Seat Organizer

By

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Pannapat Athirankun

Phutthiphong Chiacharoen

A report submitted in fulfillment of
Independent Study

Benchamaratrungsarit School, Chachoengsao

23 September 2016

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Pannapat Athirankun No. 3A

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M.5/3

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Abstract

Title: Seat Organizer

Researchers: Suthep Chanchuphol, Pannapat Athirankun, and Phutthiphong Chiacharoen

School: Benchamaratrungsarit School, Chachoengsao

Academic Year: 2016

The purposes of this project are: first, to help students organize their seat. Secondly, to prevent students grouping with their friends. And thirdly, to study about programming. This development required a skill in markup language which is a type of language that annotates text in accurately styled electronic documents, irrespective of computer platform, operating system, application or program so that the computer can manipulate the text. Our development included 4 stages: Planning, Doing, Checking, and Acting. The results of the development were as follows:

1. Our application can help students organize their seat.
2. Our application can prevent students grouping with their friends.
3. We have a good knowledge of programming.

Preface

This report has been written to help and prevent students grouping with their friends when they have to change their seat. And, to study about programming. Our development included 4 stages: Planning, Doing, Checking, and Acting.

The result of our project is, our application can help students organize their seat as well as it can prevent students grouping with their friends. And importantly, we have a good knowledge of programming.

Thanks for our kindly teacher who is supporting us along to do this project. Our team hope that, this report would be useful for the readers and people. We apologize if there are any errors.

Researchers

23 September 2016

Acknowledgement

We have taken efforts in this project. However, it would not have been possible without the kind support and help of many individuals and organizations. We would like to extend our sincere thanks to all of them.

First, we would like to thank Mr. Supot Noichiewkan, who gave us the golden opportunity to do this great project on the topic “Seat Organizer”. By your opportunity, we have been taught, advised, and supported a lot to do this project until it is completed.

Secondly, we would also like to thank our great teachers, our parents and our friends who helped us a lot in finalizing this project within the limited time frame.

Researchers

23 September 2016

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Introduction

Setting of study

In this project, we are going to build up an application called "SeatKeeper". This project came from the problem that occurs when students have to change their seat. This application is going to help students organize their seat by randomizer, by computer. This would help and prevent students grouping with their friends, and might stop students who are against to their seat position. Therefore, we intend to build up this application.

Objectives

1. To study about programming.
2. To develop an application.
3. To present to classes.

Significant of Study

- We can help students organize their seat.
- We can prevent students grouping with their friends.
- We will have a good knowledge of programming.
- The application will be developed more.

Framework

- Terminology
    - SeatKeeper – The seat-organizer application name.
    - Randomizer – A computational function that is built up to rearrange the field of data by randoming and shuffling their position.
    - Sub-room – The subordinate room that split out major room into two minor room which is "Room A" and "Room B".
- Duration
    - The project starts on the June 12th, 2016 and ends on the July 3rd, 2016.

Related Literature

This study is a development of seat organizer. So, we have to review the following literature:

1. Markup language
2. Web development
3. HTML
4. CSS
5. Javascript
6. PHP

Markup language

Markup language is a type of language that annotates text in accurately styled electronic documents, irrespective of computer platform, operating system, application or program so that the computer can manipulate the text. Markup languages are designed for the processing, definition and presentation of text. The language specifies code for formatting, both the layout and style, within a text file. The code used to specify the formatting are called tags.

Web development

Web development is a term that is used to refer to the process of creating a website and can range from developing a single simple page to a series of complex pages. Web development encompasses several actions or practices and some of them include web design, content creation, programming, network security tasks as well as client side or server side scripting, etc. In the recent few years, web development has taken the definition of the creation of content management systems or CMS, which is the mid-step between the user and the database. In order to pursue web development as a profession, one of the most important things that you will need to consider is having expertise in programming languages.

