encountered at this stage.

The process of analysis and definition must be conducted in parallel with an assessment of technical feasibility. It centers on the existing computer system (hardware, software, etc., and to what extent it can support the proposed system.

## 2.5.2 Operational Feasibility

It is mainly related to human organizations and political aspects. The points to be considered are:

- What changes will be brought with the system?
- What organization structures are disturbed?
- What new skills will be required? Do the existing staff members have these skills?

If not, can they be trained in due course of time? The system is operationally feasible as it is very easy for the end-users to operate it. It only needs basic information about Windows and mobile apps platforms.

## 2.5.3 Schedule feasibility

Time evaluation is the most important consideration in the development of a project.

The schedule required for the development of this project is very important since more development time affects machine time, cost and causes a delay in the development of other systems.

A reliable TOT Project can be developed in a considerable amount of time.

## 2.5.4 Economic feasibility

Economic justification is generally the “Bottom Line” consideration for most systems.

Economic justification includes a broad range of concerns that includes a cost-benefit analysis. In this, we weigh the cost and the benefits associated with the candidate system and if it suits the basic purpose of the organization i.e. profit-making, the project is made to the analysis and design phase. The financial and the economic questions during the preliminary investigation are verified to estimate the following:

The cost to conduct a full system investigation.

The cost of hardware and software for the class of application being considered.

The benefits in the form of reduced cost.

The proposed system will give the minute information as a result, the performance is improved which in turn may be expected to provide increased profits.

This feasibility checks whether the system can be developed with the available funds. The TOT does not require an enormous amount of money to be developed. This can be done economically if planned judicially, so it is economically feasible. The cost of the project depends upon the number of man-hours required.

## 2.6 Summary

Project management is the application of knowledge, skills, tools, and techniques applied to project activities to meet the project requirements. Project management is a process that includes planning, putting the project plan into action, and measuring progress and performance.

Managing a project includes identifying your project's requirements and writing down what everyone needs from the project. What are the objectives of your project? When everyone understands the goal, it's much easier to keep them all on the right path. Make sure you set goals that everyone agrees on to avoid team conflicts later on. Understanding and addressing the needs of everyone affected by the project means the result of your project is far more likely to satisfy your stakeholders. Last but not least, as project manager, you will also be balancing the many competing project constraints.

On any project, you will have several project constraints that are competing for your attention. They are cost, scope, quality, risk, resources, and time.

## Chapter Three

# Literature Review

Good ideas are derived from deep studies and findings and to build outstanding projects you should study, analyze and even benefit from people and products in your area.

This chapter will introduce detailed information about some of the competitors in this field and it will focus on more than one solution related to the idea of the project.



### 3.1 General Idea

Our project “TOT” provides a channel of communication between the learner and the teacher. This channel will fill the gap between the educational content and the qualified teachers to teach that content. With our product, learners can find a teacher for what he wants at the time he wants.

“TOT” targets different categories of learners and students whatever is the student’s educational level or system. He will find a teacher suitable for his needs.

TOT gives you a variety of services such as quick questions explanation, help solving homework, or complete sessions by a group of highly qualified and well-chosen teachers. So it overcomes the problem of the lack of good teachers and that should enhance the educational process and help the two sides, the teacher and the student.

## 3.2 Competitors

### Orcas

#### ❖ Summary

“Orcas” is a platform, established in Egypt in 2013, that connects students from KG to Grade 12 across all school systems (National & International) with teachers who can teach all subjects.

“Orcas” allows parents to search and find trusted, trained, and experienced teachers and language instructors in their area. It aims to make parents’ lives easier by providing safe, efficient, and educational services.

The company has 45 employees and mainly operates in Cairo and Alexandria in Egypt.

#### ❖ Recognition

“Orcas” has over 2000 trained, experienced and reliable teacher profiles that have been background checked and received ratings and reviews from previous clients.

“Orcas” has proved that it is a successful application as it achieved a major growth (300%) in 2019 after Algebra Venture invested \$500,000 in its mobile application.

#### ❖ Solution

Parents get to choose based on the relevant location, age group, experience, and language of the teacher from a given wide range of profiles. “Orcas” goal is to create experiences that foster the growth and development of children as well as ensuring a safe environment for the children and the team of instructors similar to the environment that is present at home.

After you've selected a teacher profile, you'll be able to start chatting with them for free. The teacher will receive your message instantly.

If they are available, they will accept your request and coordinate your session details with you.

If the teacher is not available, they will decline your request.

-The following figure illustrates how to choose a teacher with Orcas:

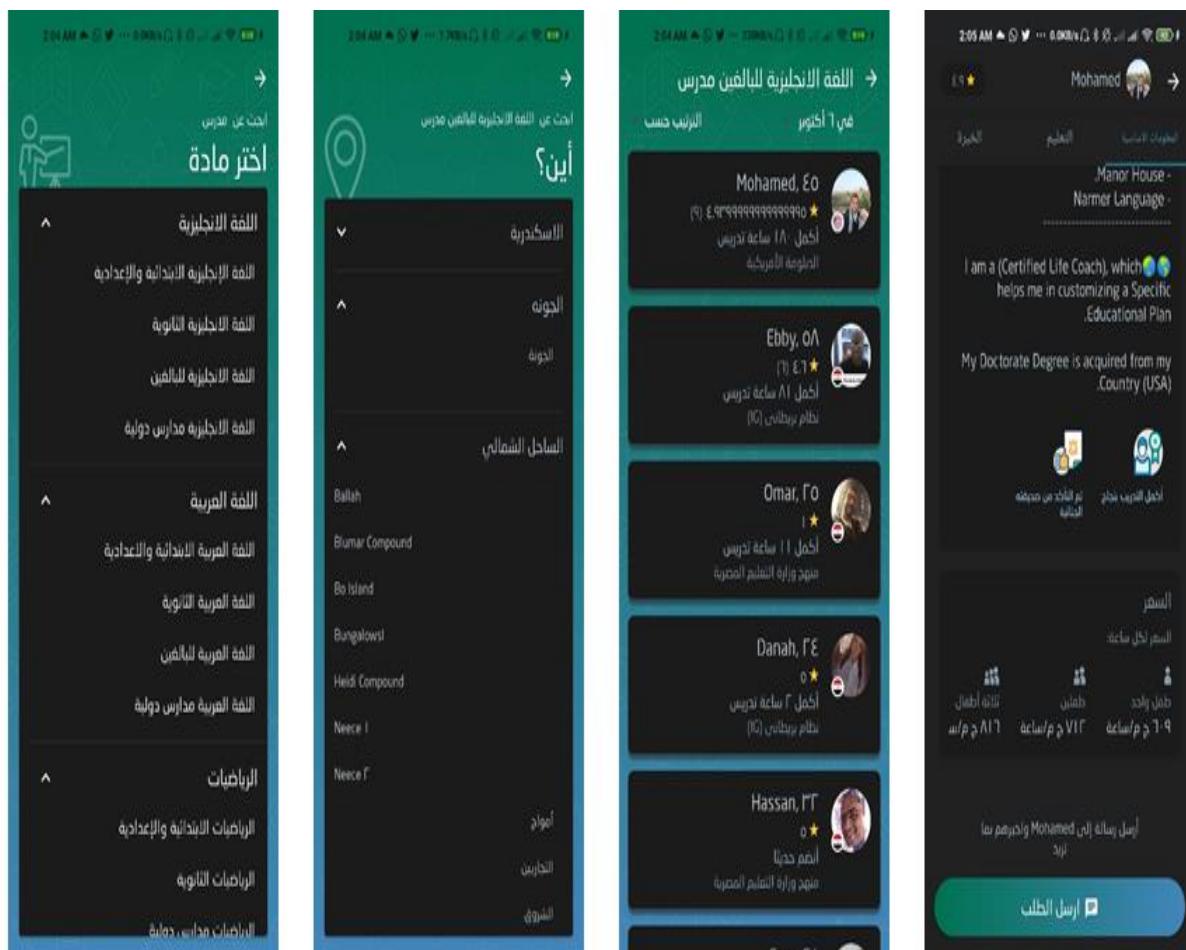


Figure 3.1: Orcas (session request flow)

## Rafikee

### ❖ Summary

Rafikee is an online teaching service established in 2017 for enabling students and their families the freedom to access quality teaching while avoiding the hassle and inconvenience associated with it.

Rafikee provides a website and mobile app for both android and ios platforms.

### ❖ Recognition

Rafikee mobile application has been downloaded more than 1000 times since it was uploaded to Google Play and is rated with 4 stars by its users.

### ❖ Solution

Rafikee is a live online teaching platform that connects students around the world to professional certified online teachers.

Private lessons made easy with Rafikee, simply download the application and take your lessons with you anytime, anywhere.

You get help with a certain topic, a paper you are writing, or even an exam that you haven't prepared for.

Book a 1-on-1 session in Rafikee in less than 3 minutes!

No more ditching family gatherings, practice, family vacations for private lessons, with rafikee you are always on the go!



## Searching for teachers in Rafikee:

- Use the search page in Rafikee to choose the grade, educational system, subject, or type in a topic or keyword.
- Choose a teacher and view their profile
- Review teacher's experience and watch an introductory video

## Booking a lesson:

- Choose a teacher
- Book a session that fits the teacher's schedule
- Specify duration and topic of the session
- Message teacher for any requirements before payment

The screenshot shows the Rafikee platform interface. At the top, there is a navigation bar with the Rafikee logo, a search bar containing 'Find tutor Q', language selection, and login options. Below the navigation bar, the title 'POPULAR CLASSES' is displayed. Three teacher profiles are listed in cards:

- Tarek Bendary** (Arabic) - 5 stars, 61 reviews. Price: 100.00 EGP. Description: Arabic balagha exercise. Most effective Arabic balagha exercise.
- Fahed Bakr** (Biology) - 5 stars, 50 reviews. Price: 200.00 EGP. Description: Transport in Plants (+ ...). We will cover: The plant and structure Xylem Phloem Transpiration pull Translocation How water travels from the root to the leaves.
- Nouran Rostom** (Chemistry) - 5 stars, 45 reviews. Price: 300.00 EGP. Description: Topic 1: States of Matter... Explain Topic 1: States of Matter Covered Key points: - Changes of states - The heating Curve - Diffusion & Brownian Motion \* Solve Classified Diagrams 2 and answer 4.

Figure 3.2: Rafikee(Popular teacher and classes)

### 3.3 Summary

A literature review is a scholarly paper that presents the current knowledge including substantive findings as well as theoretical and methodological contributions to a particular topic. Literature reviews are secondary sources and do not report new or original experimental work. Most often associated with academic-oriented literature, such reviews are found in academic journals and are not to be confused with book reviews, which may also appear in the same publication. Literature reviews are a basis for research in nearly every academic field. A narrow-scope literature review may be included as part of a peer-reviewed journal article presenting new research, serving to situate the current study within the body of the relevant literature and to provide context for the reader. In such a case, the review usually precedes the methodology and results from sections of the work. Producing a literature review may also be part of graduate and post-graduate student work, including in the preparation of a thesis, dissertation, or journal article. Literature reviews are also common in a research proposal or prospectus (the document that is approved before a student formally begins a dissertation or thesis).

# Chapter Four

# System Analysis

systems analysis is "the process of studying a procedure or business to identify its goals and purposes and create systems and procedures that will efficiently achieve them". Another view sees system analysis as a problem-solving technique that breaks down a system into its component pieces for studying how well those parts work and interact to accomplish their purpose.

The field of system analysis relates closely to requirements analysis or operations research. It is also "an explicit formal inquiry carried out to help a decision-maker identify a better course of action and make a better decision than they might otherwise have made.

In this chapter, we will introduce system analysis for our educational system “TOT” including functional requirements, non-functional requirements, use case diagrams, and activity diagrams.

## 4.1 System requirements

The main purpose of the teaching system is to provide a good environment for learners to get high-quality learning.

Learners can find a variety of teachers in almost all life fields at any time through the mobile application or the web application.

The teacher also can reinforce their skills through the application by teaching students from different cultures and with different abilities.

### 4.1.1 Functional requirements

In software engineering, a functional requirement defines a function of a software system or its component. A function is defined as a set of inputs, behavior, and output. Functional requirements may be calculations, technical details, data manipulation and processing, and other specific functionality that define what the system is supposed to accomplish. Behavioral requirements describing all the cases where the system uses the functional requirements are captured in use cases.

**Our system main functions are as follows:**

### **For Teacher**

- ❖ Ability to reach more students regardless of their location
- ❖ Gain additional income through sessions
- ❖ Create offers on the system to attract more students
- ❖ Chat with students to agree on a session

### **For Student**

- ❖ Reach more than one teacher for a specific course
- ❖ Rate teachers according to their sessions
- ❖ Request sessions at the current time or in the future
- ❖ Chat with teachers to find the best time for a lesson or a session

#### **4.1.2 Non-functional requirement**

In systems engineering and requirements engineering, a non-functional requirement (NFR) is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviors. They are contrasted with functional requirements that define specific behavior or functions. The plan for implementing functional requirements is detailed in the system design. The plan for implementing non-functional requirements is detailed in the system architecture because they are usually architecturally significant requirements.

Non-functional requirements cover all the remaining requirements which are not covered by the functional requirements. They specify criteria that judge the operation of a system, rather than specific behaviors.

❖ **Following is some examples of non-functional requirements:**

**Reliability.** This quality attribute specifies how likely the system or its element would run without a failure for a given period under predefined conditions.

Traditionally, it's expressed as a probability percentage. For instance, if the system has 85 percent reliability for a month, this means that during this month, under normal usage conditions, there's an 85 percent chance that the system won't experience critical failure.

**Maintainability** defines the time required for a solution or its component to be fixed, changed to increase performance or other qualities, or adapted to a changing environment. Like reliability, it can be expressed as a probability of repair during some time.

**Availability** describes how likely the system is accessible for a user at a given point in time. While it can be expressed as a probability percentage, you may also define it as a percentage of time the system is accessible for operation during some period. For instance, the system may be available 98 percent of the time during a month.

Availability is perhaps the most business-critical requirement, but to define it, you also must have estimations for reliability and maintainability.

**Security** assures that all data inside the system or its part will be protected against malware attacks or unauthorized access. But there's a catch. The lion's share of security non-functional requirements can be translated into concrete functional counterparts. If you want to protect the admin panel from unauthorized access, you would define the login flow and different user roles as system behavior or user actions.

**Localization** defines how well a system or its element falls in line with the context of the local market-to-be. The context includes local languages, laws, currencies, cultures, spellings, and other aspects. The more a product sticks with it, the more success it should have with a particular target audience.

**Usability** is yet another classical nonfunctional requirement that addresses a simple question: *How hard is it to use the product?* Defining these requirements isn't as easy as it seems. There are many types of usability criteria.



Nielsen Norman Group suggests evaluating usability with five dimensions:

1. **Learnability.** How fast is it for users to complete the main actions once they see the interface?
2. **Efficiency.** How quickly users can reach their goals?
3. **Memorability.** Can users return to the interface after some time and start efficiently working with it right away?
4. **Errors.** How often do users make mistakes?
5. **Satisfaction.** Is the design pleasant to use?

**Portability** defines how a system or its element can be launched in one environment or another. It usually includes hardware, software, or other usage platform specification. Put simply, it establishes how well actions performed via one platform are run on another. Also, it prescribes how well system elements may be accessed and may interact from two different environments.

**Compatibility** defines how a system can co-exist with another system in the same environment. For instance, software installed on an operating system must be compatible with its firewall or antivirus protection.

## 4.2 Use case analysis

Use case analysis is a technique used to identify the requirements of a system (normally associated with software/process design) and the information used to both define processes used and classes (which are a collection of actors and processes) which will be used both in the use case diagram and the overall use case in the development or redesign of a software system or program. The use case analysis is the foundation upon which the system will be built.

### 4.2.1 Use Case Diagram

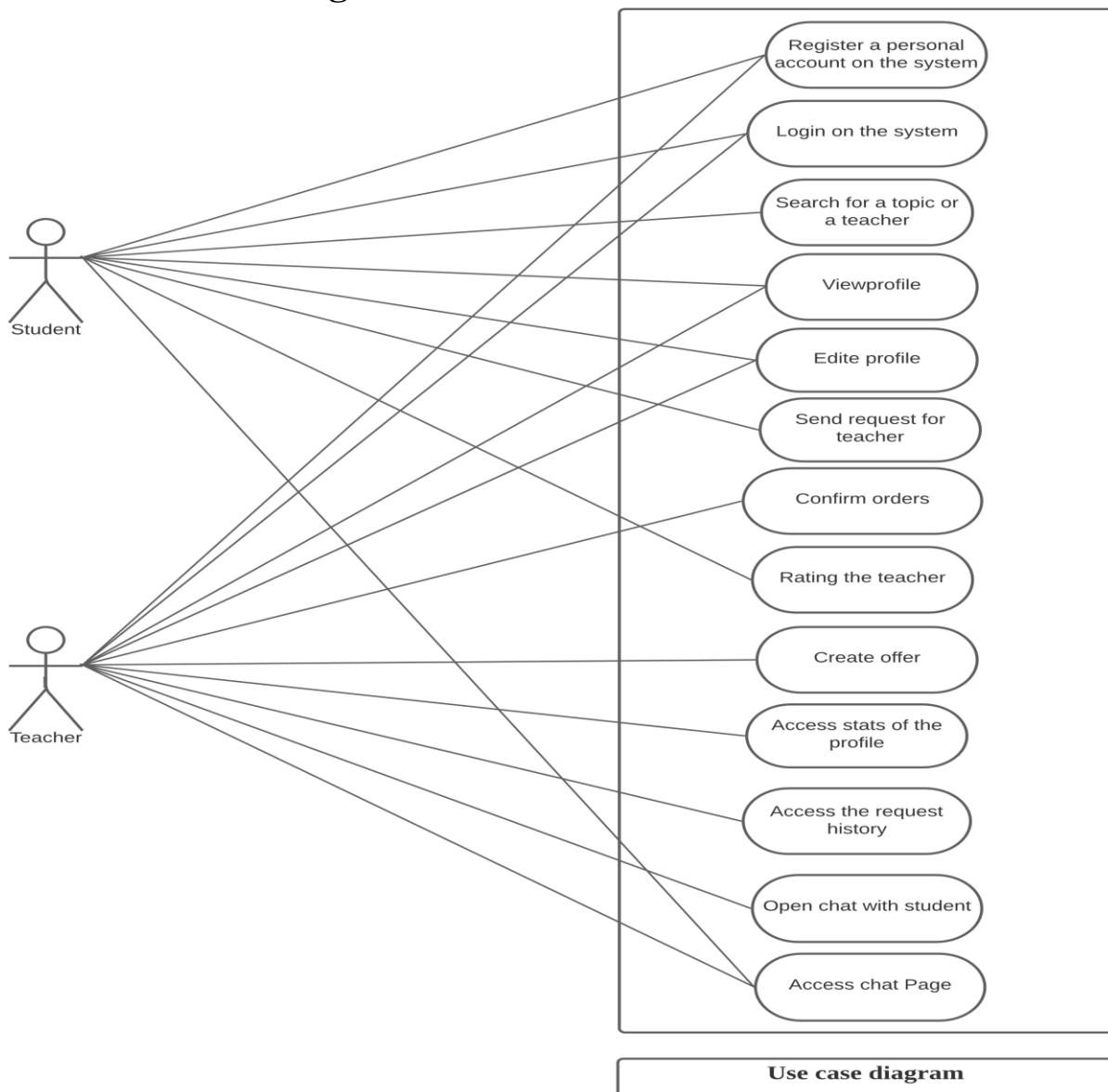


Figure 4.1: Use Case Diagram

## 4.2.2 Use Case Scenario

Table 4.1: "Register a personal account on the system"

<b>Use case name</b>	Register a personal account on the system
<b>Actor</b>	Student, Teacher
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Post-condition</b>	Confirm the registration from the activation message
<b>Main success scenario:</b>	The actor entered his phone number, activation code, full name, password...etc.
<b>Extensions:</b>	The actor entered an invalid phone number or activation code, the system asks the user to re-enter the phone number or activation code, and so on.



Table 4.2: "login to the system " use case scenario

<b>Use case name</b>	Login
<b>Actor</b>	Student, Teacher
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	All actors must be already registered on the system
<b>Post-condition</b>	Actors entered the system URL.
<b>Main success scenario:</b>	The actor entered the right phone number and password and redirected to the home page.
<b>Extensions:</b>	The actor entered an invalid phone number or password the system asks the user to re-enter the phone number or password

Table 4.3: "Search for a Topic or a Teacher " use case scenario

<b>Use case name</b>	Search for a Topic or a Teacher
<b>Actor</b>	Student
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	Login to system
<b>Post-condition</b>	Student can Search for a Topic or a Teacher, specific educational stage.
<b>Main success scenario:</b>	<ul style="list-style-type: none"> <li>- Student Click the search bar and search by           <ul style="list-style-type: none"> <li>• teacher</li> <li>• Educational level</li> </ul> </li> </ul>



Table 4.4: "View profile" use case scenario

<b>Use case name</b>	View profile
<b>Actor</b>	Student, Teacher
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	Login to system
<b>Post-condition</b>	Student, Teacher can access their profiles.
<b>Main success scenario:</b>	- Student, Teacher click the profile tab and redirected to it.

Table 4.5: "Edit or Update profile" use case scenario

<b>Use case name</b>	Edit or Update profile
<b>Actor</b>	Student, Teacher
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	-Login to the System
<b>Main success scenario:</b>	- Student, Teacher access their profiles and enter the updates.