HTML

HyperText Markup Language (HTML) is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS), and JavaScript, it forms a triad of cornerstone technologies for the World Wide Web. Web browsers receive HTML documents from a webserver or from local storage and render them into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

CSS

CSS or Cascading Style Sheets is rather a markup language. When paired with HTML, CSS allow a developer to decide and define how a web page or a website will eventually look or how it will appear to the visitors of the web platform. Some of the elements which CSS has an impact on include font size, font style, the overall layout, the colors and other design elements. This is a markup language that can be applied to several types of documents including Plain XML documents, SVG documents as well as XUL documents. For most websites across the world, CSS is the platform to opt for if they need help to create visually attractive webpages and finds use not just in the creation of web applications but also mobile apps.

Javascript

JavaScript is one of the most popular and dynamic programming languages used for creating and developing websites. This language is capable of achieving several things including controlling the browser, editing content on a document that has been displayed, allowing client-side scripts to communicate with users and also asynchronous communication. It was developed by Netscape and borrows a lot of its syntax from C language. JavaScript is used very widely and effectively in creating desktop applications as well as for developing games.

PHP

The term ‘PHP’ is used to define “PHP Hypertext Processor” language that is a free server-side scripting language that has been designed for not just web development but also as a general-purpose programming platform. This is a widely-used language that was created in the year 2004 and now powers over 200 million websites worldwide.

PHP is an interpreted script language which means that it is usually processed by an interpreter. For this reason, the language is most suitable for server-side programming that have server tasks being repeatedly performed when the website development process is on.

Research Methodology

This study is a development of seat organizer. There are 4 stages in developing the development:

1. Planning
2. Doing
3. Checking
4. Acting

Planning

1. Write a proposal.
2. Make an action plan.

Doing

1. Study about programming.
2. Study the pattern of the most classroom in the school.
3. Design and make a mockup (blueprint).
4. Build up an application.

Checking

1. Examine the quantity of our application
2. Examine the quality of our application

Acting

1. Present our application
2. Apply to classrooms

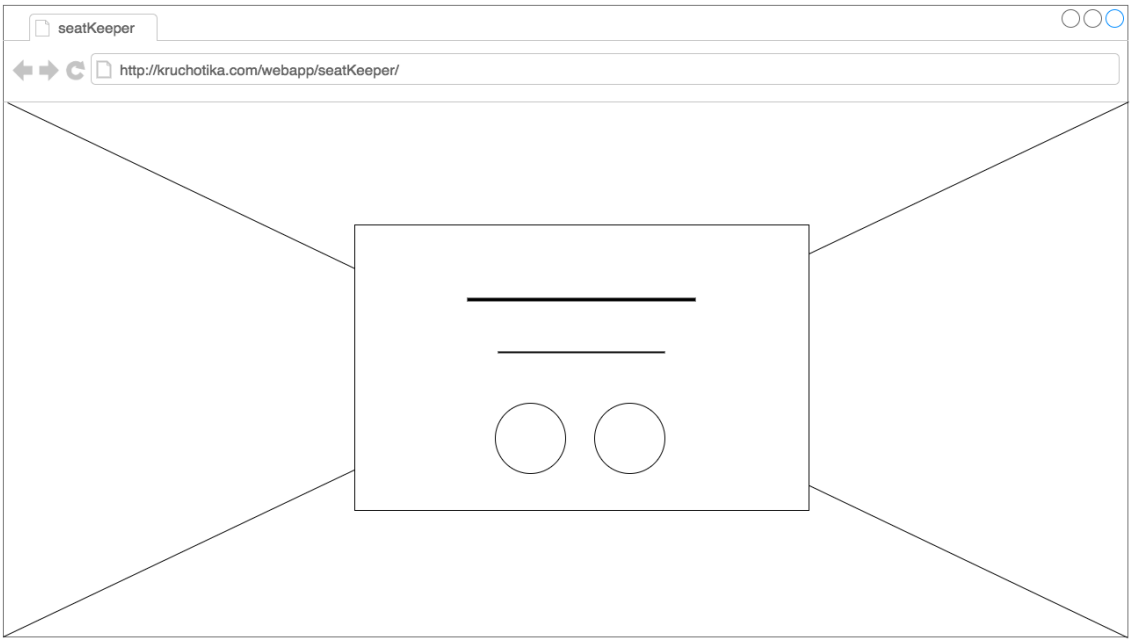

Figure 1. – Welcome page (Mockup).

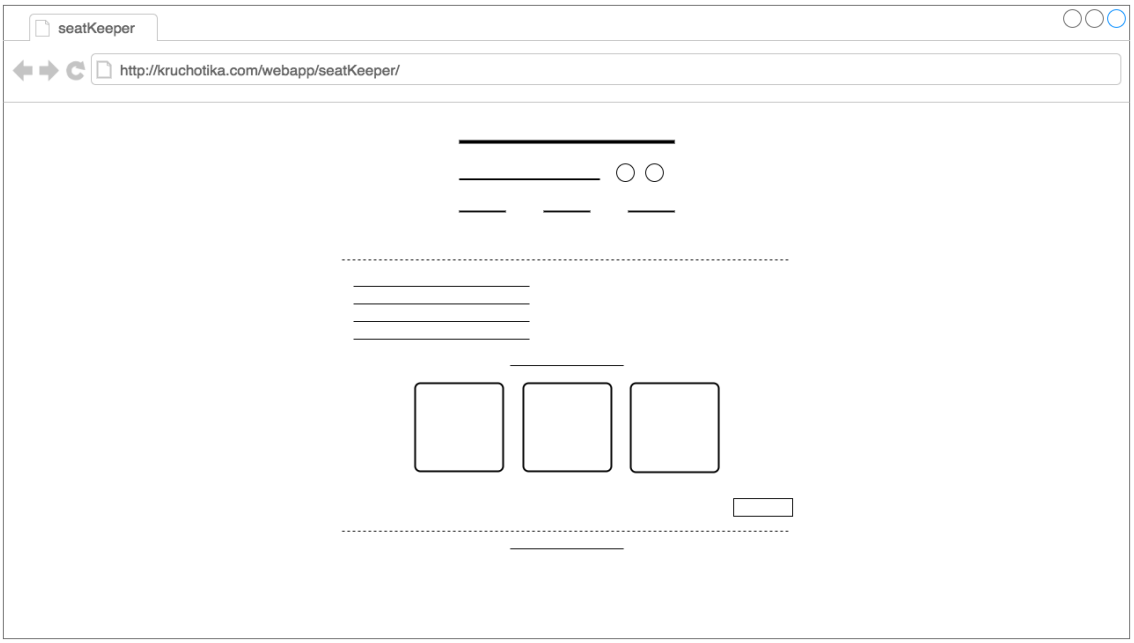

Figure 2. – Homepage (Mockup).