Table 4.6: "Send request for Teacher" use case scenario

<b>Use case name</b>	Send request for Teacher
<b>Actor</b>	Student
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	<ul style="list-style-type: none"><li>-Login to system</li><li>-Go to the reservations page.</li></ul>
<b>Main success scenario:</b>	<ul style="list-style-type: none"><li>- Student login to the system then go to the reservations page and send a request to the teacher.</li></ul>

Table 4.7: "Confirm orders" use case scenario

<b>Use case name</b>	Confirm orders
<b>Actor</b>	Teacher
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	<ul style="list-style-type: none"><li>-Login to system</li><li>-Go to the requests page.</li></ul>
<b>Main success scenario:</b>	<ul style="list-style-type: none"><li>- Teacher login to the system then go to the requests page and access orders (confirm or decline).</li></ul>



Table 4.8: "Rating the Teacher" use case scenario

<b>Use case name</b>	Rating the Teacher
<b>Actor</b>	Student
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	<ul style="list-style-type: none"><li>-Login to system</li><li>-Go to the review page.</li></ul>
<b>Main success scenario:</b>	<ul style="list-style-type: none"><li>- Student login to the system then go to the review page and rate the teacher for the service.</li></ul>

Table 4.9: "Access the stats of the profile" use case scenario

<b>Use case name</b>	Access the states of the profile
<b>Actor</b>	Teacher
<b>Stakeholders and Interests</b>	Teacher
<b>Pre-condition</b>	<ul style="list-style-type: none"><li>-Login to system</li><li>-Go to the stats page.</li></ul>
<b>Main success scenario:</b>	<ul style="list-style-type: none"><li>- Teacher login to system then go to stats page.</li></ul>

Table 4.10: " Access the request history " use case scenario

<b>Use case name</b>	Access the request history
<b>Actor</b>	Teacher
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	<ul style="list-style-type: none"> <li>-Login to system</li> <li>-Go to requests page.</li> </ul>
<b>Main success scenario:</b>	<ul style="list-style-type: none"> <li>- Teacher login to system then go to requests page and access the history of requests.</li> </ul>

Table 4.11: "Open chat with the student " use case scenario

<b>Use case name</b>	Open chat with the student
<b>Actor</b>	Teacher
<b>Stakeholders and Interests</b>	Student,
<b>Pre-condition</b>	<ul style="list-style-type: none"> <li>-Login to system</li> <li>-Go to chat page.</li> </ul>
<b>Main success scenario:</b>	<ul style="list-style-type: none"> <li>- Teacher login to system then go to chat page and start a chat with the student.</li> </ul>

Table 4.12: "Access chat history" use case scenario

<b>Use case name</b>	Access chat history
<b>Actor</b>	Student, Teacher
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Main success scenario:</b>	Student, Teacher can access chat history and follow up with the student and otherwise.

Table 4.13: "Create Offer " use case scenario

<b>Use case name</b>	Create Offer
<b>Actor</b>	Teacher
<b>Stakeholders and Interests</b>	Student, Teacher
<b>Pre-condition</b>	-Login to system -Go to offer page.
<b>Main success scenario:</b>	- Teacher login to the system then go to offer page and start to create offer.

## 4.3 Activity Diagrams

Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration, and concurrency. In the Unified Modeling Language, activity diagrams are intended to model both computational and organizational processes, as well as the data flows intersecting with the related activities. Although activity diagrams primarily show the overall flow of control, they can also include elements showing the flow of data between activities through one or more data stores.

Figures from 4.2 to 4.13 indicates the activity diagrams of the system.