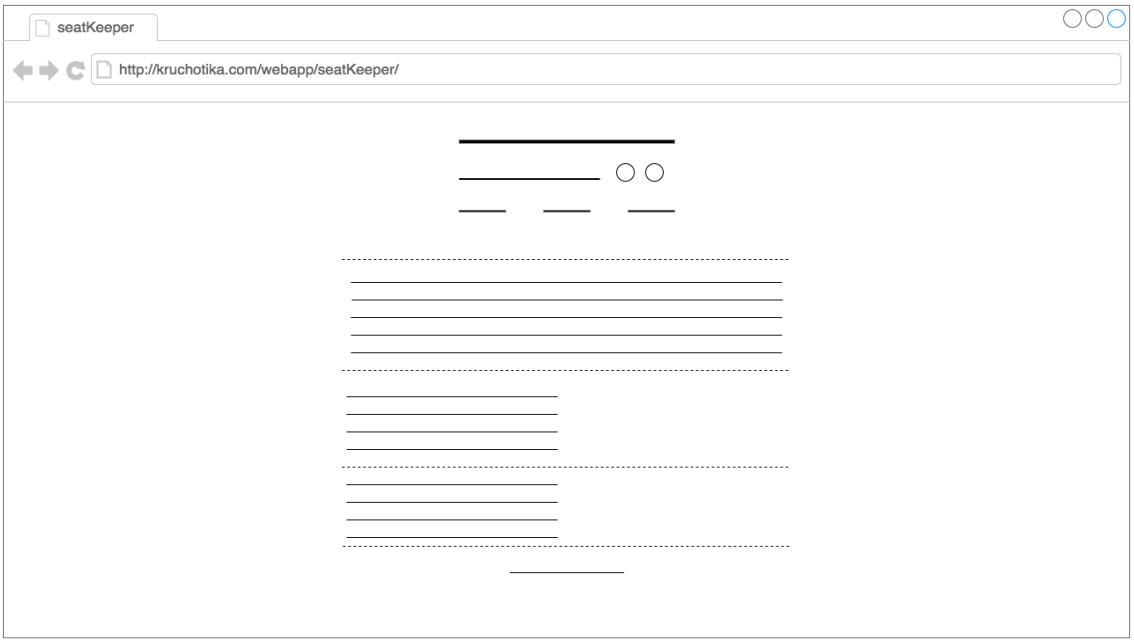

Figure 3. – About page (Mockup).

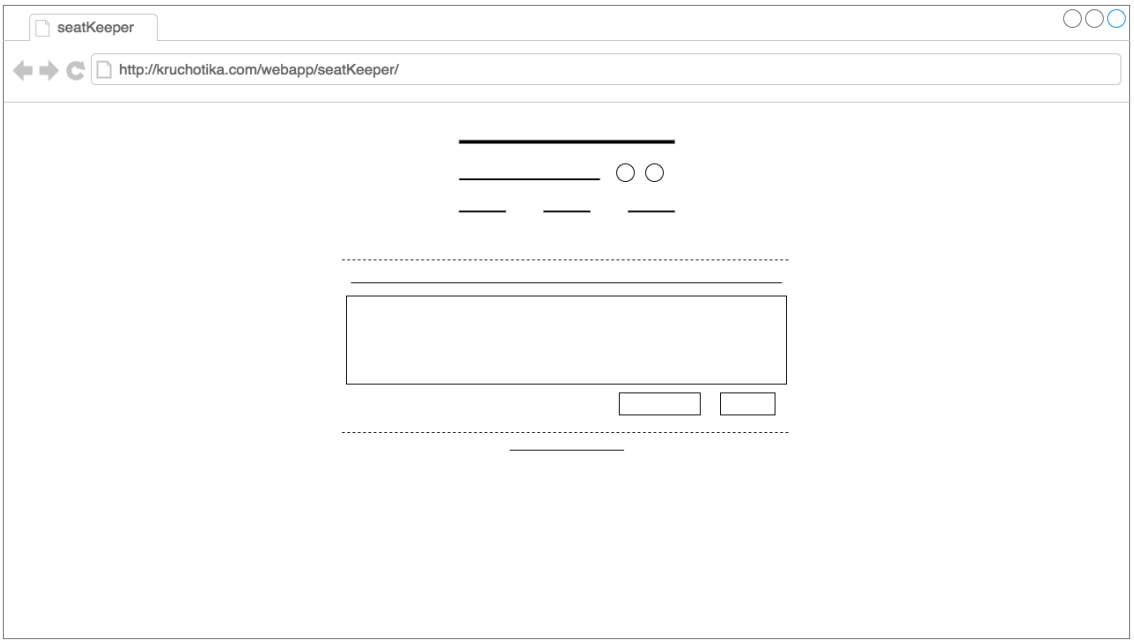

Figure 4. – Contact page (Mockup).

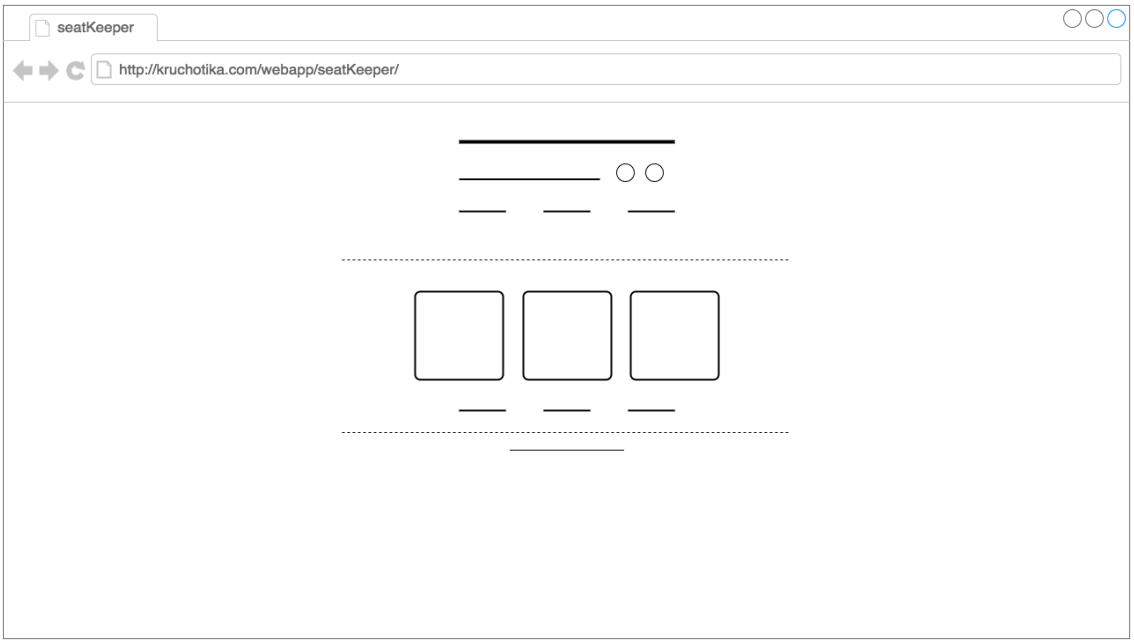

Figure 5. – Result page (Mockup).

Result

This study is a development of seat organizer. So, we examine the quantity and quanlity of our application, and apply to classrooms. The result is, our application can help students organize their seat as well as it can prevent students grouping with their friends. And importantly, we have a good knowledge of programming. Although we have encounter with several problems which are,

1. The application only works online.
2. The application layout isn't work with outdated browser.
3. The application only works with simple table arrangements.

Thus, we would recommend you to use the application online; use the up-to-date version of your browser, so the application layout will be rendered correctly. And we also recommend you to use the application with simple arrangements.

Figure 6. – Welcome Page.