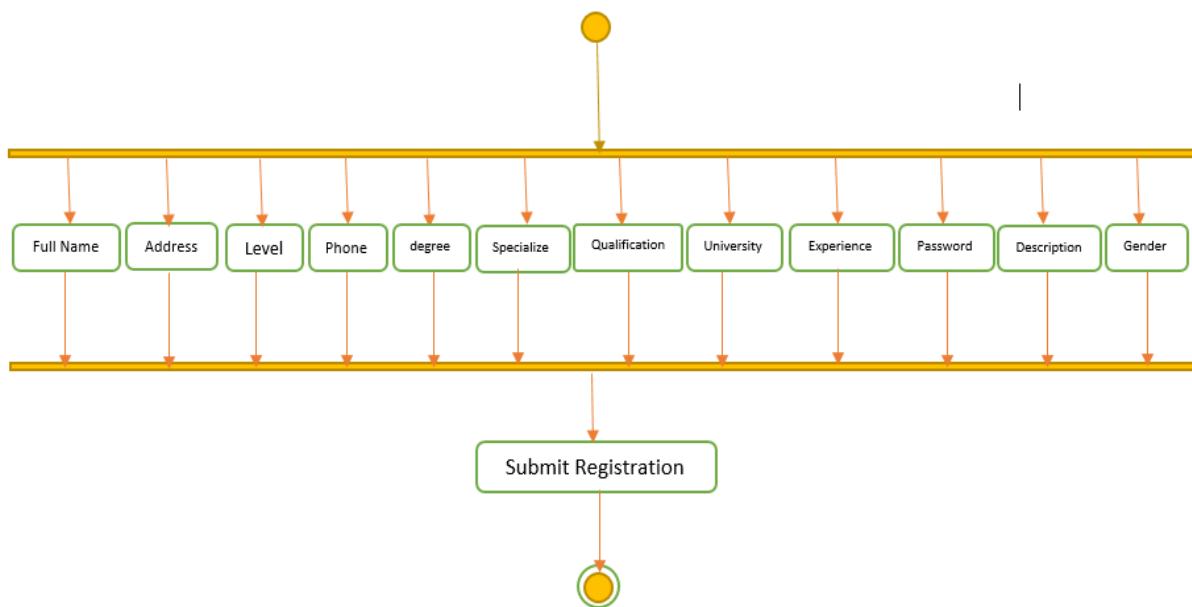


Figure 4.2: Teacher Registration

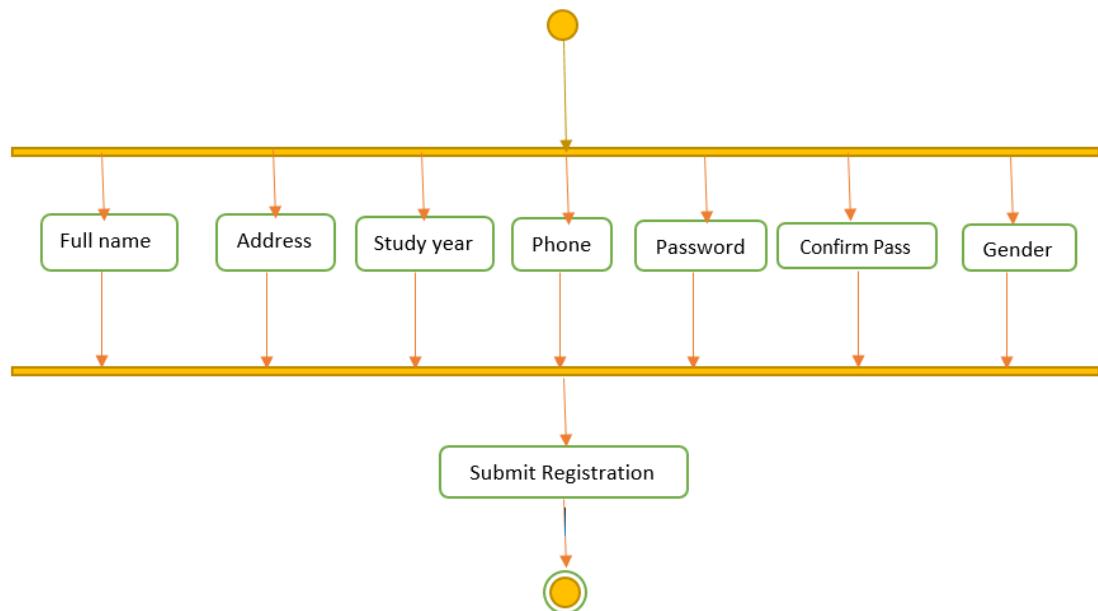


Figure 4.3: Student Registration

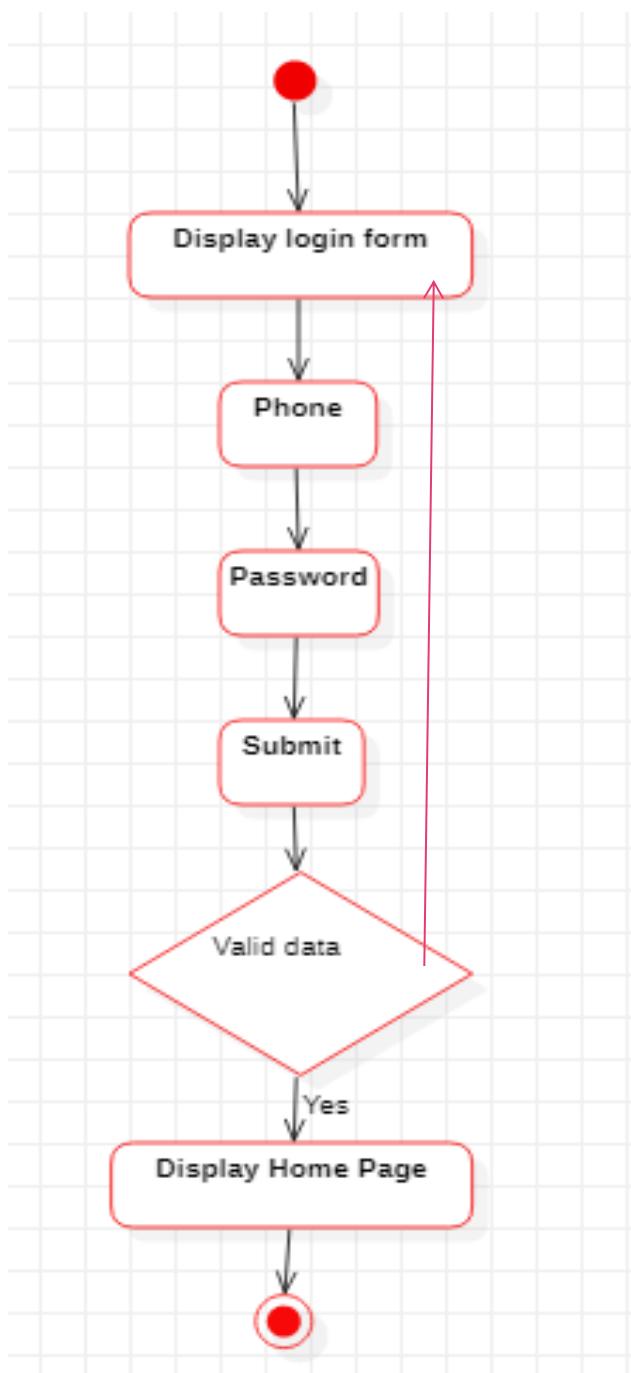


Figure 4.4: Teacher login

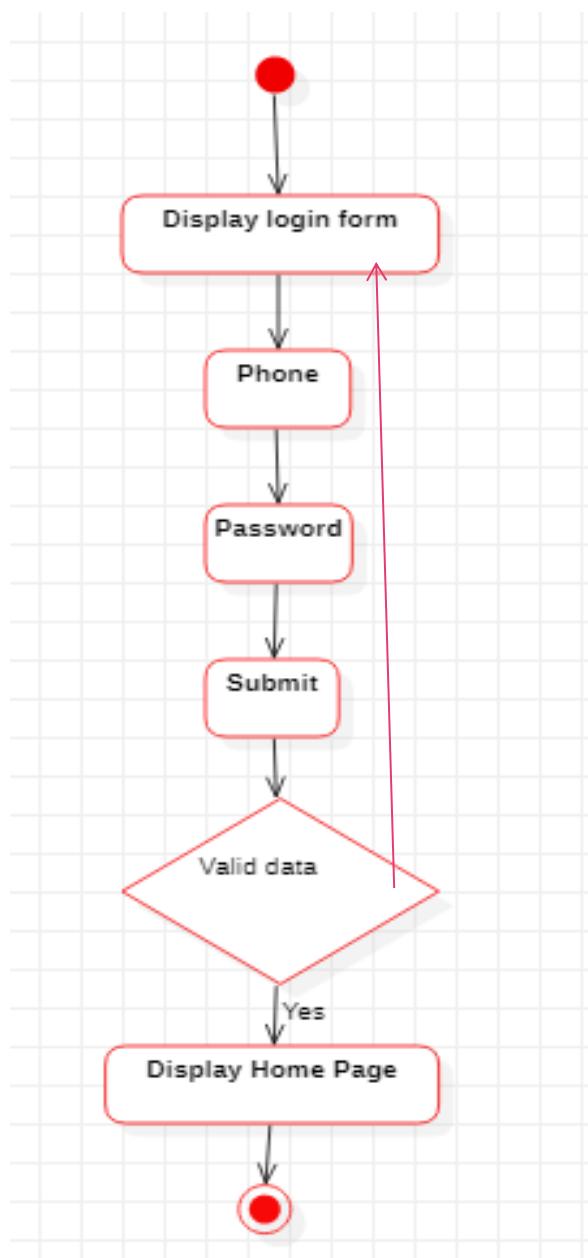


Figure 4.5: Student login

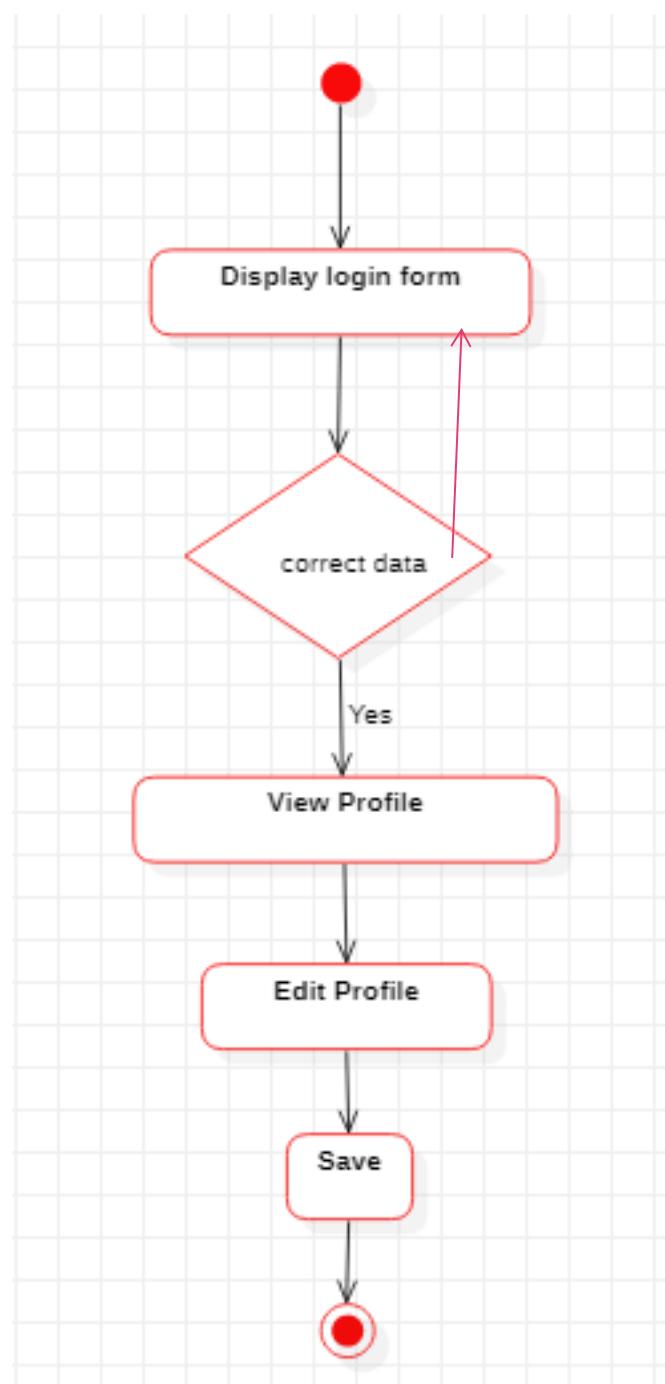


Figure 4.6: View and Edit profile for Student and Teacher

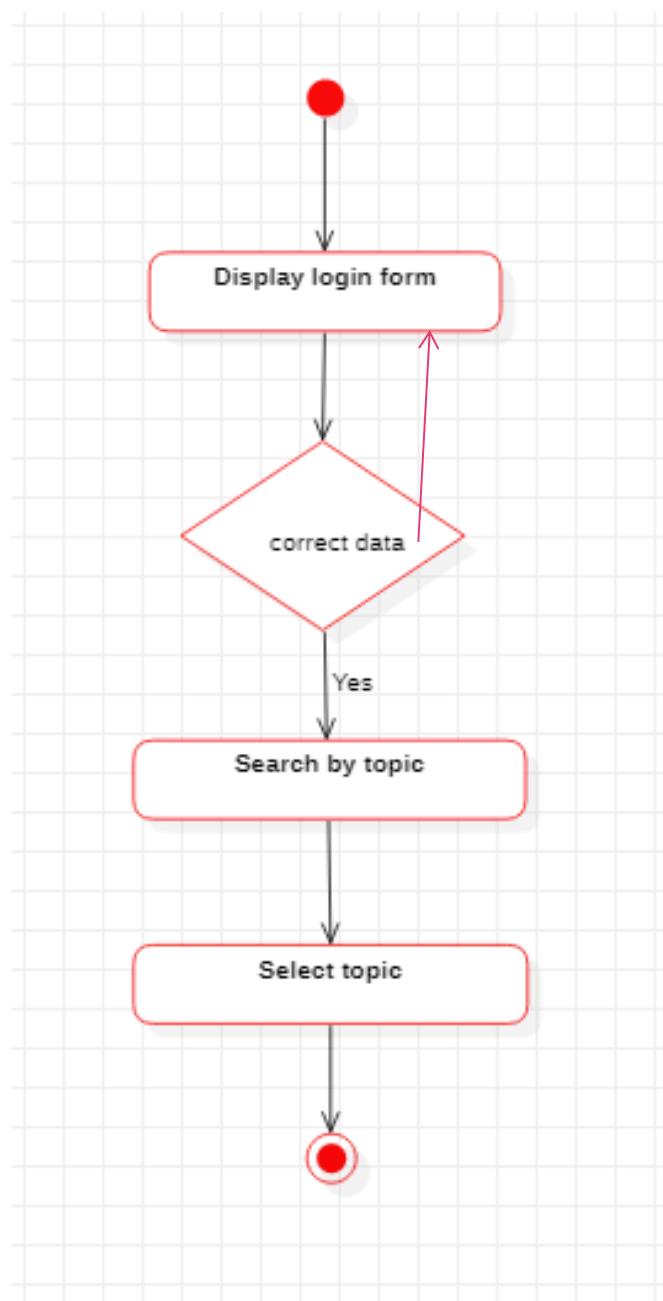


Figure 4.7: Student Search by Topic

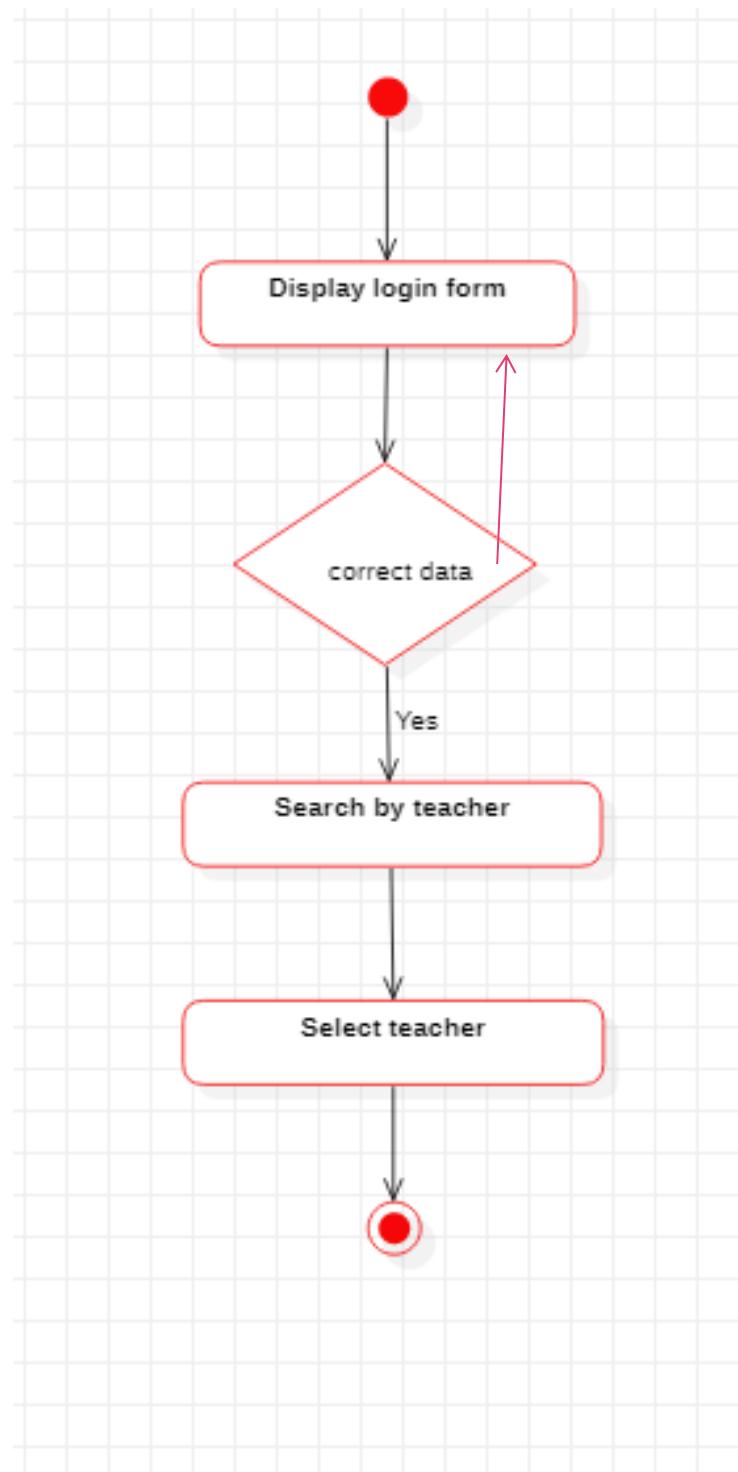


Figure 4.8: Student Search by Teacher

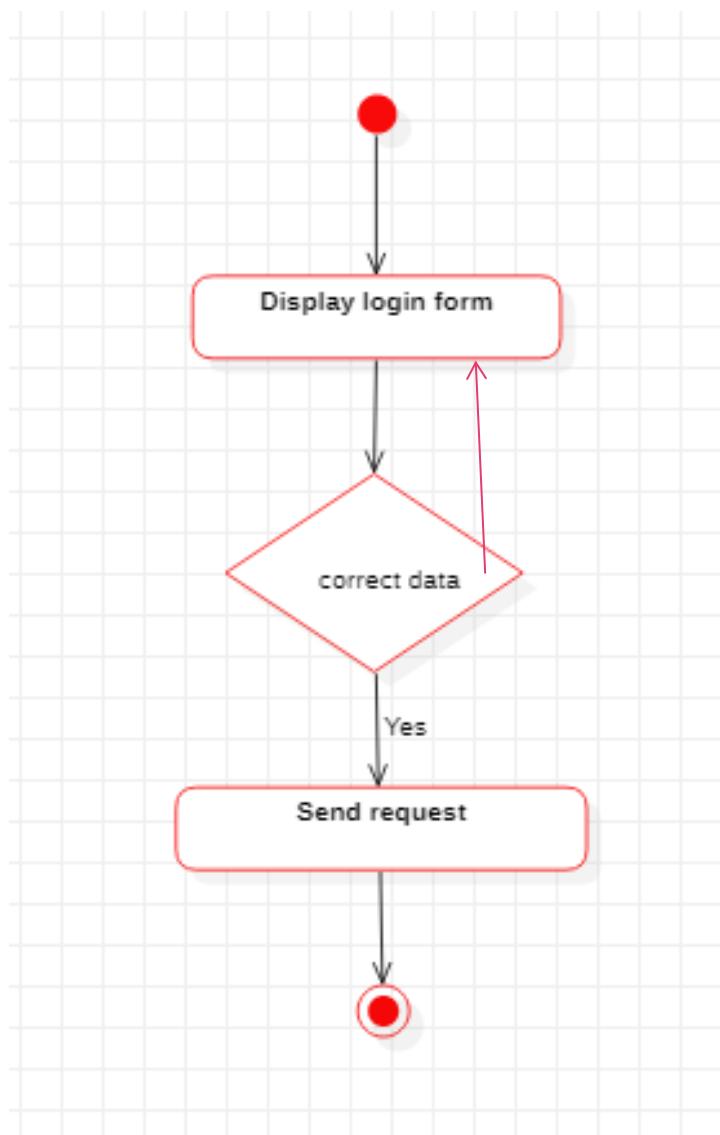


Figure 4.9: Student Send Request

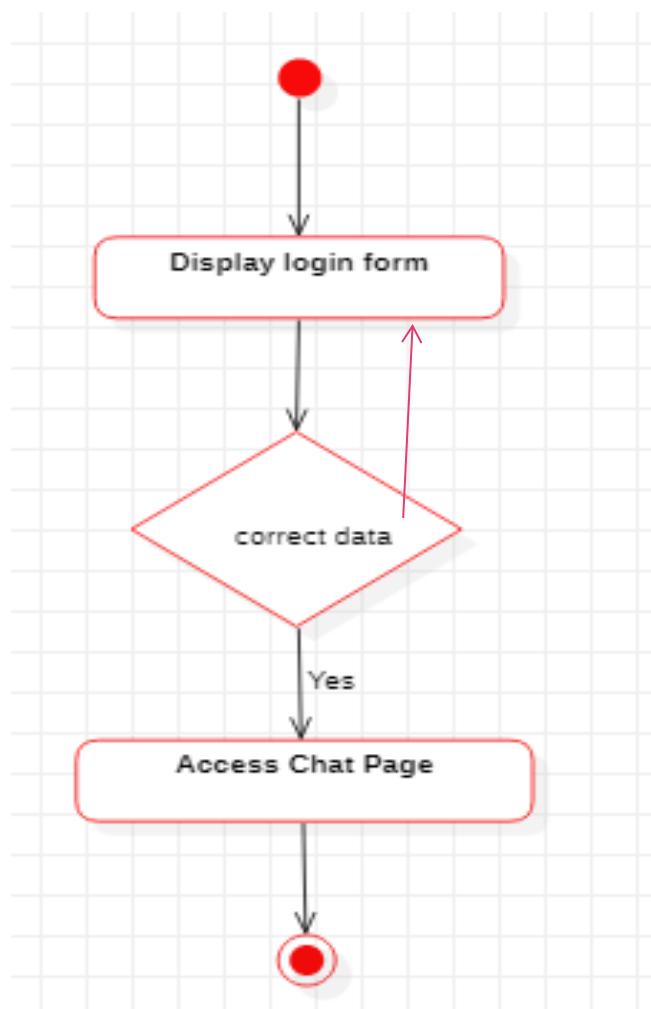


Figure 4.10: Student and Teacher access chat history

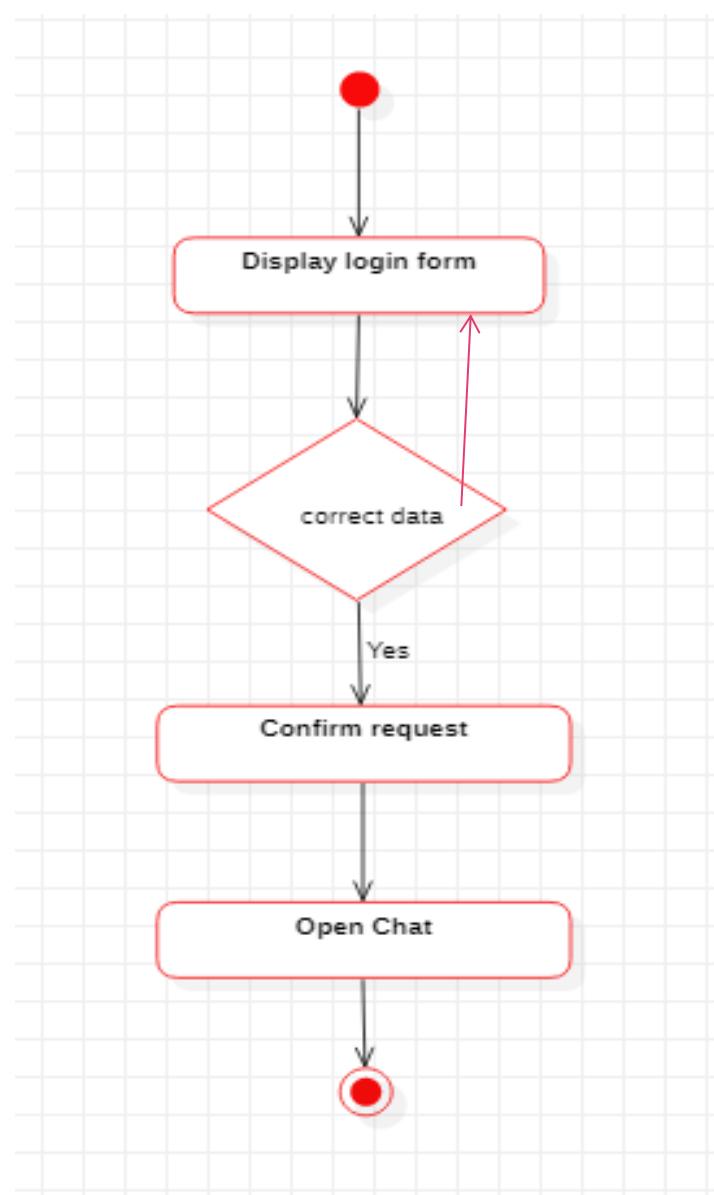


Figure 4.11: Teacher Confirm Request and open chat

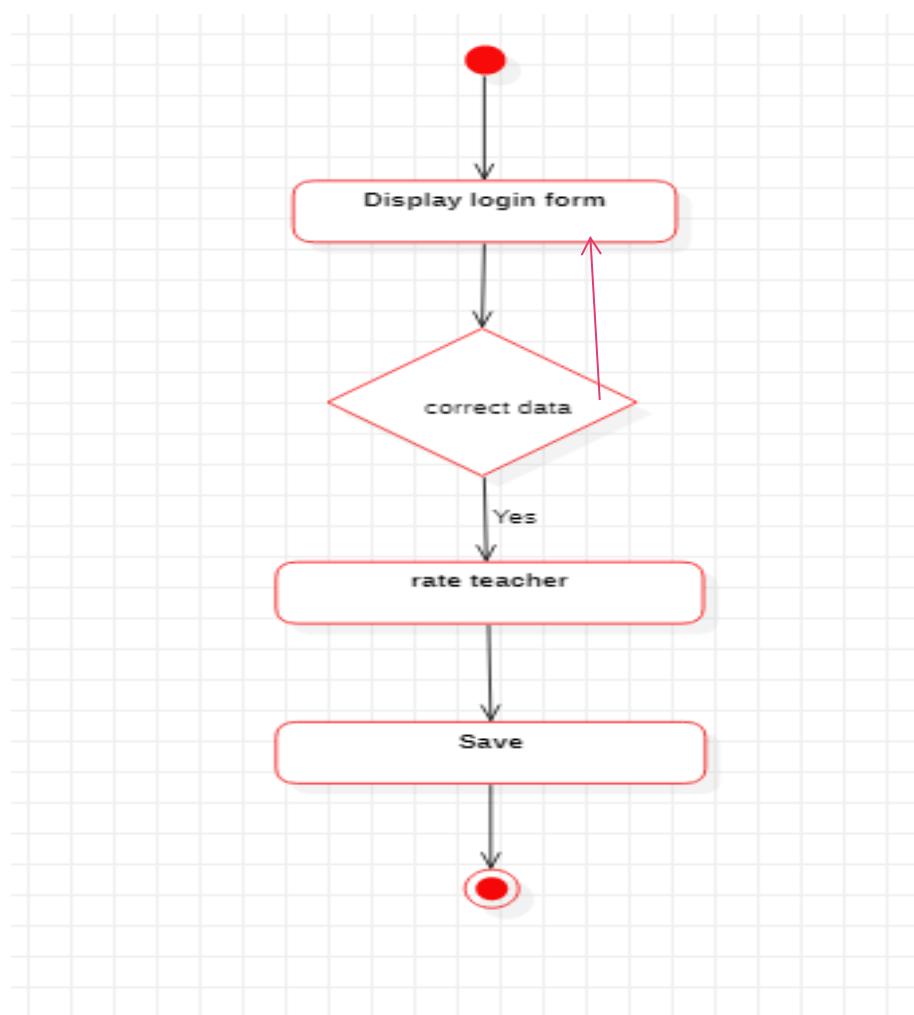


Figure 4.12: Student Rates Teachers

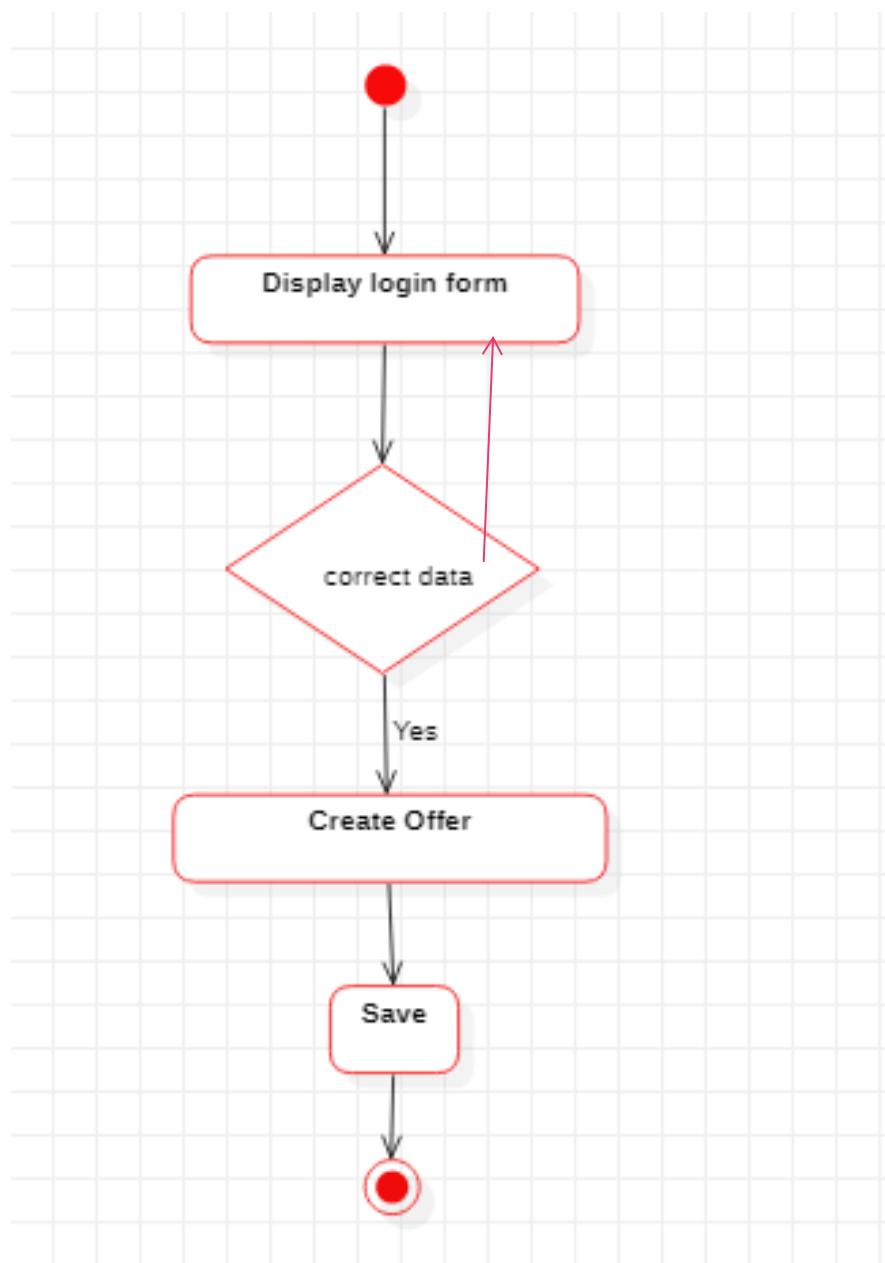


Figure 4.13: Teacher Create Offer

## 4.4 Summary

Systems Analysis is a process of collecting and interpreting facts, identifying the problems, and decomposition of a system into its components. System analysis is conducted to study a system or its parts to identify its objectives. It is a problem-solving technique that improves the system and ensures that all the components of the system work efficiently to accomplish their purpose. Analysis specifies what the system should do.

# Chapter Five

# System Design

After completing the analysis phase, which is discussed in the previous chapter, it's time for the design phase. Thus, this chapter focuses on the system design phase. System design is the phase that bridges the gap between the problem domain and the existing system in a manageable way. This phase focuses on the solution domain. It is the phase where the SRS document is converted into a format that can be implemented and decides how the system will operate. In this phase, the complex activity of system development is divided into several smaller sub-activities, which coordinate with each other to achieve the main objective of system development.

## 5.1 System architecture

The system architecture is the conceptual model that defines the structure, behavior, and more views of a system. An architecture description is a formal description and representation of a system, organized in a way that supports reasoning about the structure of the system which comprises system components, the externally visible properties of those components, the relationships between them.

Our proposed system consists of several major components which are:

❖ **User:**

It's the component responsible for managing the database and performing reading and writing operations (update, insert and delete) in it.

❖ **Cloud:**

It's the component responsible for saving and managing user and blog data.

### **Mobile application and the website:**

It's the view of the system that provides easy interaction between the users and the proposed system. This application has a connection to the Database component that provides the system functionality.

## 5.2 System Sequence Diagram

A system sequence diagram is a kind of interaction diagram that shows how processes operate with one another and in what order. It is a construct of a message sequence chart. A sequence diagram shows object interaction arranged in a time sequence. It is depicting the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. Sequence diagrams are typically associated with use case realizations in a logical view of the system under development. Sequence diagrams are sometimes called event diagrams, event scenarios, and timing diagrams.

### Sequence Diagram users:

- Users: can look at these diagrams to see the specifics of their business processing.
- Analysts: see the flow of processing in the Sequence diagrams.
- Designer: can use it to produce the class diagram which is another type of the UML diagram.
- Developers: see objects that need to be developed and operations for those objects.
- Quality assurance engineers (testers): can see the details of the process and develop test cases based on the processing.

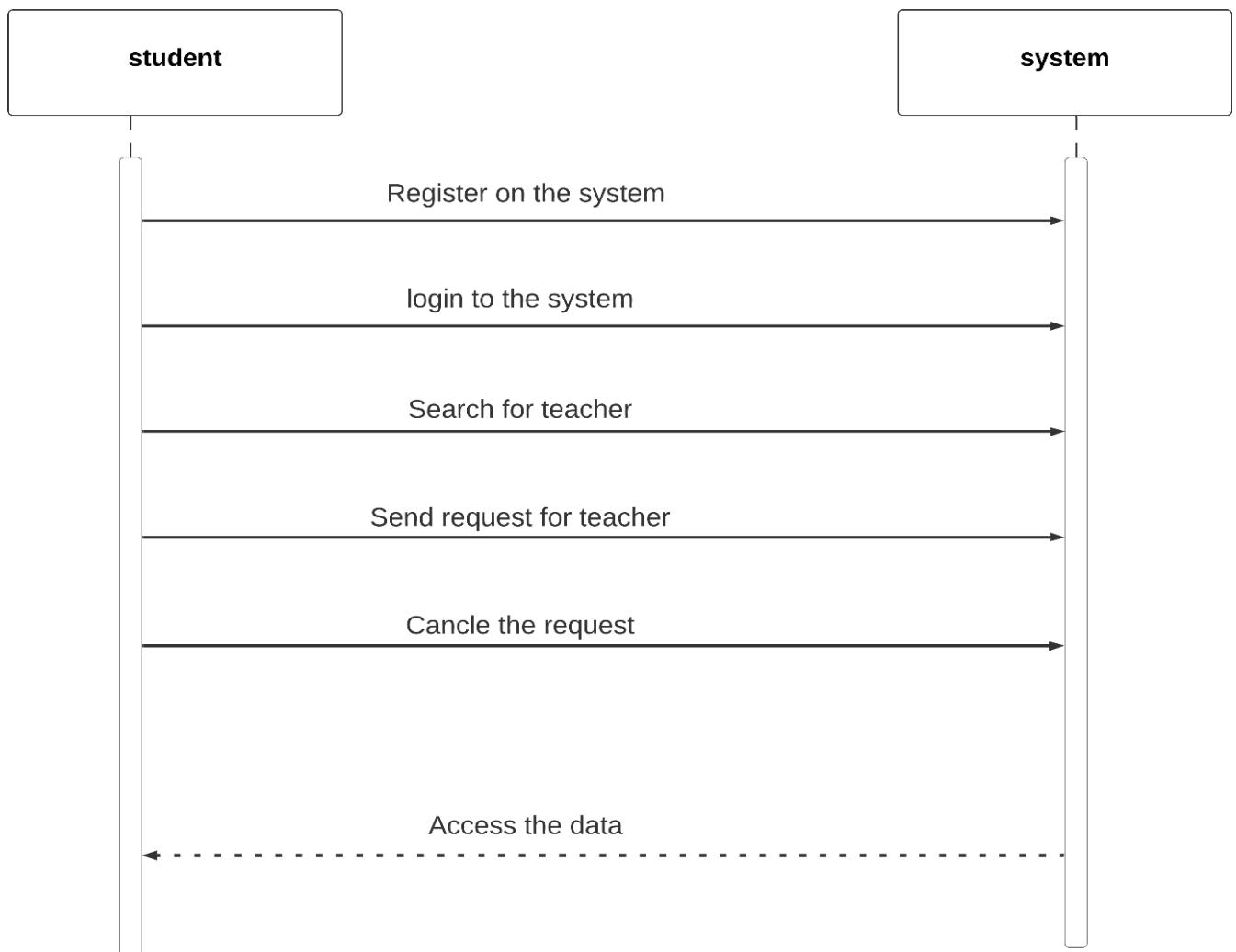


Figure 5.1: System Sequence Diagram

## 5.3 Sequence Diagrams

A sequence diagram shows object interactions arranged in a time sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. Sequence diagrams are typically associated with use case realizations in the Logical View of the system under development. Sequence diagrams are sometimes called event diagrams or event scenarios.