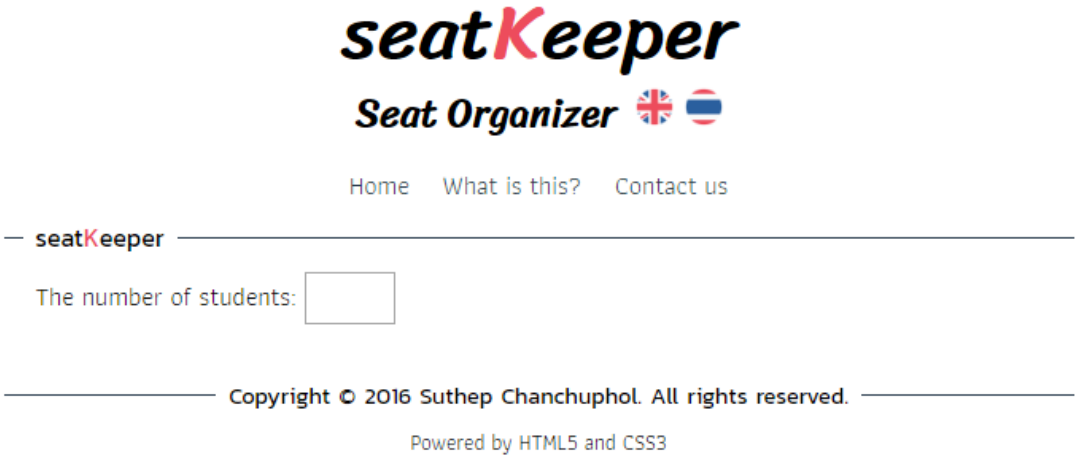

Figure 7. – Homepage (English).

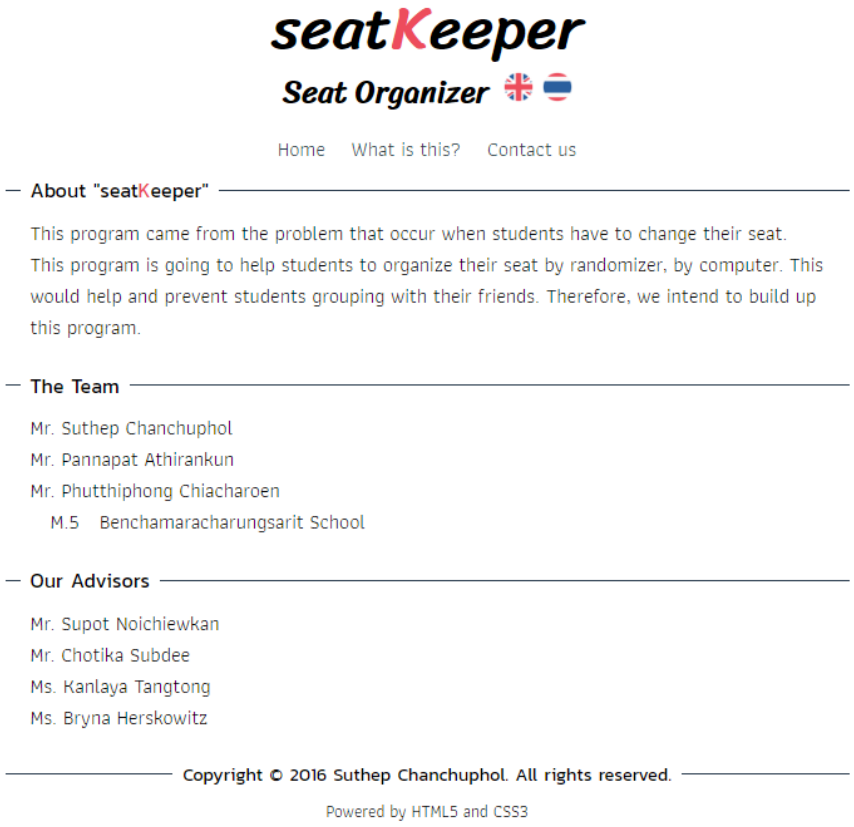

Figure 8. – About page.

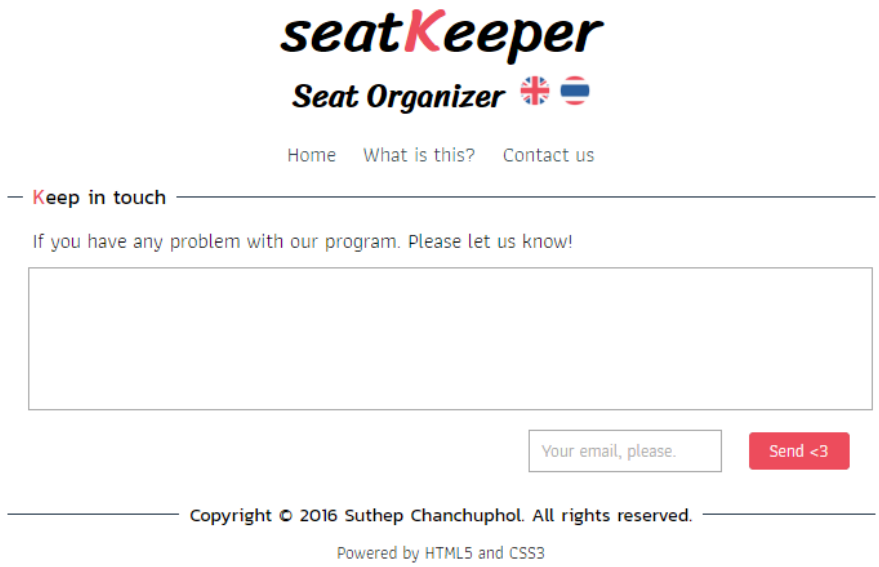

Figure 9. – Contact page.

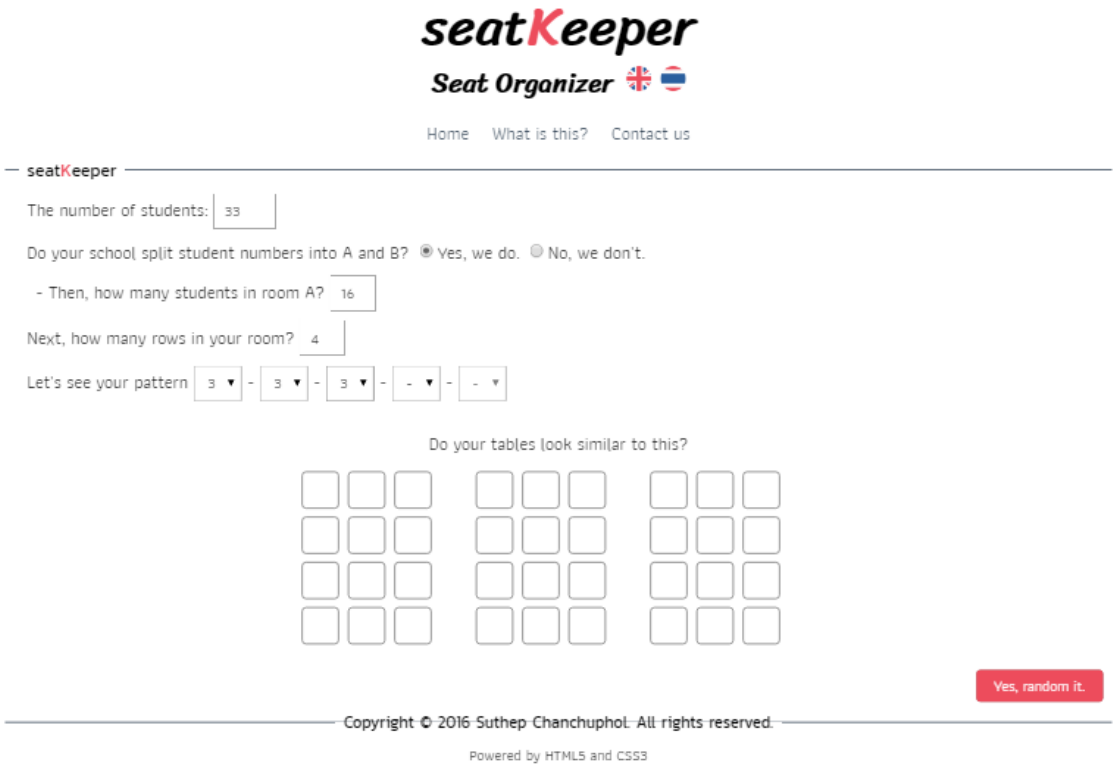

Figure 9. – Homepage with information filled (M.5/3).

Figure 10. – The result from Figure 7 data.