**Figures from 5.2 to 5.10 Illustrates the different sequence diagrams of the system.**

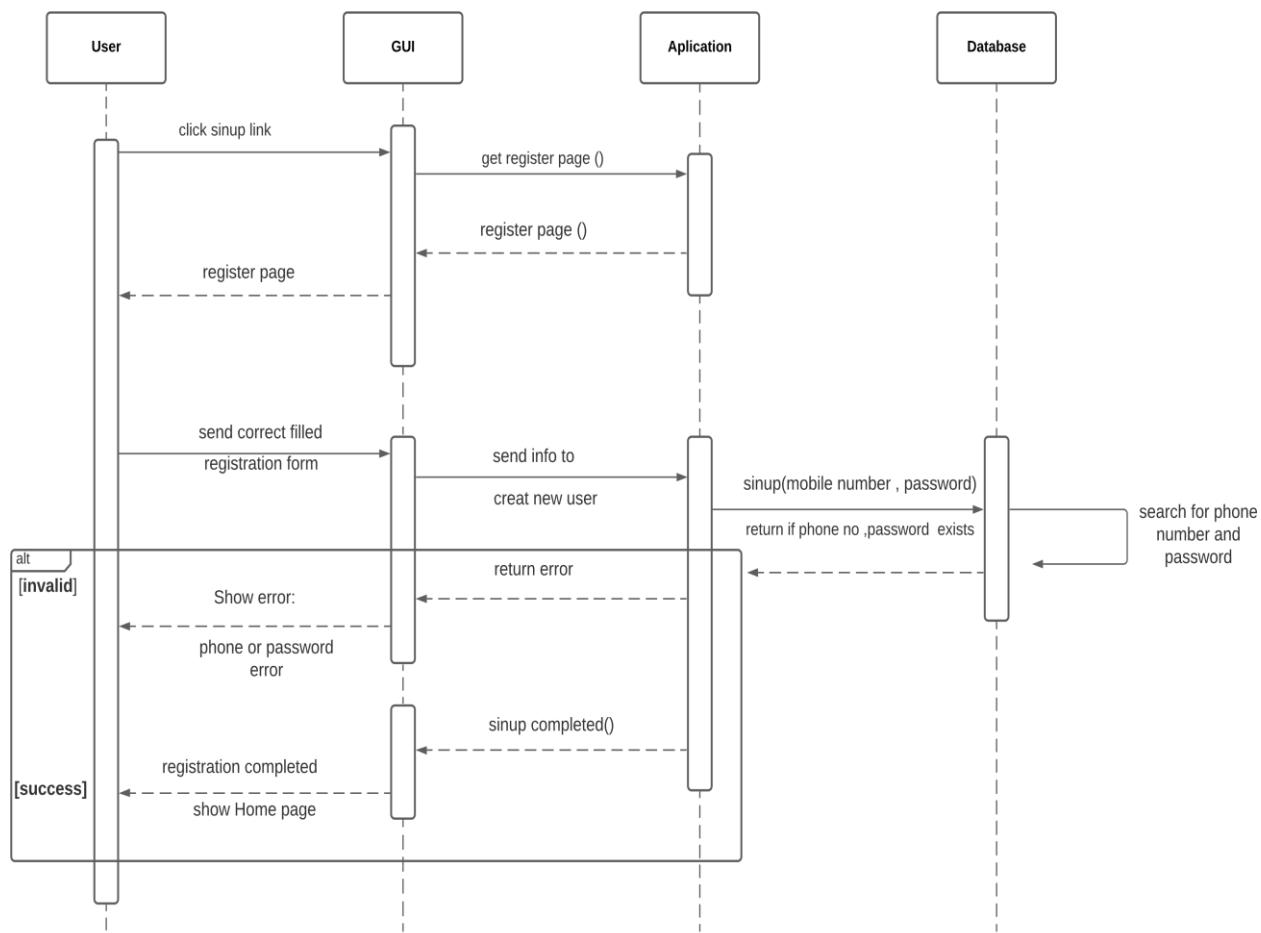


Figure 5.2: Signup Sequence Diagram

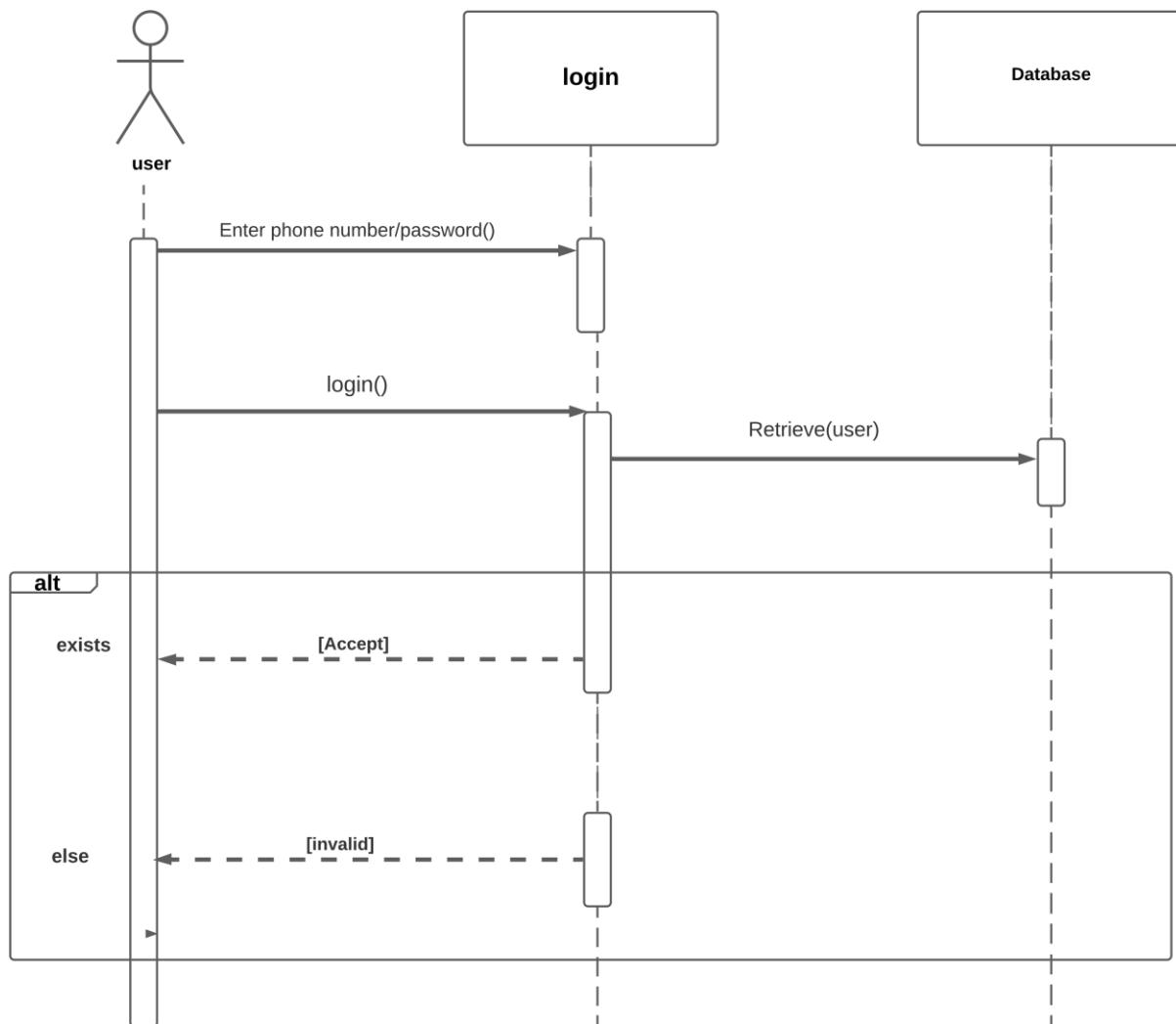


Figure 5.3: Login Sequence Diagram

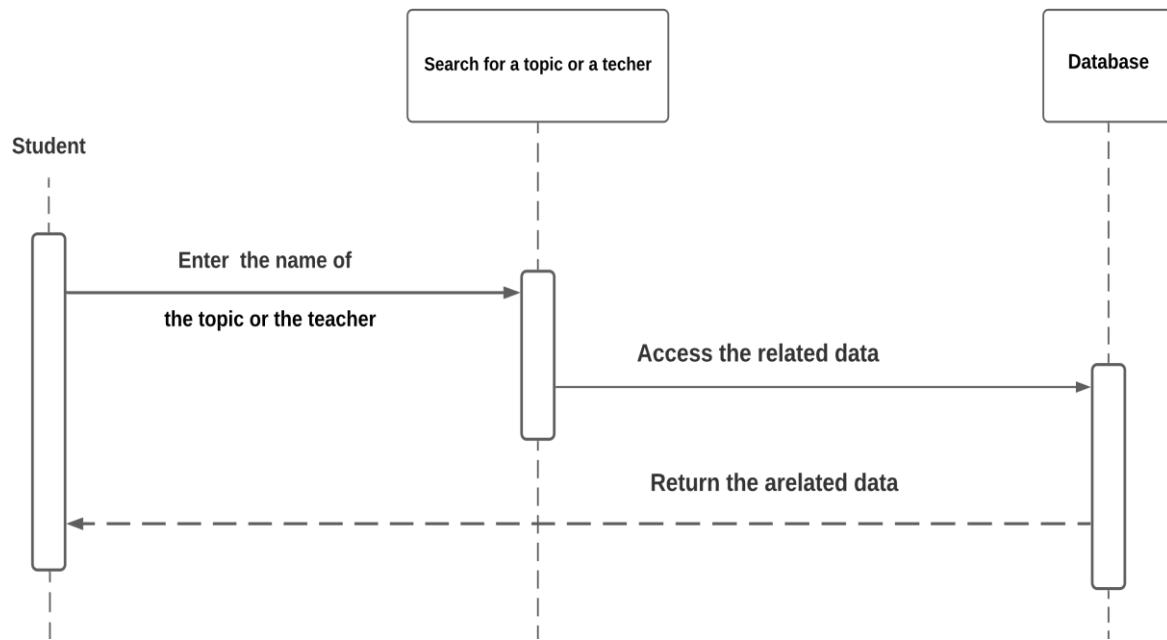


Figure 5.4: Search Sequence Diagram

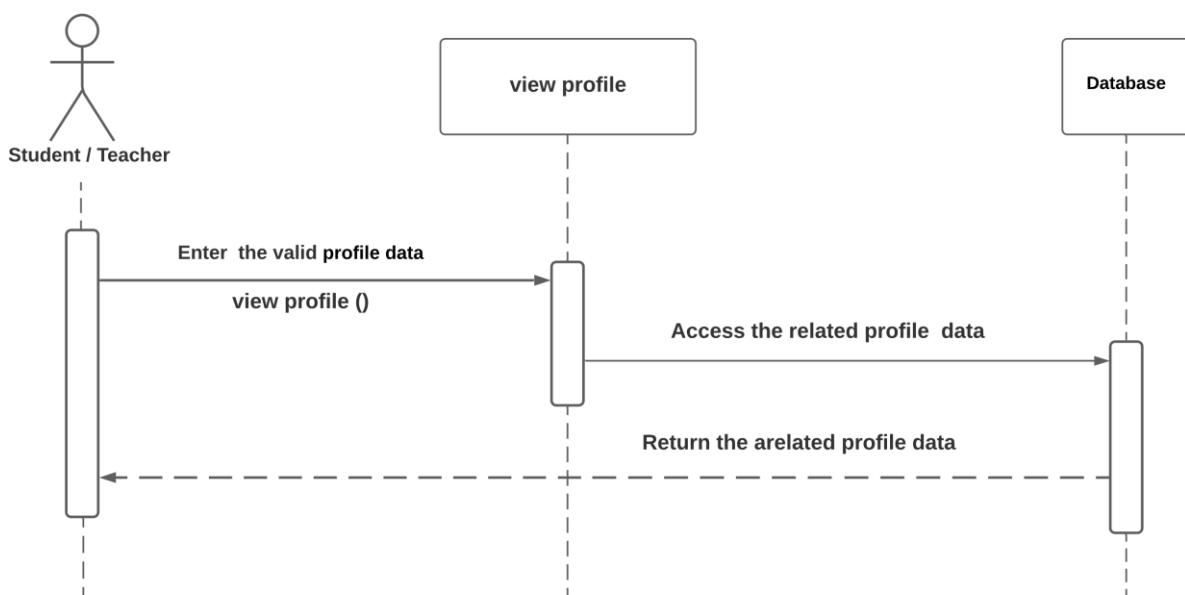


Figure 5.5: View Profile Sequence Diagram

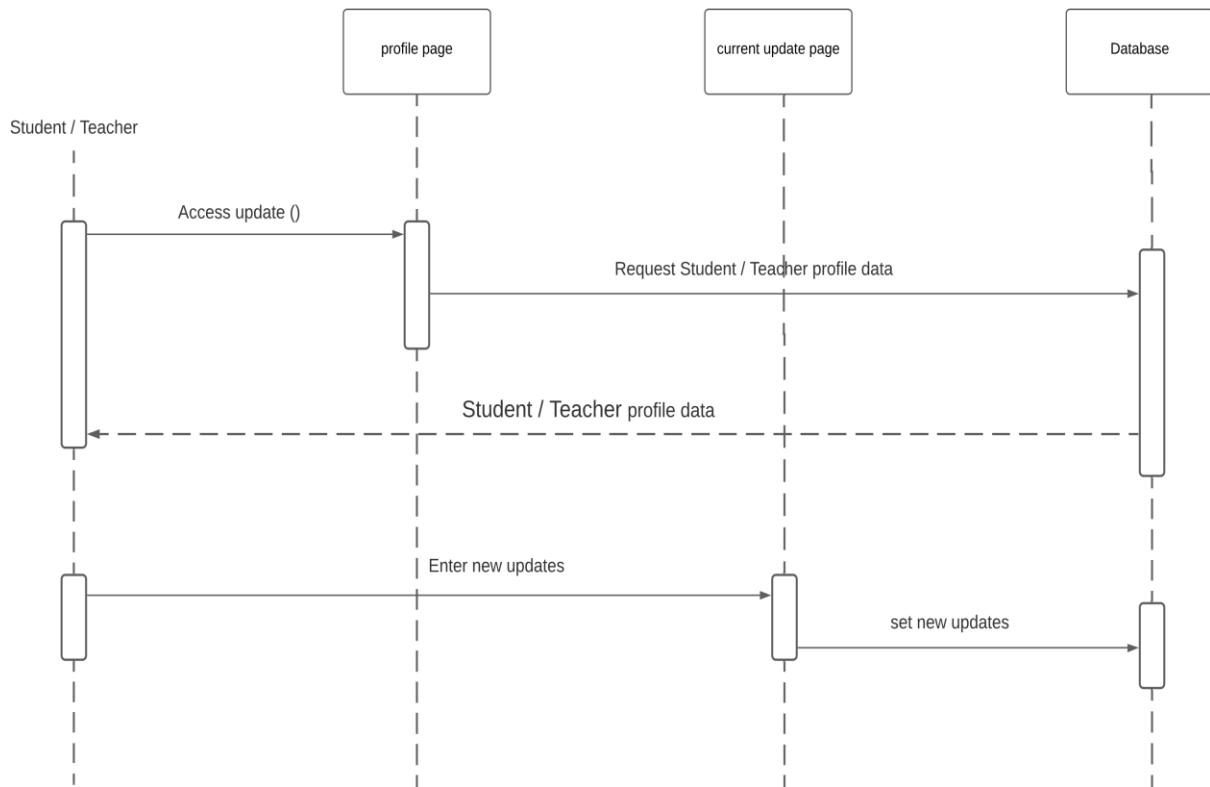


Figure 5.6: Update Profile Sequence Diagram

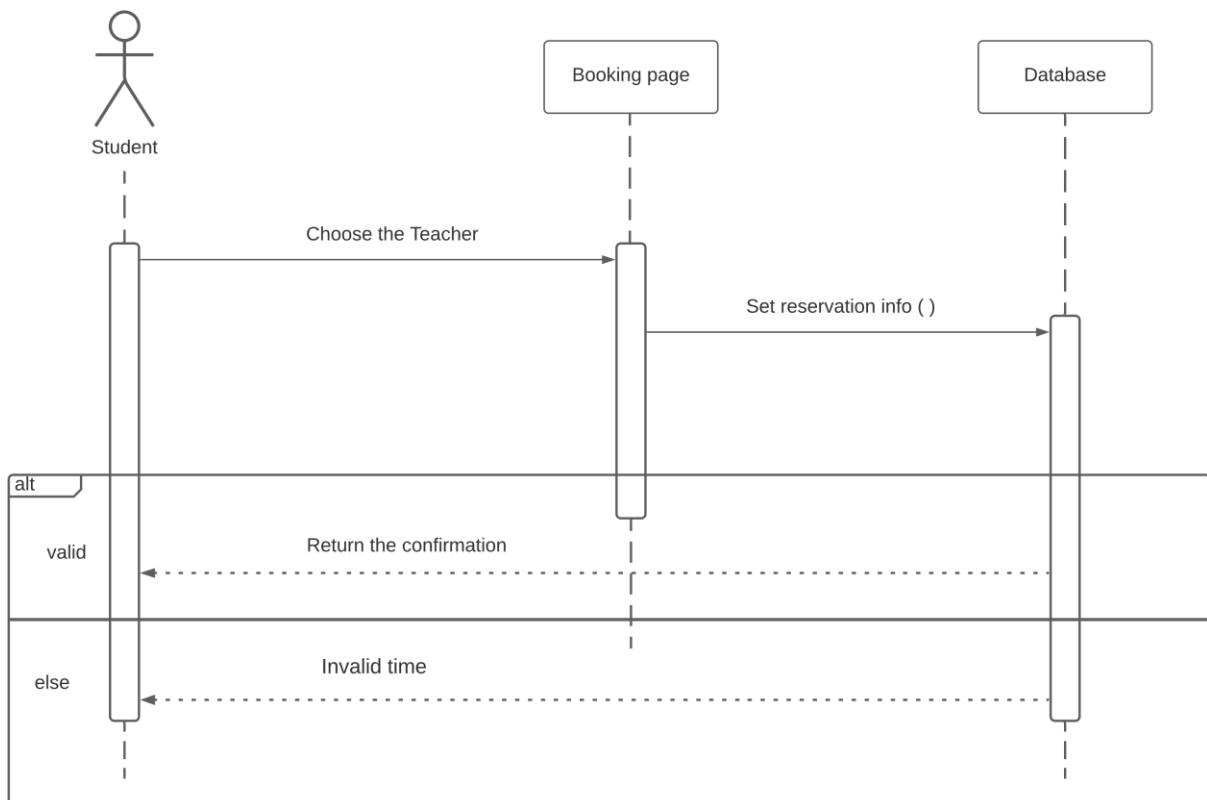


Figure 5.7: Send Request Sequence Diagram

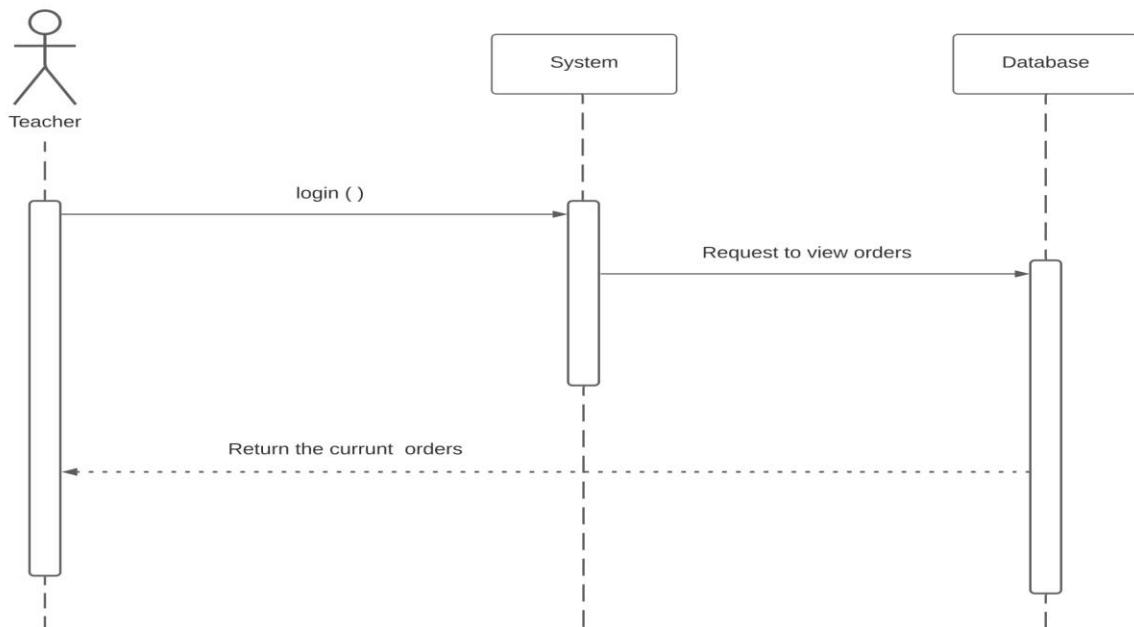


Figure 5.8: Access Orders Sequence Diagram

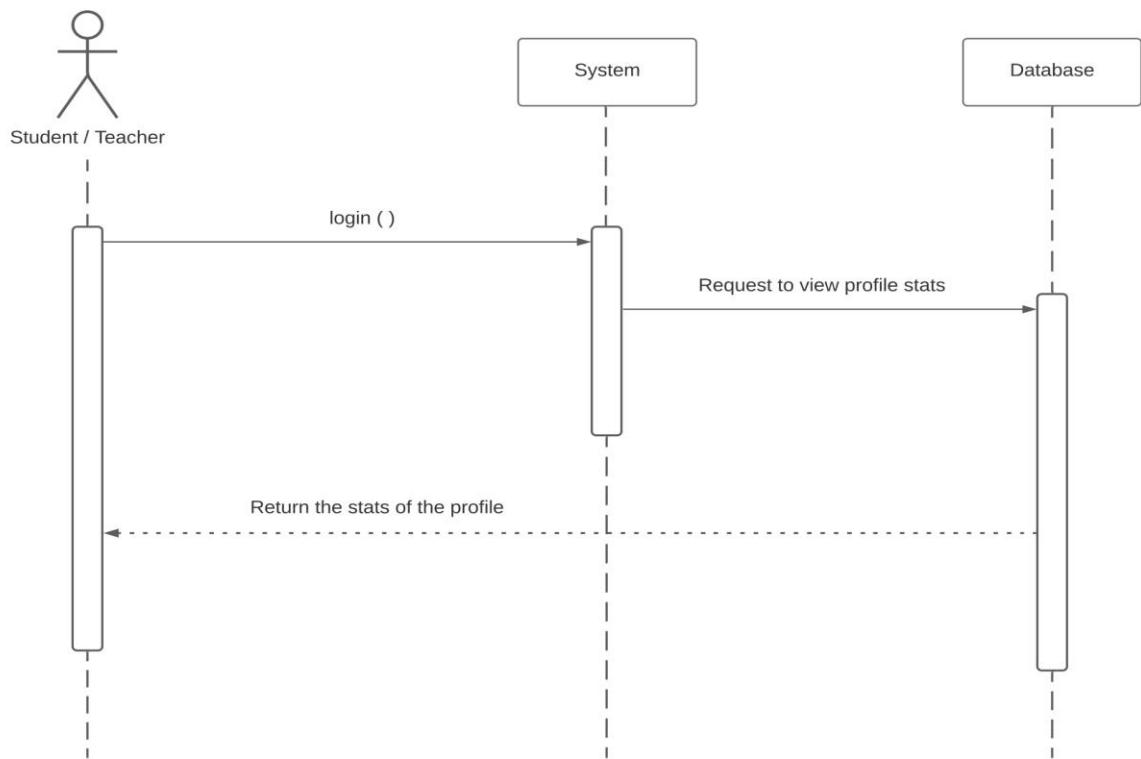


Figure 5.9: View Profile Stats Sequence Diagram

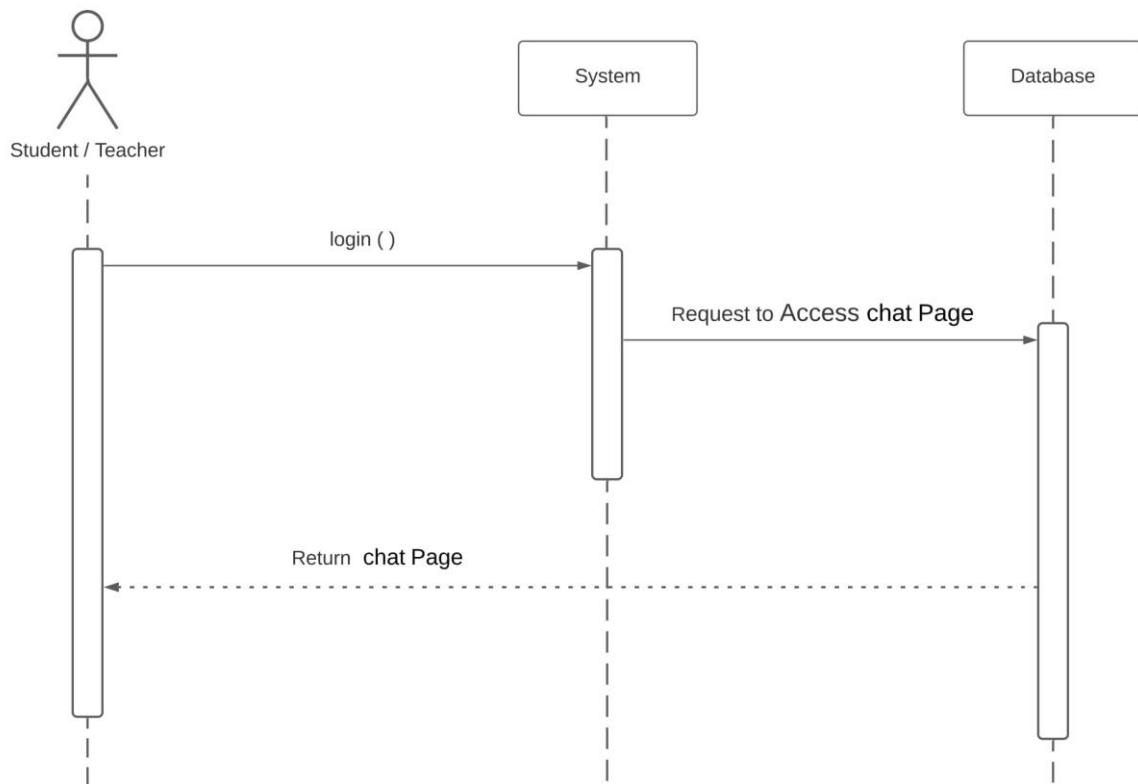


Figure 5.10: Access Chat Page Sequence Diagram

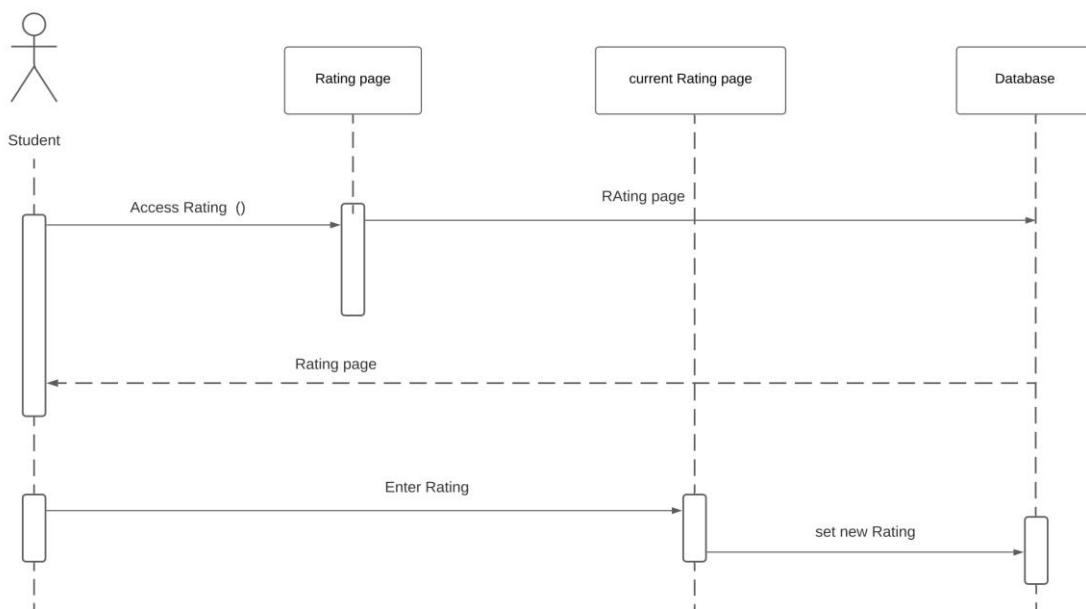


Figure 5.11: Teacher Rating Sequence Diagram

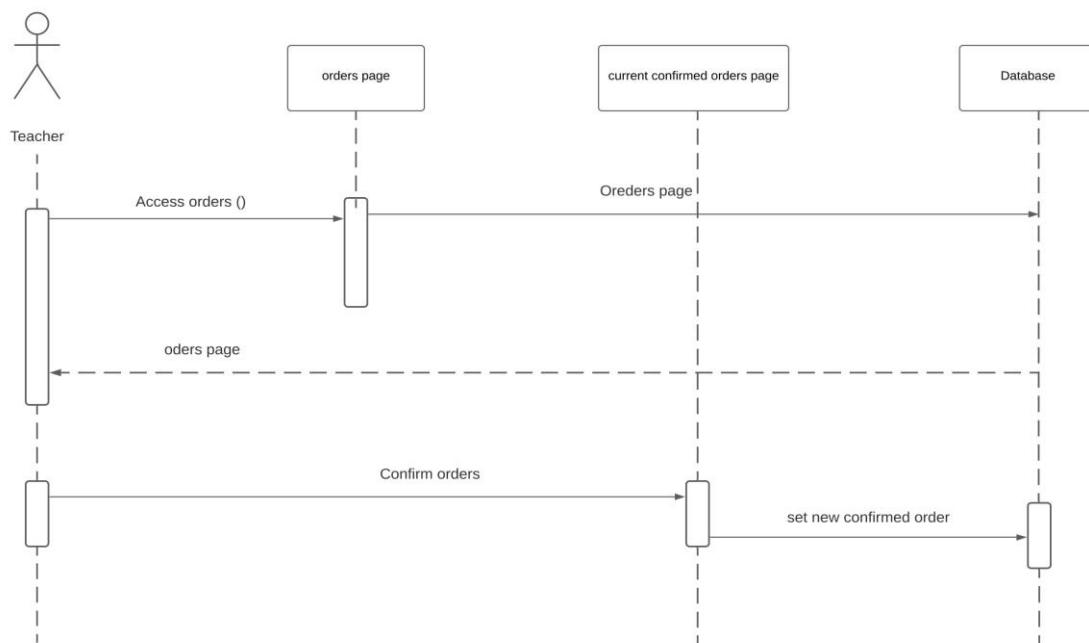


Figure 5.12: Confirm Orders Sequence Diagram

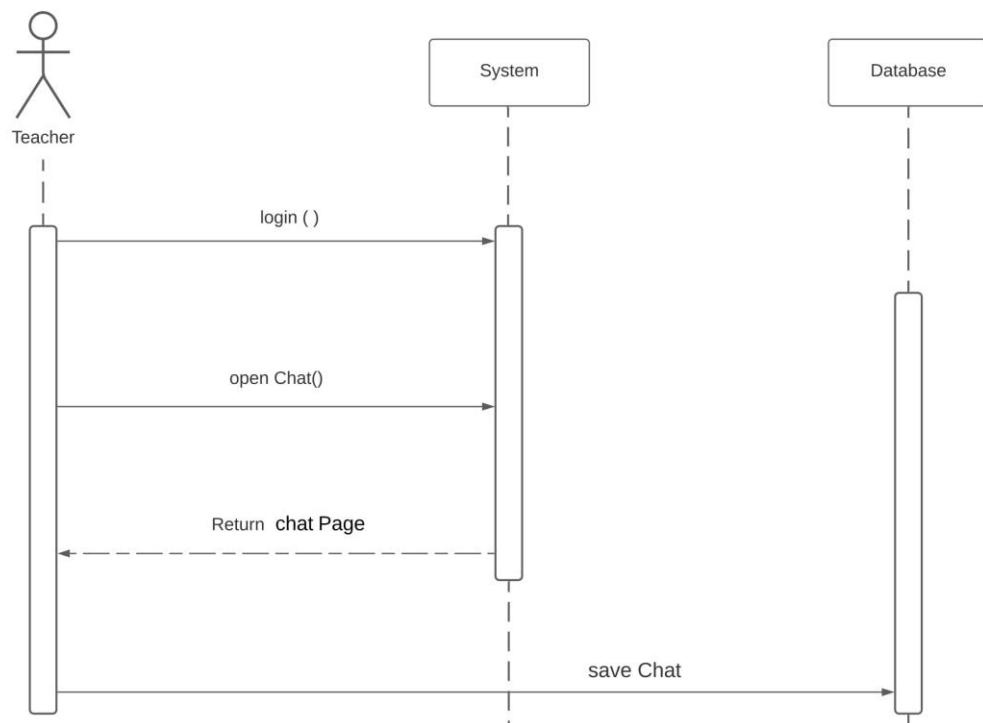


Figure 5.13: Open Chat Sequence Diagram

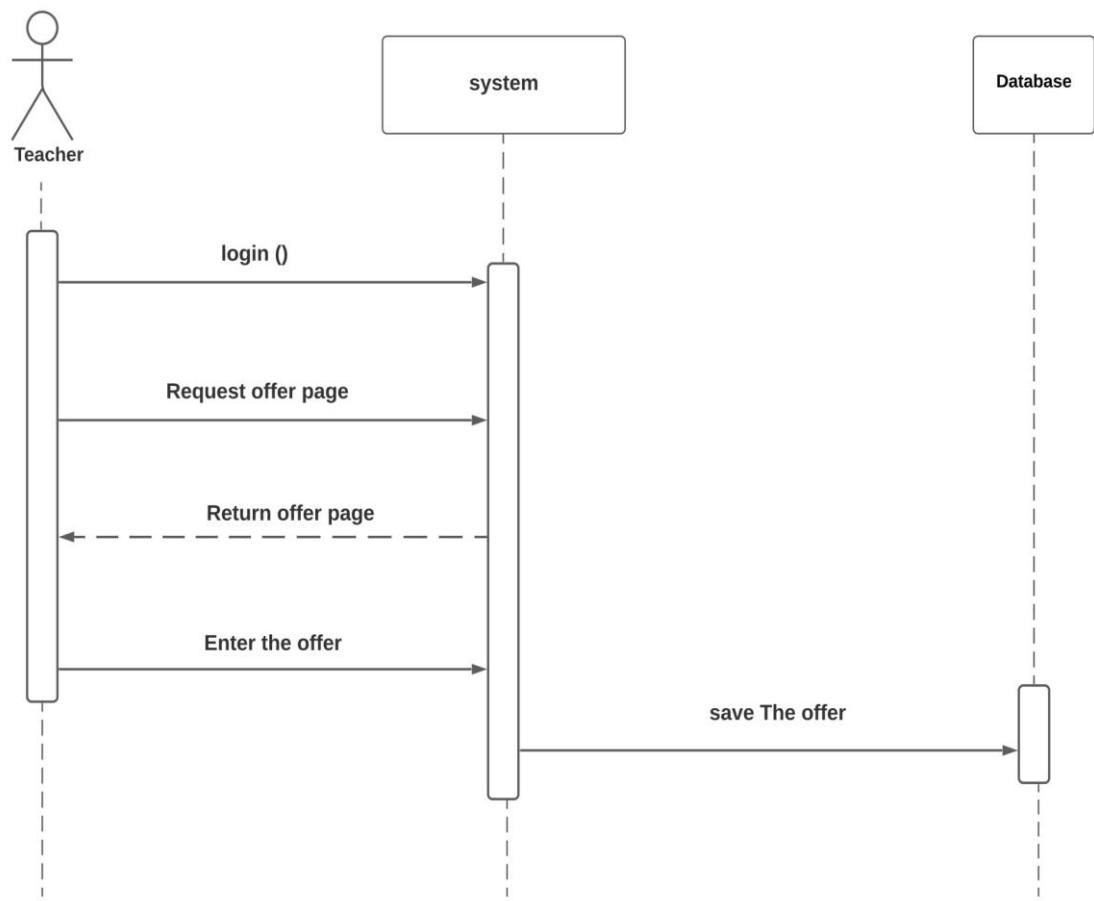


Figure 5.14: Create Offer Sequence Diagram

**5.4 Process Modeling** After describing the proposed system architecture and its main components, the processes of the proposed system needed to be modeled and described. In this section, a closer look at the system process is provided through the class diagram.

**5.4.1 Class Diagram** is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or) methods, and the relationships between the classes. The class diagram is the main building block in object-oriented modeling. It is used both for general conceptual modeling of the systematics of the application and for detailed modeling translating the models into programming code.

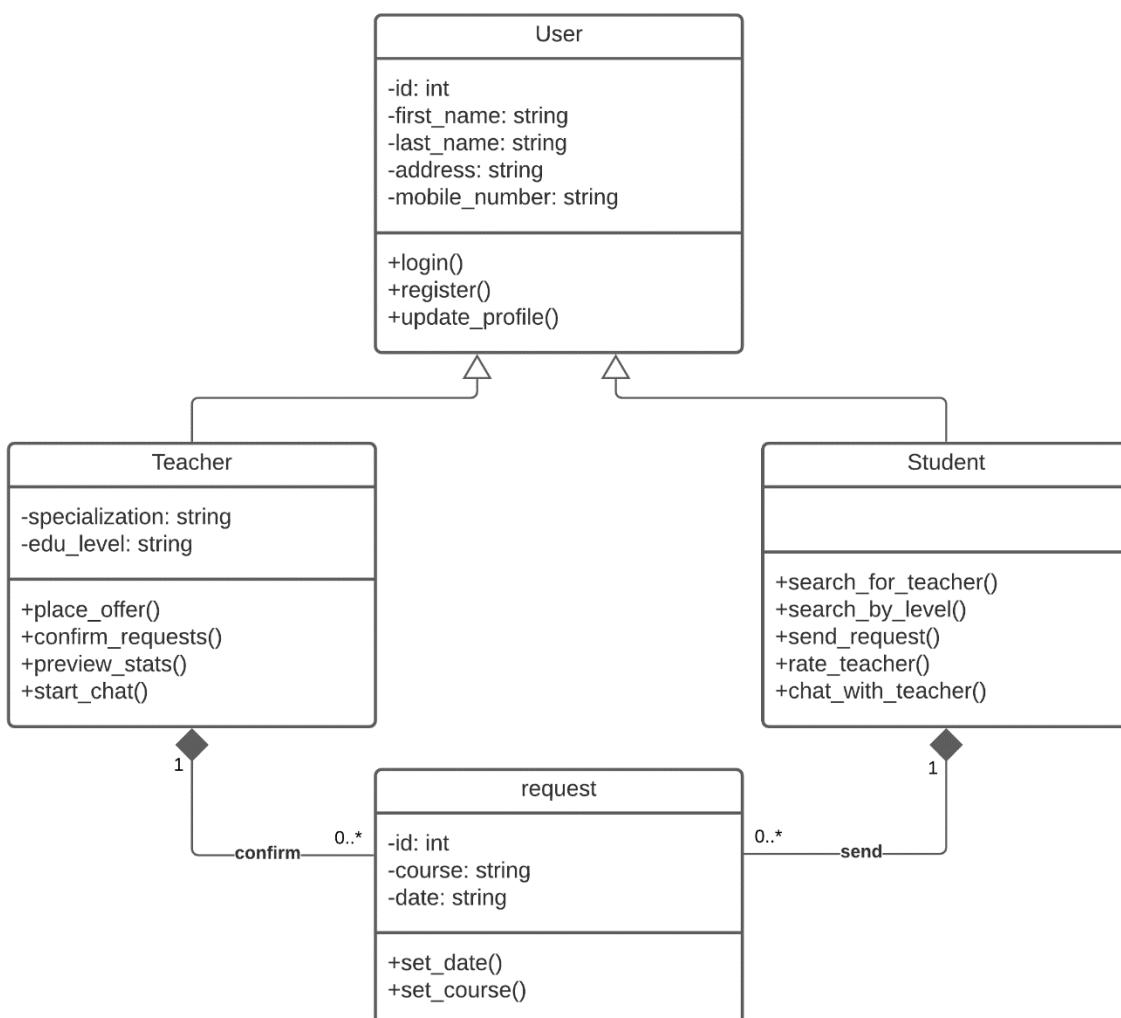


Figure 5.15: System Class Diagram

**5.5 Data Modeling** is the process of creating a data model by applying formal data model descriptions using data modeling techniques. Data modeling is a method used to define and analyze data requirements needed to support the business processes of an organization. The data requirements are recorded as a conceptual data model with associated data definitions.

**5.5.1 Data Flow Diagram (DFD)** Data Flow Diagram (DFD) is used to represent the information gathered as part of requirements determination.

- ❖ **Context Diagram (Level-0 DFD)** DFD Level 0 is also called a Context Diagram. It's a basic overview of the whole system or process being analyzed or modeled. It's designed to be an at-a-glance view, showing the system as a single high-level process, with its relationship to external entities. It should be easily understood by a wide audience, including stakeholders, business analysts, data analysts, and developers.