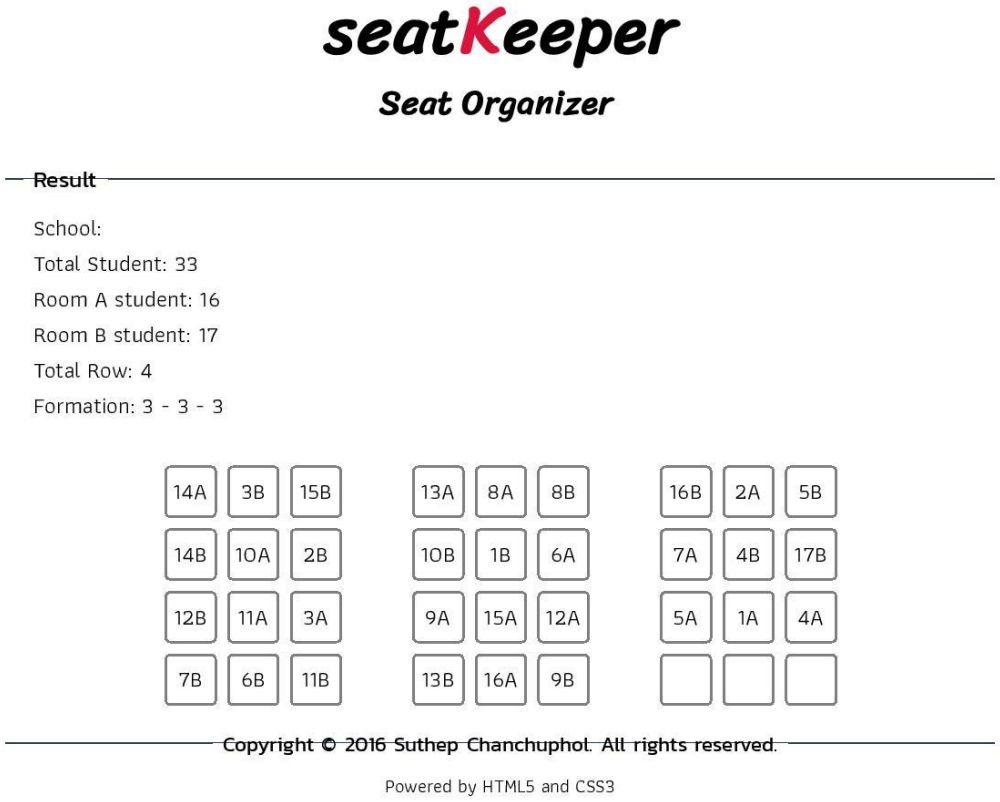

Figure 11. – Print out report.

We also have applied to M.5/1 class, and the application turns out that, it works very efficiently.

Figure 12. – Our team.

Figure 13. – Our application at M.5/1 room.

Figure 14. – Presenting our application.

Figure 12. – The students of M.5/1 are interesting in our application.

Figure 13. – The students in M.5/1 are willing to use the application.

Conclusion and Recommendations

Title: Seat Organizer

Objectives:

1. To study about programming.
2. To develop an application.
3. To present to classes.

Related literature:

Markup language is a type of language that annotates text in accurately styled electronic documents, irrespective of computer platform, operating system, application or program so that the computer can manipulate the text.

Research methodology:

Our development included 4 stages: Planning, Doing, Checking, and Acting.

Conclusion:

Our application can help students organize their seat as well as it can prevent students grouping with their friends. And importantly, we have a good knowledge of programming.

Discussion:

By applying to the classrooms, we can see that students are happy and willing to use our application.

Recommendations:

Problems:

1. The application only works online.
2. The application layout isn't work with outdated browser.
3. The application only works with simple table arrangements.

Application:

1. We recommend you to use the application online.
2. We recommend you to use the up-to-date version of your browser. Therefore, the application layout will be rendered correctly.
3. We recommend you to use the application with simple arrangements.

Further Study:

1. Study about students' problem about changing seat.
2. Develop application more.

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Appendix

You can visit and use our application at:

https://goo.gl/MToUqc