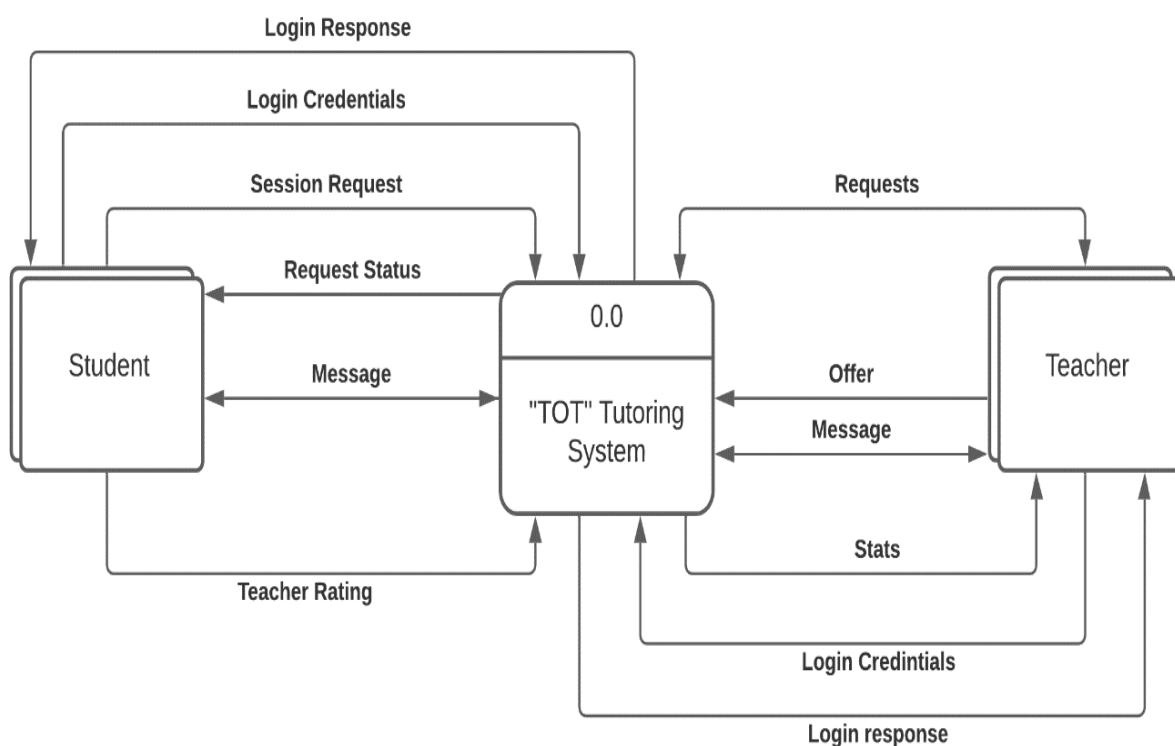


Figure 5.16 System Context Diagram

- ❖ **Level-1 Data Flow Diagram** DFD Level 1 provides a more detailed breakout of pieces of the Context Level Diagram. You will highlight the main functions carried out by the system, as you break down the high-level process of the Context Diagram into its sub-processes.

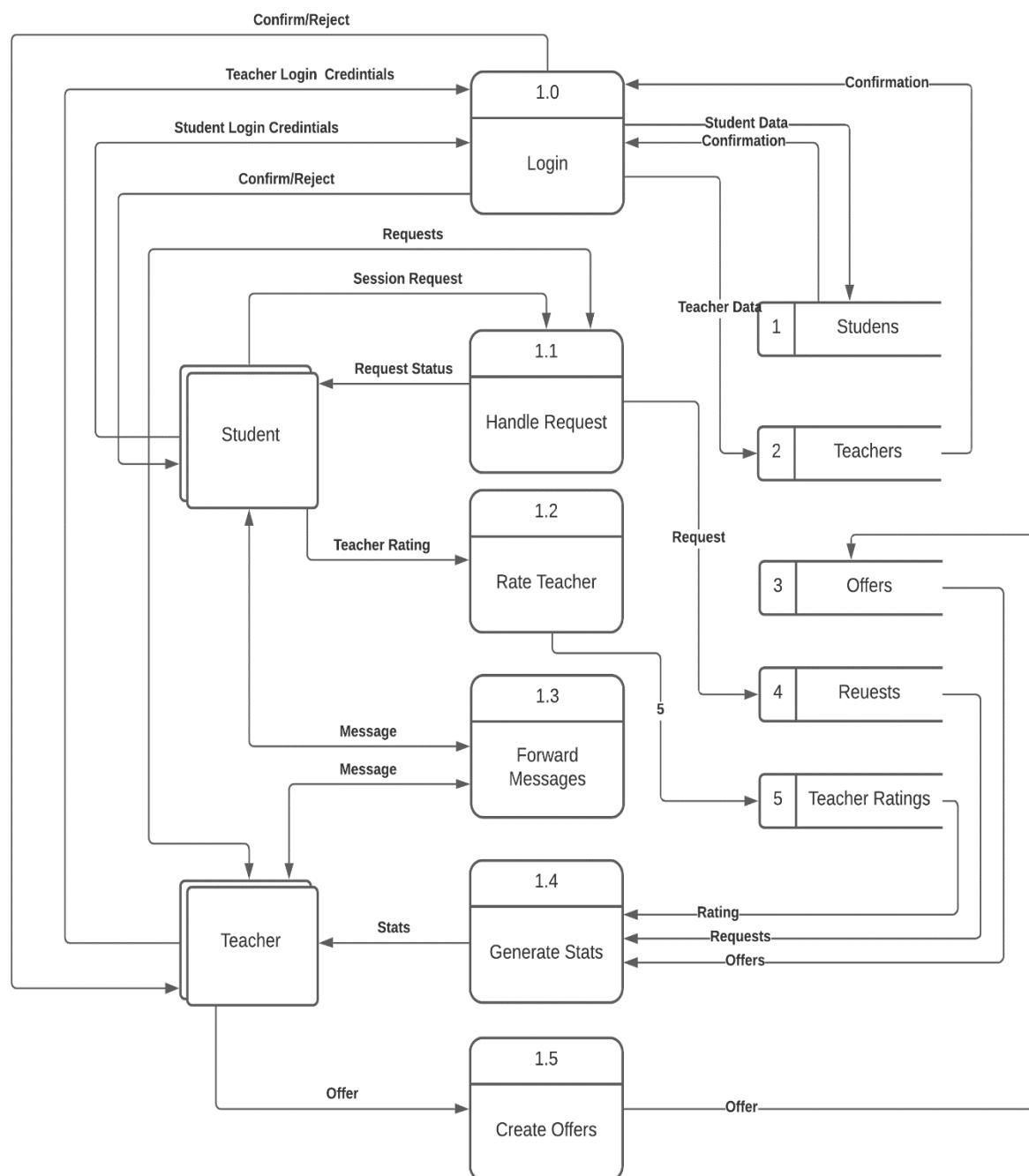


Figure 5.17 Level-1 Data Flow Diagram

## 5.6 Relational Models

**5.6.1 Entity Relationship Diagram (ERD)** shows the relationships of entity sets stored in a database. ... By defining the entities, their attributes, and showing the relationships between them, an ER diagram illustrates the logical structure of databases. ER diagrams are used to sketch out the design of a database.

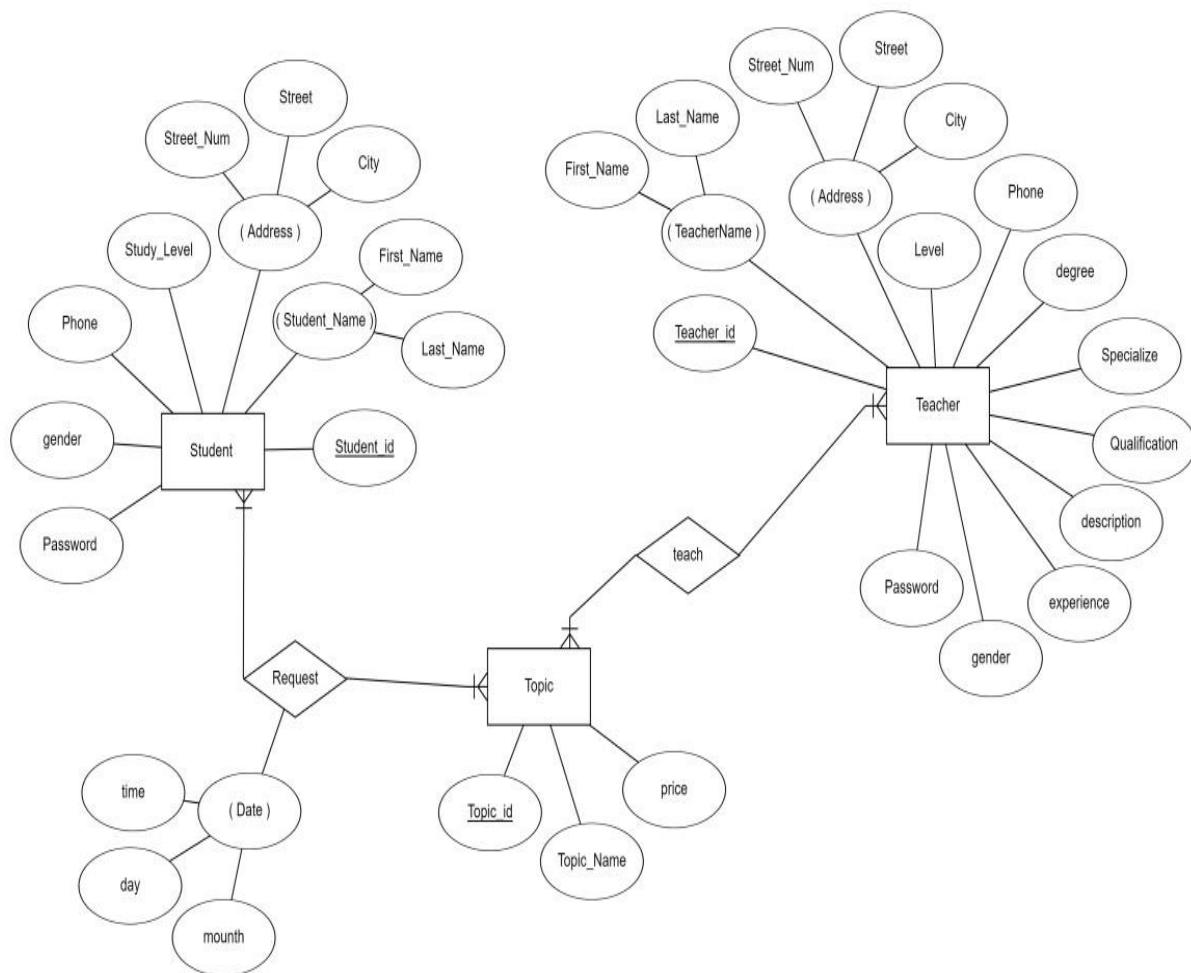


Figure 5.18: ER Model Diagram

## 5.6.2 Relational Schema Diagram

After designing the ER diagram of the system, we need to convert it to Relational models which can directly be implemented by any RDBMS like Oracle, MySQL, etc.

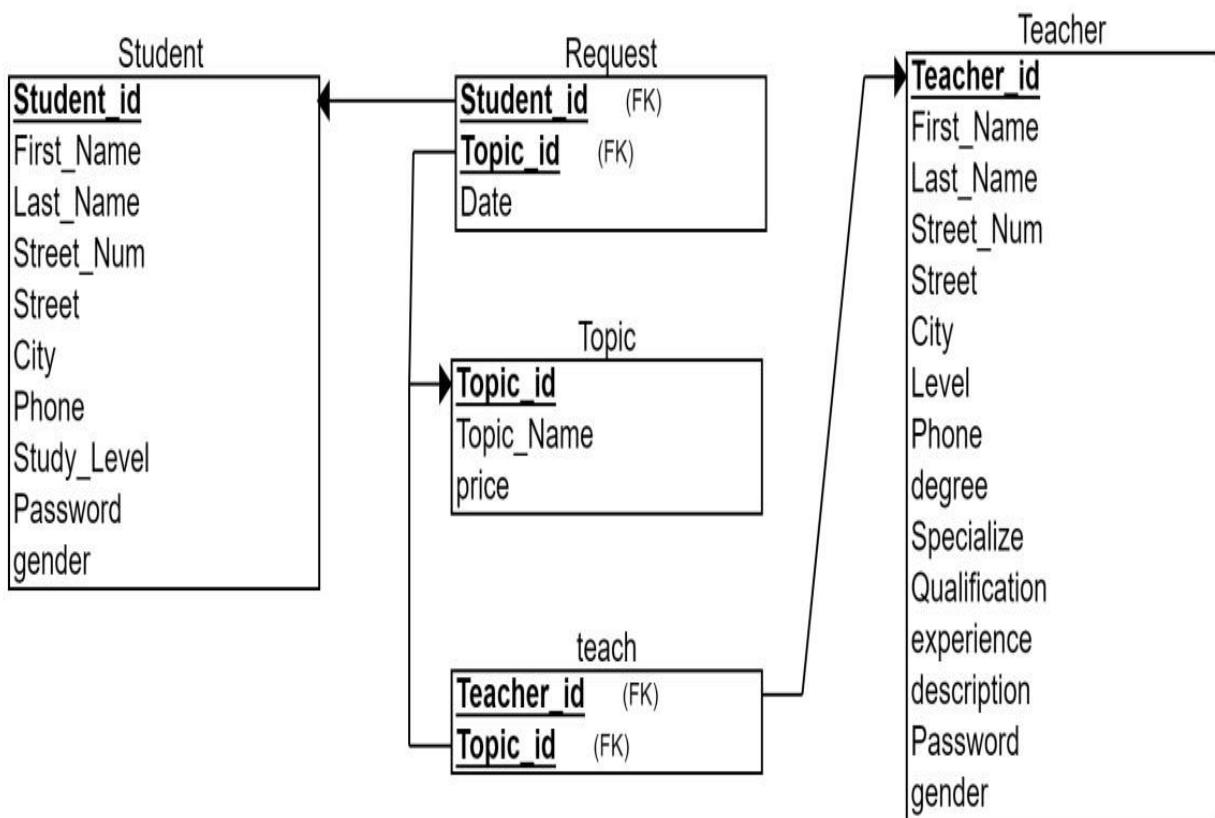


Figure 5.19 Relational Schema Diagram (RSD)

## 5.7 Summary

We introduced the design phase in this chapter. First, the system components and interactions among them are described in system architecture.

The proposed system processes are described in the Process Modeling section and data are described in the Data Modeling section through the Data Flow Diagram (DFD).

The class diagram describes the proposed system processes as object-oriented classes.

Then the data modeling is described by describing an entity-relationship diagram.

# Chapter Six

# Implementation

In the previous chapters we introduced the theoretical Approach-Analysis and Design phases- of the project now it's time for the practical part which will be the implementation approach for the system.

Implementation is a realization of a technical specification or algorithm as a program Software component or another computer system

through programming and deployment. This chapter provides more technical details about developing previously mentioned technical issues in previous chapters.

In this chapter, we will bring our project to real life in the form of a mobile application that every user who has a smartphone can download and use.

during this phase that the project becomes visible to outsiders, to whom it may appear that the project has just begun. The implementation phase is the doing phase, and it is important to maintain the momentum.

Those who are involved in a project should keep in mind that it is hardly ever possible to achieve a project result that precisely meets all of the requirements that were originally specified in the definition phase. Unexpected events or advancing insight sometimes require a project team to deviate from the original list of requirements or other design documents during the implementation of the project. This is a potential source of conflict, particularly if an external customer has ordered the project result. In such cases, the customer can appeal to the agreements that were made during the definition phase.



## 6.1 “TOT” Mean Functions

### 6.1.1 For Teacher

- ❖ Ability to reach more students regardless of their location
- ❖ Gain additional income through sessions
- ❖ Create offers on the system to attract more students
- ❖ Chat with students to agree on a session

### 6.1.2 For Student

- ❖ Reach more than one teacher for a specific course
- ❖ Rate teachers according to their sessions
- ❖ Request sessions at the current time or in the future
- ❖ Chat with teachers to find the best time for a lesson or a session

## 6.2 System Screenshots

Figures from 6.1 to 6.11 show the different views of the system

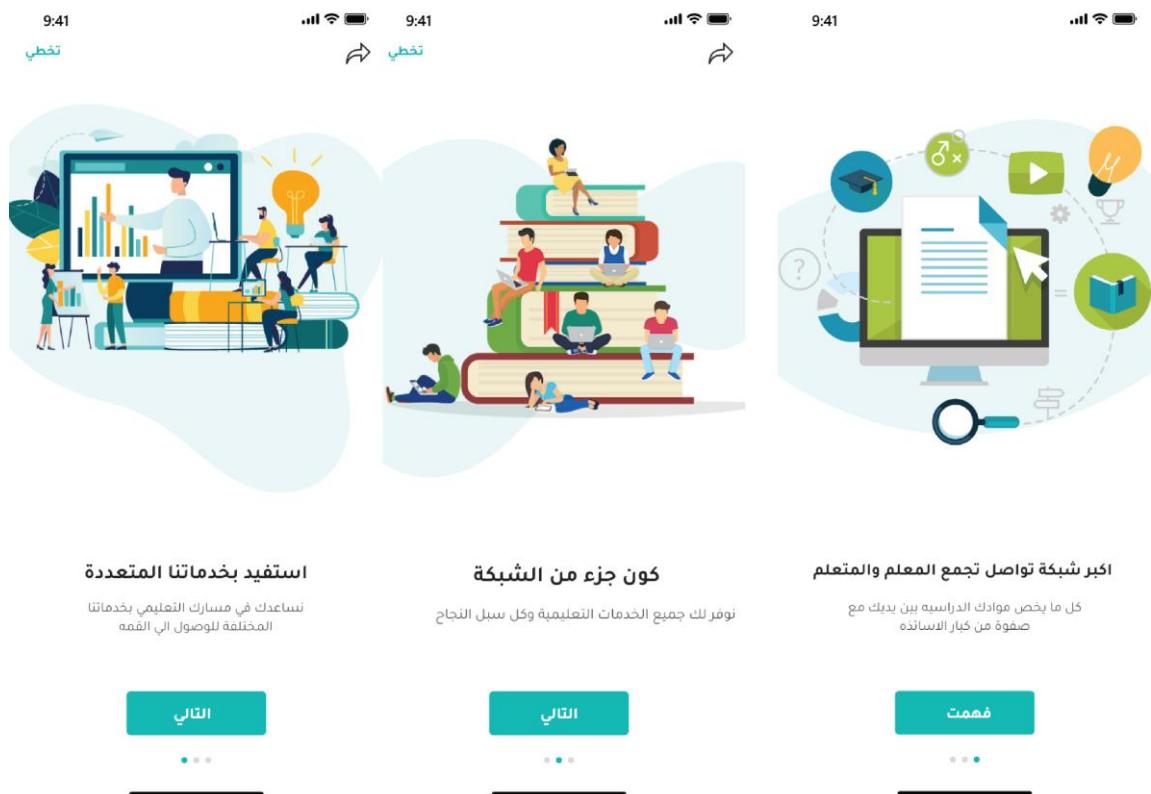


Figure 6.1 First Time Use



9:41

● ● ●

9:41

● ● ●

انشاء حساب

مدرس طالب

مدرس طالب

الاسم بالكامل

العنوان

▽ المرحلة الدراسية

▽ الدرجة التدريس

مادة التخصص

الموهول الدراسي

▽ تقدير الموهول الدراسي

جامعة التخرج

عدد سنوات الخبرة

كلمة السر

تأكيد كلمة السر

إضافة وصف عنك

ذكر  أنثى

**إنشاء حساب جديد**

باإنشاءك حساب جديد، أنت توافق على [شروط الاستخدام](#) و [سياسة الخصوصية](#)

لديك حساب؟ [سجل الدخول](#)

**إنشاء حساب جديد**باإنشاءك حساب جديد، أنت توافق على [شروط الاستخدام](#) و [سياسة الخصوصية](#)لديك حساب؟  
[سجل الدخول](#)**Figure 6.2 Registration forms**

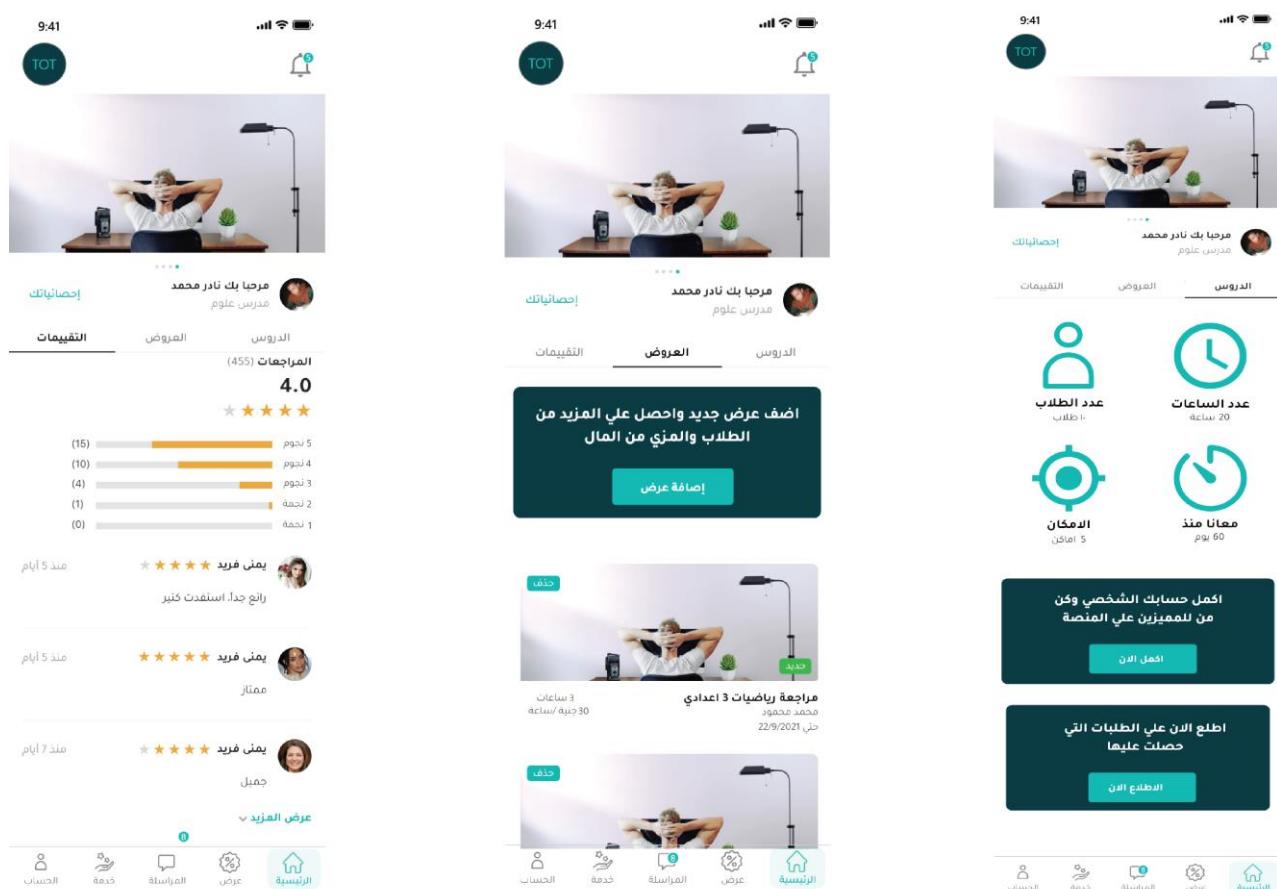


Figure 6.3 Teacher Home



9:41

عرض الكل

أحدث المدرسين على المنصة

بحث عن مدرس،مادة،مكان

هبة ابراهيم  
مدرسية لغة انجليزية  
من الدرجة الاولى

نادر محمد  
مدرس علوم من الدرجة الاولى

نهال احمد  
مدرسية لغة عربية من الدرجة الاولى

عرض الكل

عرض

مراجعة رياضيات 3 اعدادي  
محمد محمود  
3 ساعات 30 دقيقة/ساعة  
22/9/2021

مراجعة رياضيات 3 اعدادي  
محمد محمود  
3 ساعات 30 دقيقة/ساعة  
22/9/2021

الاطلاع على الطلبات الذي قدمتها

الاطلاع الان

عرض الكل

أشهر المدرسين على المنصة

هبة ابراهيم  
مدرسية لغة انجليزية من الدرجة الاولى

نادر محمد  
مدرس علوم من الدرجة الاولى

نهال احمد  
مدرسية لغة عربية من الدرجة الاولى

الحساب

خدمة

المessages

بحث

الرئيسية

Figure 6.5 Student Home

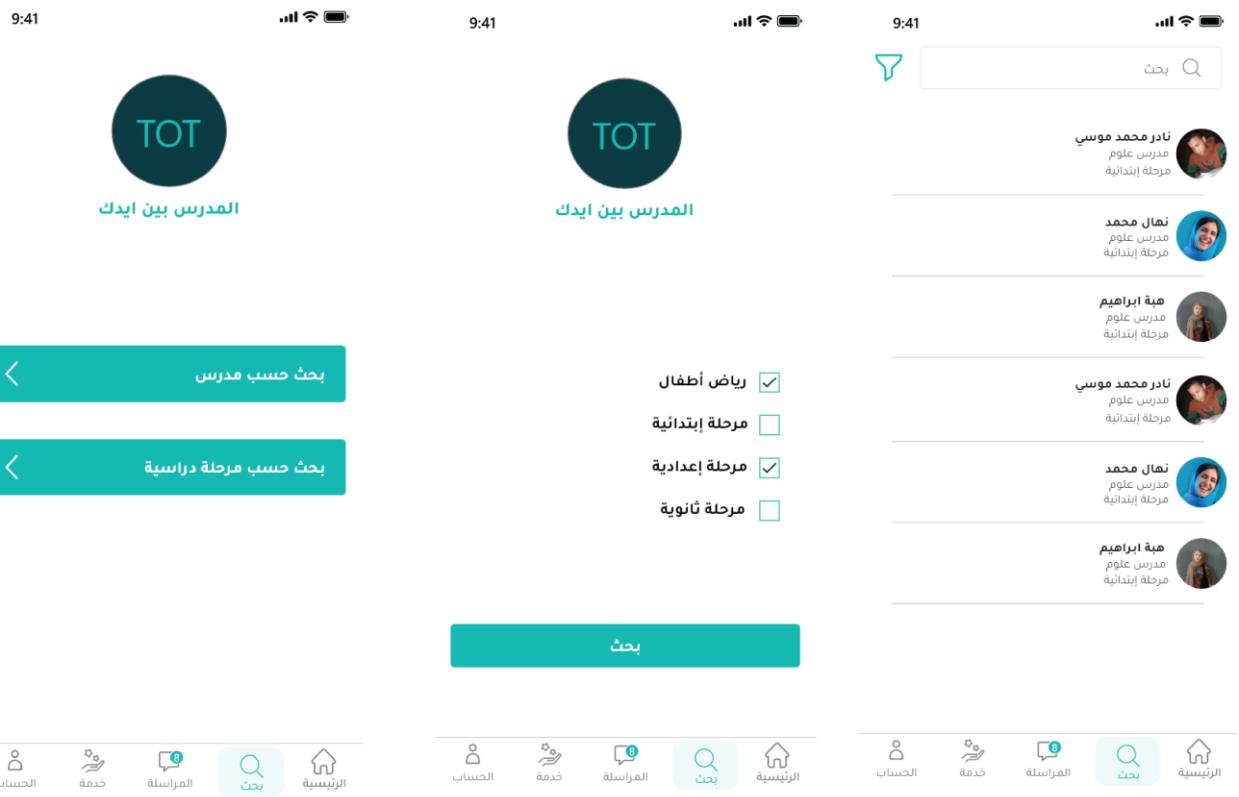


Figure 6.6 Search flow

إرسال طلب الى المدرس ناد محمد

المادة

العنوان

التاريخ المتوقع للحصة

عدد الساعات

إرسال طلب

Figure 6.7 Request Form



9:41



## الإشعارات

الجديد

لديك رسالة لم يتم الرد عليه من الاستاذ نادر  
25 دقيقة



تم الرد على رسالتك  
25 دقيقة



الأقدم

لقد انتهيت من درس اليوم  
2 يوم



لقد قمت بالتواصل مع مدرس خالد  
4 يوم



يوجد بعض العروض الجديدة الان  
6 يوم



Figure 6.8 Notifications

9:41

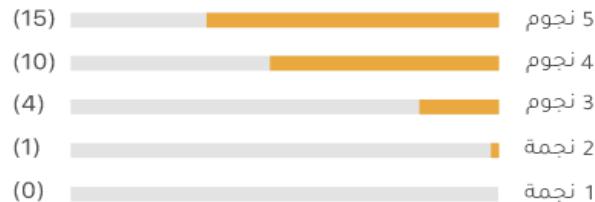


## المراجعات



المراجعات (455)

**4.0**



منذ 5 أيام

يمنى فريد



رائع جداً، استفدت كتير

منذ 5 أيام

يمنى فريد



ممتن

منذ 7 أيام

يمنى فريد



جميل

منذ 5 أيام

يمنى فريد



ممتن

يمنى فريد

**إضافة تقييم**

Figure 6.9 Teacher Ratings



Figure 6.10 Requests Screen

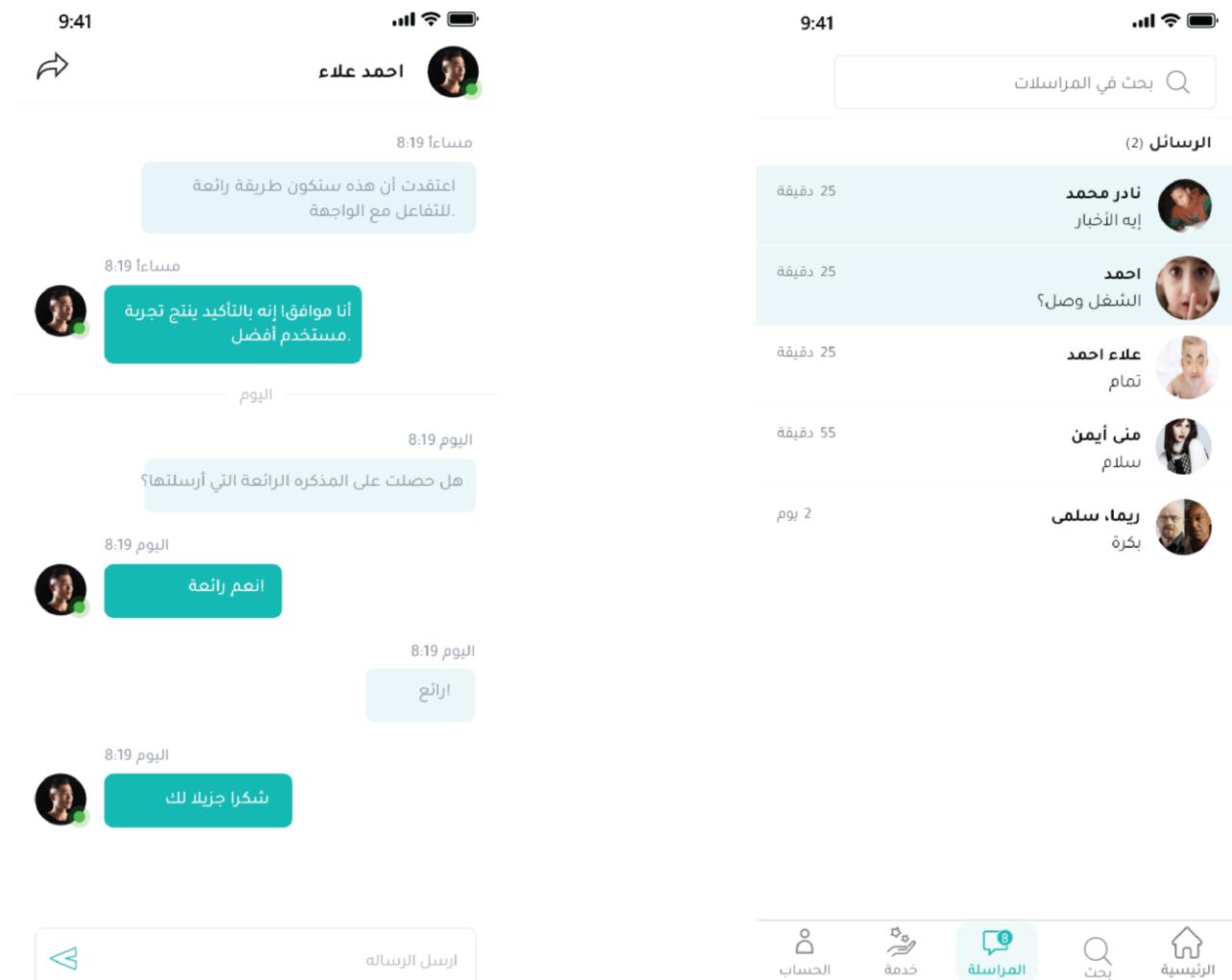


Figure 6.11 Chat Screen

## 6.3 Testing

Testing is any activity that aims at evaluating an attribute or capability of a program or

system and determining that it meets its required results.

Testing is to avoid effects of defects that might be Human mistakes or Environmental defects.

- Testing is necessary
- To avoid the effects of defects.
- To avoid failures of Software.
- We have defects because humans by nature make mistakes but certain conditions make humans make more mistakes.
- Humans make mistakes because of Time Pressure (Deadlines).
- The complexity of the Requirement/Technology.
- Lack of experience/skill.
- Lack of information.
- Frequent changes.

### 6.3.1 Test Cases:

Table 6.1: "Test cases"

ID	Module Name	Precondition	Steps	Expected Results	Status	Actual Results
TC_Actor_Regis ter_01	Student/Te acher	Download the App Have an available phone number Available internet connectio n	1.Download the App 2.Enter the phone number 3.Enter the OTP 4.fill the other cells 5.Click on the sign-up button	The email saved in the database and login successfully and the Home page will be open	Pass	The email saved in the database and login successfully and the Home page will be open
TC_Actor_login _01	Student/Te acher	Student has an account on the system	1. student open the login form 2. He enters his user phone and password 3.click the login button	The home page will be open	Pass	Home page opened
TC_Search_01	student	Student login successfully	1. Open the home page 2. Click the search bar 3. Choose the wanted filter	Show a list of the teachers	pass	Return a list of teacher s

			4. Select the teacher			
TC_Sent_request_01	Student	Student login successfully to the system	1.select a teacher 2.fill all the cells. 3.click on sent request	Sent the request successfully	pass	Sent the request successfully
TC_View_profile_01	Student/Teacher	Student/Teacher login successfully to the system	1. Enter the profile page. 2.View the profile Page	Show profile page	pass	Show profile page
TC_Update_profile _01	Student/Teacher	Student/Teacher login successfully to the system	1.Click on update profile link 2.Update the wanted cells 3.Save the update	Save the update successfully	Pass	Save the update successfully
TC_View_unfulfilled_requests _01	Teacher	Teacher login successfully to the system	1. Enter the unfulfilled requests page. 2.View the unfulfilled requests Page	Show unfulfilled requests page	pass	Show unfulfilled requests page

TC_Rating _ Teacher _01	Student	Patient login successfully to the system	<ol style="list-style-type: none"> <li>1.open Rating page</li> <li>2.Enter a rating for the teacher</li> <li>3.Save and close the page</li> </ol>	The rating saved successfully	pass	The rating saved successfully
-------------------------	---------	--	---	-------------------------------	------	-------------------------------

## 6.4 Summary

The implementation phase is where you and your project team do the project work to produce the deliverables. The word “deliverable” means anything your project delivers.

The deliverables for your project include all of the products or services that you and your team are performing for the client, customer, or sponsor, including all the project management documents that you put together. The steps undertaken to build each deliverable will vary depending on the type of project you are undertaking, and cannot, therefore, be described in any real detail. For instance, engineering and telecommunications projects will focus on using equipment, resources, and materials to construct each project deliverable, whereas computer software projects may require the development and implementation of software code routines to produce each project deliverable.

The activities required to build each deliverable will be specified within the project requirements document and project plan. Your job as project manager is to direct the work, but you need to do more than deliver the results. You also need to keep track of how well your team performs. The implementation phase keeps the project plan on track with careful monitoring and control processes to ensure the final deliverable meets the acceptance criteria set by the customer. This phase is typically where approved changes are implemented

## Chapter Seven

# Conclusion & Future Works

In this chapter, we will give a precise summary of the whole project and discussing its features and the value it provides to its users, in addition discussing the future works that are planned to be added to the project to make it more reliable to users and meet their needs. These works should provide the project with more features like availability and performance.

## 7.1 Conclusion

In the previous Chapters, we detailed everything about the project, from the planning to the execution phase. So it's time to conclude everything in the following few lines.

Our project's main goal is to provide a channel of communication between learners and teachers without making a lot of effort searching for good and trustworthy sources to get learning.

Our project has a lot of objectives and features for both the learner and the teacher.

Let's start with the backbone of the project which is the learner who can benefit through the system by:

- ❖ Reaching more than one teacher for a specific course
- ❖ Rating teachers according to their sessions
- ❖ Requesting sessions at the current time or in the future
- ❖ Chatting with teachers to find the best time for a lesson or a session

And the second and also important part of the project is the teacher who can benefit from the system through the following:

- ❖ Reach more students regardless of their location
- ❖ Gain additional income through sessions
- ❖ Create offers on the system to attract more students
- ❖ Chat with students to agree on a session

## 7.2 Future Work

The American writer Mark Twain says: “*Continuous improvement is better than delayed perfection*”. And Proceeding from this principle follows is a list of the improvements which are not included in the project but planned for.

### Future works for the project are:

- Integration between our system and the other video chat platforms to enhance the quality of the online session.
- Partnership with co-working spaces for face-to-face sessions.
- Create discounts for learners based on promo codes and engagements on the system.
- Add audio and video chat features to the system to facilitate the communication process between the learner and the teacher.

# References

- <https://en.wikipedia.org/wiki/Systemsanalysis>
- <https://en.wikipedia.org/wiki/Use-caseanalysis>
- Lucid Chart – Online diagrams drawing tool
- Digital Transformation in Marketing through a Customer Knowledge Management approach for Startups and SMEs: An EdTech Startup Case Study Menatalla Kaoud, Noha A. Alaa El Dine School of Business Administration, Nile University, Egypt
- <https://www.visual-paradigm.com/>

# Code Snapshots

## 1. Registration Forms for all users: Teacher and Student

```

1 import 'package:flutter/material.dart';
2 import 'package:flutter_screenutil/flutter_screenutil.dart';
3 import 'package:tot/ui/views/create_account/teacher_info.dart';
4 import 'package:tot/ui/views/create_account/student_info.dart';
5 import 'package:tot/ui/views/login/Login_view.dart';
6 import 'package:tot/ui/views/login/logo_with_title.dart';
7 import 'package:tot/ui/widgets/shared_widgets/click_button.dart';
8 import 'package:tot/utils/colors.dart';
9
10 // ignore: use_key_in_widget_constructors
11 class CreateAccountView extends StatefulWidget {
12   @override
13   _CreateAccountViewState createState() => _CreateAccountViewState();
14 }
15
16 class _CreateAccountViewState extends State<CreateAccountView> {
17   int _selectedIndex=0;
18
19   @override
20   Widget build(BuildContext context) {
21     ThemeData theme = Theme.of(context);
22     //var size = MediaQuery.of(context).size;
23     return Scaffold(
24       /*appBar: AppBar(
25         title: Text('test'),
26       ),*/
27       body: DefaultTabController(
28         length: 2,
29         initialIndex: 0,
30         child: NestedScrollView(
31           scrollDirection: Axis.vertical,
32           headerSliverBuilder: (context, innerBoxIsScrolled) => [
33             SliverToBoxAdapter(
34               child: Column(
35                 children: [
36                   Padding(
37                     padding: EdgeInsets.symmetric(
38                       vertical: ScreenUtil().screenHeight * 0.04),
39                     child: LogoWithTitle(),
40                   ),
41
42                   TabBar(
43                     indicatorColor: GREEN_COLOR,
44                     labelColor: BLACK_COLOR,
45                     unselectedLabelColor: DARK_GRAY_COLOR,
46                     labelStyle: theme.textTheme.headline1,
47                     unselectedLabelStyle: theme.textTheme.headline1,
48                     indicatorWeight: 4,
49                     indicatorSize: TabBarIndicatorSize.tab,
50                     onTap: (int index) {
51                       setState(() {
52                         _selectedIndex=index;
53                       });
54                     });
55
56                 ],
57                 tabs: [
58                   Tab(child: Text('مدرس')), //Teacher
59                   Tab(child: Text('طلاب')), //Student
60                 ],
61               ),
62             ),
63           ),
64         ),
65         body: TabBarView(
66           children: [
67             SingleChildScrollView(
68               child: Container(
69                 child: Center(

```

```

70             child: StudentInformation(),
71         ),
72     )),
73     SingleChildScrollView(
74         child: Container(
75             child: Center(
76                 child: TeacherInformation(),
77             ),
78         )),
79         ],
80     ),
81 ),
82 ),
83 bottomNavigationBar: Padding(
84     padding: EdgeInsets.symmetric(
85         horizontal: ScreenUtil().screenWidth * 0.03,
86         vertical: ScreenUtil().screenHeight * 0.01,
87     ),
88     child: Column(
89         mainAxisSize: MainAxisSize.min,
90         children: [
91             Padding(
92                 padding: EdgeInsets.symmetric(vertical: 10),
93                 child: ClickButton(
94                     onPressed: () {
95                         if (_selectedIndex==1) {
96                             Navigator.pushReplacementNamed(context, "/home");
97                         } else {
98                         }
99                     },
100                     text: 'إنشاء حساب جديد',
101                 ),
102             ),
103             Padding(
104                 padding: const EdgeInsets.all(8.0),
105                 child: Text(
106                     '، بانشاءك حساب جديد، انت توافق على شروط الاستخدام وسياسة الخصوصية',
107                     overflow: TextOverflow.clip,
108                     textAlign: TextAlign.right,
109                     style: theme.textTheme.bodyText1?.copyWith(color: GREEN_COLOR),
110                 ),
111             ),
112             Text(
113                 'لديك حساب؟',
114                 style: theme.textTheme.subtitle1?.copyWith(color: BLACK_COLOR),
115             ),
116             InkWell(
117                 child: Text('سجل الدخول'),
118                 style: theme.textTheme.headline1?.copyWith(color: GREEN_COLOR)),
119                 onTap: () {
120                     Navigator.push(context,
121                         MaterialPageRoute(builder: (context) => LoginView()));
122                 },
123             ),
124             ],
125         ],
126     ),
127     ],
128 );
129 );
130 }
131

```

## 2.Student Home

```

1 import 'package:flutter/material.dart';
2 import 'package:flutter_screenutil/flutter_screenutil.dart';
3 import 'package:flutter_svg/svg.dart';
4 import 'package:tot/ui/views/student/home/card_offer.dart';
5 import 'package:tot/ui/views/student/home/teacher_item.dart';
6 import 'package:tot/ui/widgets/shared_widgets/CustomTextField.dart';
7 import 'package:tot/ui/widgets/shared_widgets/bottom_nav_bar.dart';
8 import 'package:tot/ui/widgets/shared_widgets/slider_with_indicator.dart';
9
10 import 'offer_item.dart';
11
12 class HomeView extends StatelessWidget {
13   @override
14   Widget build(BuildContext context) {
15     TextTheme theme = Theme.of(context).textTheme;
16     return SafeArea(
17       child: Scaffold(
18         appBar: PreferredSize(
19           child: Row(
20             mainAxisAlignment: MainAxisAlignment.spaceAround,
21             children: [
22               CustomTextField(
23                 hintText: "..... البحث عن مدرس، مادة، مكان",
24                 width: ScreenUtil().screenWidth * 0.7,
25               ),
26               InkWell(
27                 onTap: ()=>Navigator.pushNamed(context, "/NotificationsView"),
28                 child: SvgPicture.asset(
29                   "assets/icons/notification.svg",
30                   height: ScreenUtil().screenHeight * 0.04,
31                   width: ScreenUtil().screenWidth * 0.04,
32                   fit: BoxFit.cover,
33                 ),
34               ),
35             ],
36           ),
37           preferredSize: Size.fromHeight(ScreenUtil().screenHeight * 0.08),
38         ),
39         body: SingleChildScrollView(
40           child: Column(
41             children: [
42               Container(
43                 height: ScreenUtil().screenHeight * 0.27,
44                 child: SliderWithIndicator(),
45               ),
46               title(
47                 "عروض",
48                 () {
49                   Navigator.pushNamed(context, "/Offers");
50                 },
51                 theme,
52               ),
53               Container(
54                 height: ScreenUtil().screenHeight * 0.33,
55                 child: ListView.builder(
56                   itemCount: 5,
57                   shrinkWrap: true,
58                   scrollDirection: Axis.horizontal,
59                   itemBuilder: (context, index) => OfferItem(),
60                 ),
61               ),
62               title(
63                 "أشهر المدرسين",
64                 () {
65                   Navigator.pushNamed(context, "/AllTeachers");
66                 },
67                 theme,
68               ),
69               Container(

```

```

70     height: ScreenUtil().screenHeight * 0.25,
71     child: ListView.builder(
72         itemCount: 5,
73         shrinkWrap: true,
74         scrollDirection: Axis.horizontal,
75         itemBuilder: (context, index) => TeacherItem(),
76     ),
77 ),
78 title(
79     "أحدث المدرسين",
80     () {
81         Navigator.pushNamed(context, "/AllTeachers");
82     },
83     theme,
84 ),
85 Container(
86     height: ScreenUtil().screenHeight * 0.25,
87     child: ListView.builder(
88         itemCount: 5,
89         shrinkWrap: true,
90         scrollDirection: Axis.horizontal,
91         itemBuilder: (context, index) => TeacherItem(),
92     ),
93 ),
94 CardOffer(
95     title: "اطلب مدرس في تخصصك وحصل على جميع المدرسين واحداث العروض",
96     buttonTitle: "اطلب الان",
97     onPressed: () {
98         Navigator.pushReplacementNamed(context, "/search");
99     },
100 ),
101 CardOffer(
102     title: "اطلع الان على الطلبات التي حصلت عليها",
103     buttonTitle: "أذهب الى الطلبات",
104     onPressed: () {
105         Navigator.pushReplacementNamed(context, "/service");
106     },
107     ),
108     ],
109     ),
110     bottomNavigationBar: FABBottomAppBar(selectedIndex: 0),
111 ),
112 ),
113 );
114 }
115
116 Widget title(String title, void Function() onPressed, theme) {
117     return Padding(
118         padding: EdgeInsets.symmetric(
119             horizontal: ScreenUtil().screenWidth * 0.03,
120             vertical: ScreenUtil().screenHeight * 0.02,
121         ),
122         child: Row(
123             mainAxisAlignment: MainAxisAlignment.spaceBetween,
124             children: [
125                 Text(
126                     title,
127                     style: theme.headline1,
128                 ),
129                 InkWell(
130                     onTap: onPressed,
131                     child: Text(
132                         "عرض الكل",
133                         style: theme.headline2,
134                     ),
135                 ),
136             ],
137         );
138 }

```

### 3.Student search for teacher or filter by Edu. level

```

1 import 'package:flutter/cupertino.dart';
2 import 'package:flutter/material.dart';
3 import 'package:flutter_screenutil/flutter_screenutil.dart';
4 import 'package:tot/ui/views/login/logo_with_title.dart';
5 import 'package:tot/ui/widgets/shared_widgets/bottom_nav_bar.dart';
6 import 'package:tot/utils/colors.dart';
7
8 class SearchView extends StatelessWidget {
9     @override
10    Widget build(BuildContext context) {
11        TextTheme theme = Theme.of(context).textTheme;
12        return Scaffold(
13            body: SingleChildScrollView(
14                child: Center(
15                    child: Padding(
16                        padding: EdgeInsets.symmetric(
17                            horizontal: ScreenUtil().screenWidth * 0.03,
18                            vertical: ScreenUtil().screenHeight * 0.08,
19                        ),
20                    child: Column(
21                        children: [
22                            LogoWithTitle(),
23                            SizedBox(
24                                height: ScreenUtil().screenHeight * 0.1,
25                            ),
26                            _searchType(
27                                theme,
28                                "الدرس بين ايديك",
29                                () => Navigator.pushNamed(context, "/SearchByTeacherView"),
30                            ),
31                            SizedBox(
32                                height: ScreenUtil().screenHeight * 0.05,
33                            ),
34                            _searchType(
35                                theme,
36                                "بحث حسب مرحلة دراسية",
37                                () => Navigator.pushNamed(context, "/SearchByLevelView"),
38                            ),
39                            ],
40                        ),
41                    ),
42                ),
43            ),
44            bottomNavigationBar: FABBottomAppBar(selectedIndex: 1),
45        );
46    }
47
48    Widget _searchType(TextTheme theme, String title, ontap) {
49        return InkWell(
50            onTap: ontap,
51            child: Container(
52                width: ScreenUtil().screenWidth,
53                decoration: BoxDecoration(
54                    color: GREEN_COLOR,
55                    borderRadius: BorderRadius.circular(4),
56                ),
57                padding: EdgeInsets.symmetric(
58                    horizontal: 20,
59                    vertical: 15,
60                ),
61                child: Row(
62                    mainAxisAlignment: MainAxisAlignment.spaceBetween,
63                    children: [
64                        Text(
65                            title,
66                            style: theme.headline1!.copyWith(color: WHITE_COLOR),
67                        ),
68                        Icon(CupertinoIcons.right_chevron, color: WHITE_COLOR)
69                    ],
70                ),
71            ),
72        );
73    }
74}

```



## 4. Notification Service for both teacher and student

```
1 import 'package:flutter/cupertino.dart';
2 import 'package:flutter/material.dart';
3 import 'package:flutter_screenutil/flutter_screenutil.dart';
4
5 import 'notification_item.dart';
6
7 class NotificationsView extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10     TextTheme theme = Theme.of(context).textTheme;
11     return Scaffold(
12       appBar: AppBar(
13         title: Text(
14           "إشعارات",
15           style: theme.headline1,
16         ),
17         leading: InkWell(
18           onTap: () => Navigator.pop(context),
19           child: Icon(
20             CupertinoIcons.arrowshape_turn_up_right,
21           ),
22         ),
23       ),
24       body: SingleChildScrollView(
25         child: Padding(
26           padding: EdgeInsets.symmetric(
27             // horizontal: ScreenUtil().screenWidth * 0.04,
28             vertical: ScreenUtil().screenHeight * 0.02,
29           ),
30           child: Column(
31             mainAxisAlignment: MainAxisAlignment.start,
32             mainAxisSize: MainAxisSize.start,
33             children: [
34               Padding(
35                 padding: EdgeInsets.only(top: 15, right: 15),
36                 child: Text(
37                   "الطلاب",
38                   style: theme.headline1,
39                 ),
40               ),
41               ListView.builder(
42                 itemCount: 3,
43                 physics: NeverScrollableScrollPhysics(),
44                 shrinkWrap: true,
45                 itemBuilder: (context, index) => NotificationItem(),
46               ),
47               Padding(
48                 padding: EdgeInsets.only(top: 25, right: 15),
49                 child: Text(
50                   "الآباء",
51                   style: theme.headline1,
52                 ),
53               ),
54               ListView.builder(
55                 itemCount: 5,
56                 physics: NeverScrollableScrollPhysics(),
57                 shrinkWrap: true,
58                 itemBuilder: (context, index) =>
59                   NotificationItem(isNewNotification: false),
60               ),
61             ],
62           ),
63         ),
64       ),
65     );
66   }
67 }
```

## 5. Chat service between teacher and student

```

1 import 'package:flutter/cupertino.dart';
2 import 'package:flutter/material.dart';
3 import 'package:flutter_screenutil/flutter_screenutil.dart';
4 import 'package:tot/ui/widgets/shared_widgets/spacer.dart';
5 import 'package:tot/utils/colors.dart';
6
7 class ChatRoom extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10     ThemeData theme = Theme.of(context);
11     return Scaffold(
12       appBar: PreferredSize(
13         child: AppBar(
14           title: Padding(
15             padding: const EdgeInsets.all(15),
16             child: ListTile(
17               leading: CircleAvatar(
18                 radius: ScreenUtil().screenHeight * 0.08 / 2,
19                 child: Image.asset("assets/images/person1.png"),
20               ),
21               title: Text(
22                 "سید رضا",
23                 style: theme.textTheme.headline1,
24               ),
25               trailing: InkWell(
26                 onTap: () => Navigator.pop(context),
27                 child: Icon(
28                   CupertinoIcons.arrowshape_turn_up_right,
29                 ),
30               ),
31             ),
32           leading: Container(),
33           leadingWidth: 1,
34         ),
35         preferredSize: Size.fromHeight(ScreenUtil().screenHeight * 0.08),
36       ),
37       body: SingleChildScrollView(
38         child: Conversation(),
39       ),
40       bottomNavigationBar: buildChatComposer(),
41     );
42   }
43 }
44
45 class buildChatComposer extends StatelessWidget {
46   @override
47   Widget build(BuildContext context) {
48     return SingleChildScrollView(
49       child: Padding(
50         padding: const EdgeInsets.only(bottom: 5),
51         child: Container(
52           padding: EdgeInsets.symmetric(horizontal: 20, vertical: 5),
53           color: Colors.white,
54           height: 100,
55           child: Row(
56             children: [
57               Expanded(
58                 child: Container(
59                   padding: EdgeInsets.symmetric(horizontal: 14),
60                   height: 60,
61                   decoration: BoxDecoration(
62                     color: Colors.grey[200],
63                     borderRadius: BorderRadius.circular(30),
64                   ),
65                 ),
66                 child: Row(
67                   children: [
68                     Icon(
69                       Icons.emoji_emotions_outlined,

```

```

70             color: Colors.grey[500],
71         ),
72         WSpacer(10),
73         Expanded(
74             child: TextField(
75                 decoration: InputDecoration(
76                     border: InputBorder.none,
77                     hintText: 'ارسل الرساله ...',
78                     hintStyle: TextStyle(color: Colors.grey[500]),
79                 ),
80             ),
81         ),
82         Icon(
83             Icons.attach_file,
84             color: Colors.grey[600],
85         )
86     ],
87 ),
88 ),
89 ),
90 WSpacer(16),
91 CircleAvatar(
92     backgroundColor: GREEN_COLOR,
93     child: Icon(
94         Icons.mic,
95         color: Colors.white,
96     ),
97 ),
98 ],
99 ),
100 );
101 );
102 );
103 }
104 }

// ignore: must_be_immutable
class Conversation extends StatelessWidget {
105 List messages = [
106     ".اعتقدت أن هذه ستكون طريقة رائعة للتفاعل مع الواجهة",
107     ".أنا موافق! إنه بالتأكيد ينتج تجربة مستخدم أفضل",
108     "هل حصلت على المذكرة الرائعة التي أرسلتها؟",
109     "نعم رائعة",
110     " رائع",
111     "شكرا جزيلا لك",
112     "غفوا"
113 ];
114 List isMe = [false, true, false, true, false, true, false];
115

@Override
Widget build(BuildContext context) {
116     return ListView.builder(
117         shrinkWrap: true,
118         physics: NeverScrollableScrollPhysics(),
119         itemCount: messages.length,
120         itemBuilder: (context, int index) {
121             bool isMe = isMe[index];
122             return Container(
123                 margin: EdgeInsets.only(top: 10),
124                 child: Column(
125                     children: [
126                         Padding(
127                             padding: const EdgeInsets.all(8.0),
128                             child: Row(
129                                 mainAxisAlignment:
130                                     isMe ? MainAxisAlignment.end : MainAxisAlignment.start,
131                                 crossAxisAlignment: CrossAxisAlignment.end,
132                                 children: [
133                                     if (!isMe)
134

```



```
70           color: Colors.grey[500],
71     ),
72
73   CircleAvatar(
74     radius: 20,
75     backgroundImage: AssetImage("assets/images/nad.png"),
76   ),
77   WSpacer(10),
78   Padding(
79     padding: const EdgeInsets.all(8.0),
80     child: Container(
81       padding: EdgeInsets.all(10),
82       constraints: BoxConstraints(
83         maxWidth:
84           MediaQuery.of(context).size.width * 0.6),
85       decoration: BoxDecoration(
86         color: isme ? GREEN_COLOR : Color(0xffE6F7F7),
87         borderRadius: BorderRadius.only(
88           topLeft: Radius.circular(16),
89           topRight: Radius.circular(16),
90           bottomLeft: Radius.circular(isme ? 12 : 0),
91           bottomRight: Radius.circular(isme ? 0 : 12),
92         )),
93       child: Text(
94         messages[index],
95         style: TextStyle(
96           color: isme ? Colors.white : Colors.grey[800]),
97         ),
98       ),
99     ),
100   ),
101   1,
102   ),
103   ),
104   ),
105   ),
106   ),
107   ),
108   ),
109   Padding(
110     padding: const EdgeInsets.only(top: 5, left: 15),
111     child: Row(
112       mainAxisAlignment:
113         isme ? MainAxisAlignment.end : MainAxisAlignment.start,
114       children: [
115         if (!isme) WSpacer(40),
116         Icon(
117           Icons.done_all,
118           size: 20,
119         ),
120         WSpacer(8),
121         Text(
122           "10.00 PM",
123           ),
124         1,
125       ],
126     ),
127     ),
128   ),
129   index == 2
130   ? Row(
131     mainAxisAlignment: MainAxisAlignment.spaceBetween,
132     children: [
133       Container(
134         width: ScreenUtil().screenWidth * 0.43,
135         height: 0.5,
136         color: Color(0xffB6B9C3),
137       ),
138       Text(
139         "م\u062f\u06cc\u0628",
140         style: TextStyle(color: Color(0xffB6B9C3)),
141       ),
142       Container(
143         width: ScreenUtil().screenWidth * 0.43,
144         height: 0.5,
145         color: Color(0xffB6B9C3),
146       ),
147       1,
148     ],
149   )
150   : Container()
```

## 6.Teacher Home

```
1 import 'package:flutter/material.dart';
2 import 'package:tot/ui/views/teacher/services/completed_service_view.dart';
3 import 'package:tot/ui/widgets/shared_widgets/techer_bottom_nav_bar.dart';
4 import 'package:tot/utils/colors.dart';
5 import 'uncompleted_services_view.dart';
6
7 // ignore: use_key_in_widget_constructors
8 class TeacherServicesView extends StatelessWidget {
9   @override
10   Widget build(BuildContext context) {
11     ThemeData theme = Theme.of(context);
12     //var size = MediaQuery.of(context).size;
13     return DefaultTabController(
14       initialIndex: 0,
15       length: 2,
16       child: Scaffold(
17         appBar: AppBar(
18           bottom: TabBar(
19             indicatorColor: GREEN_COLOR,
20             unselectedLabelColor: BLACK_COLOR,
21             unselectedLabelStyle: theme.textTheme.headline1,
22             labelColor: BLACK_COLOR,
23             labelStyle: theme.textTheme.headline1,
24             // indicatorWeight: 4,
25             indicator: UnderlineTabIndicator(
26               insets: EdgeInsets.symmetric(horizontal: 10),
27               borderSide: BorderSide(color: GREEN_COLOR, width: 3.0),
28             ),
29             tabs: [
30               Tab(child: Text('طلبات تمت')),
31               Tab(child: Text('طلبات لم تتم')),
32             ],
33           ),
34         ),
35         body: TabBarView(
36           children: [
37             SingleChildScrollView(
38               child: CompletedServiceView(),
39             ),
40             SingleChildScrollView(
41               child: UnCompletedServiceView(),
42             ),
43           ],
44         ),
45         bottomNavigationBar: TeacherFABBottomAppBar(selectedIndex: 3),
46       ),
47     );
48   }
49 }
```

## 7. Teacher Can Create offers

```
1 import 'package:flutter/material.dart';
2 import 'package:flutter_screenutil/flutter_screenutil.dart';
3 import 'package:tot/ui/widgets/shared_widgets/CustomTextField.dart';
4 import 'package:tot/ui/widgets/shared_widgets/click_button.dart';
5 import 'package:tot/ui/widgets/shared_widgets/spacer.dart';
6 import 'package:tot/ui/widgets/shared_widgets/SuccessfulView.dart';
7 import 'package:tot/ui/widgets/shared_widgets/svgImage.dart';
8 import 'package:tot/ui/widgets/shared_widgets/techer_bottom_nav_bar.dart';
9
10 class AddOfferView extends StatelessWidget {
11   @override
12   Widget build(BuildContext context) {
13     ThemeData theme = Theme.of(context);
14     return Scaffold(
15       appBar: AppBar(
16         title: Text("اضافة العرض", style: theme.textTheme.headline1),
17       ),
18       body: Center(
19         child: Column(
20           mainAxisAlignment: MainAxisAlignment.center,
21           children: [
22             HSpacer(10),
23             CircleAvatar(
24               radius: ScreenUtil().screenHeight * 0.07,
25               backgroundColor: Color(0xffF3F3F3),
26               child: Center(
27                 child: Column(
28                   mainAxisAlignment: MainAxisAlignment.center,
29                   crossAxisAlignment: CrossAxisAlignment.center,
30                   children: [
31                     BuildImageSvg(
32                       assetName: "assets/icons/camera.svg",
33                       w: 0.2,
34                       h: 0.02,
35                     ),
36                     HSpacer(10),
37                     Text("إضافة لوجو", style:
38                         TextStyle(fontSize: 15, color: Color(0xff505050))),
39                   ],
40                 ),
41               ),
42             ),
43           ],
44           Padding(
45             padding: EdgeInsets.symmetric(vertical: 10),
46             child: CustomTextField(
47               hintText: 'اسم العرض',
48             ),
49           ),
50           Padding(
51             padding: EdgeInsets.symmetric(vertical: 10),
52             child: CustomTextField(
53               hintText: 'سعر الساعة',
54             ),
55           ),
56           Padding(
57             padding: EdgeInsets.symmetric(vertical: 10),
58             child: CustomTextField(
59               hintText: 'عدد الساعات',
60             ),
61           ),
62           Padding(
63             padding: EdgeInsets.symmetric(vertical: 10),
64             child: CustomTextField(
65               hintText: 'تاريخ انتهاء العرض',
66             ),
67           ),
68           HSpacer(10),
69           Padding(
```



```
70     padding: EdgeInsets.symmetric(vertical: 10),
71     child: ClickButton(
72       onPressed: () {
73         Navigator.pushReplacement(
74           context,
75           MaterialPageRoute(
76             builder: (context) => SuccessfulView(
77               title: "تم الإرسال",
78               subTitle: "تم إضافة العرض بنجاح",
79               button: ClickButton(
80                 onPressed: () => Navigator.pushReplacementNamed(
81                   context, "/TeacherHomeView"),
82                 text: 'الرجوع للرئيسية',
83               ),
84             ),
85           ),
86         );
87       },
88       text: 'نشر العرض',
89     ),
90   ),
91   ),
92   ],
93   ),
94   ),
95   ),
96   bottomNavigationBar: TeacherFABBottomAppBar(selectedIndex: 1),
97 );
98 }
99 }
100
101 class SentSucessfully extends StatelessWidget {
102   @override
103   Widget build(BuildContext context) {
104     ThemeData theme = Theme.of(context);
105     return Scaffold(
106       body: Center(
107         child: Column(
108           mainAxisAlignment: MainAxisAlignment.center,
109           crossAxisAlignment: CrossAxisAlignment.center,
110           children: [
111             Image.asset("assets/images/succesfully.png"),
112             Padding(
113               padding: EdgeInsets.fromLTRB(0.0, 15.0, 0.0, 0.0),
114               child: Text(
115                 "تم إرسال",
116                 style: theme.textTheme.headline1,
117               ),
118             ),
119             Padding(
120               padding: EdgeInsets.fromLTRB(0.0, 5.0, 0.0, 10.0),
121               child: Text("تم إضافة العرض بنجاح"),
122               style: theme.textTheme.bodyText2,
123             ),
124             Padding(
125               padding: EdgeInsets.fromLTRB(0.0, 20.0, 0.0, 0.0),
126               child: ClickButton(
127                 onPressed: () {},
128                 text: 'الرجوع للرئيسية',
129                 borderRadius: ScreenUtil().screenWidth * 0.02,
130                 width: ScreenUtil().screenWidth * 0.4,
131               ),
132             ),
133             ],
134           ),
135         );
136       );
137     }
138 }
```