Software engineering project

"Automated decision making"

Presented by:
Sandy mohamed 202202034
Yassmin raafat 202201706
Pakinam khaled 202202233
Sama reda 202202246
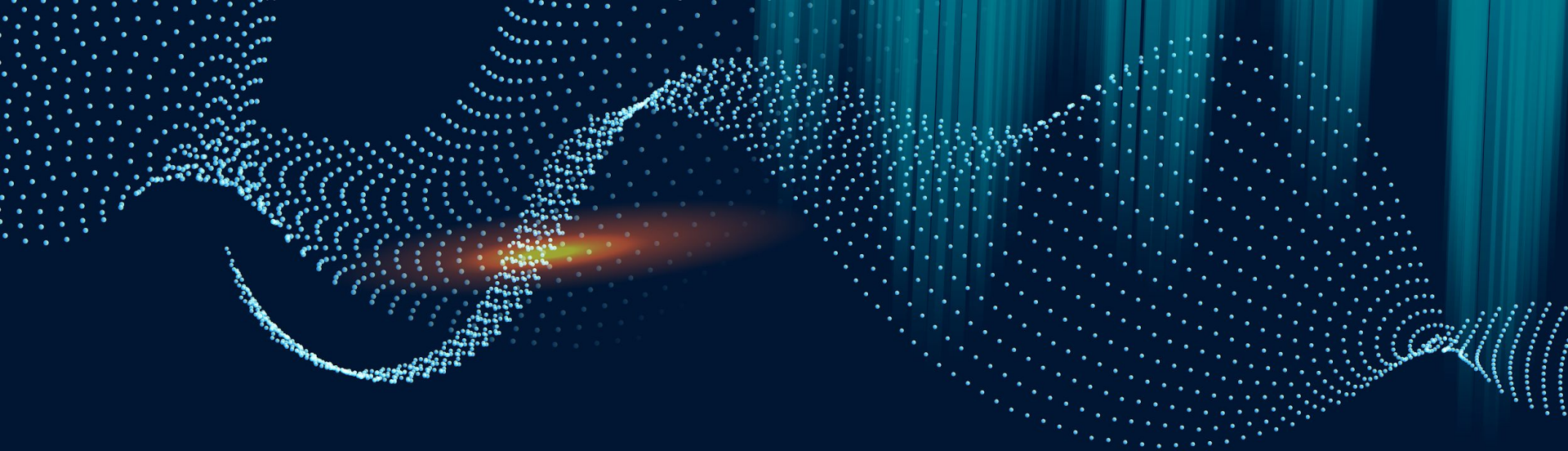
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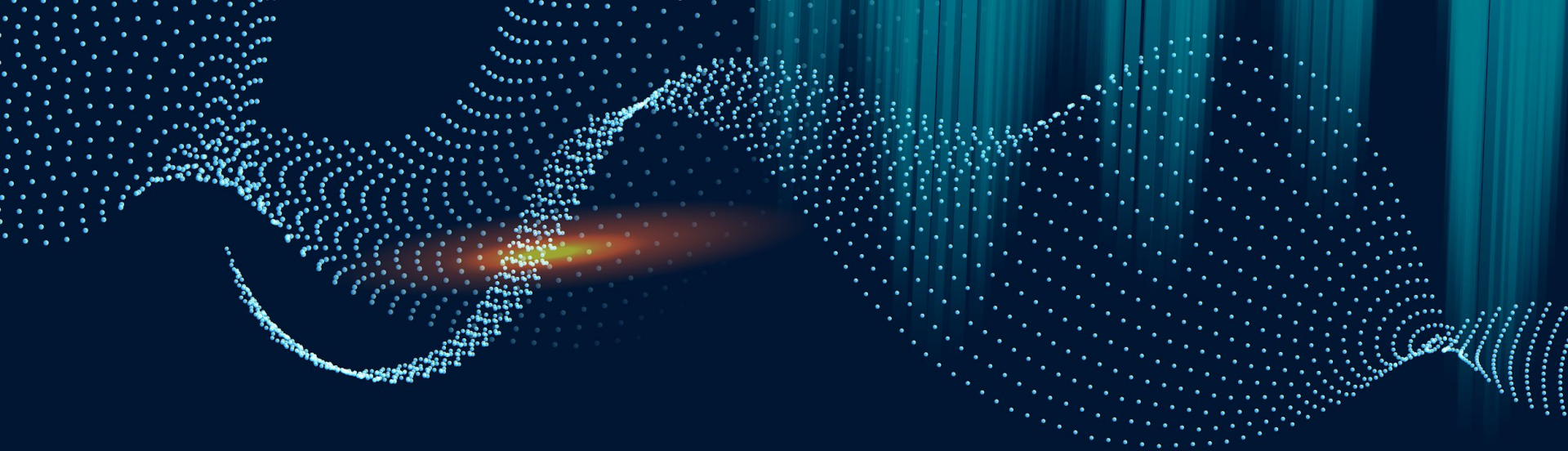3. What tools we have used
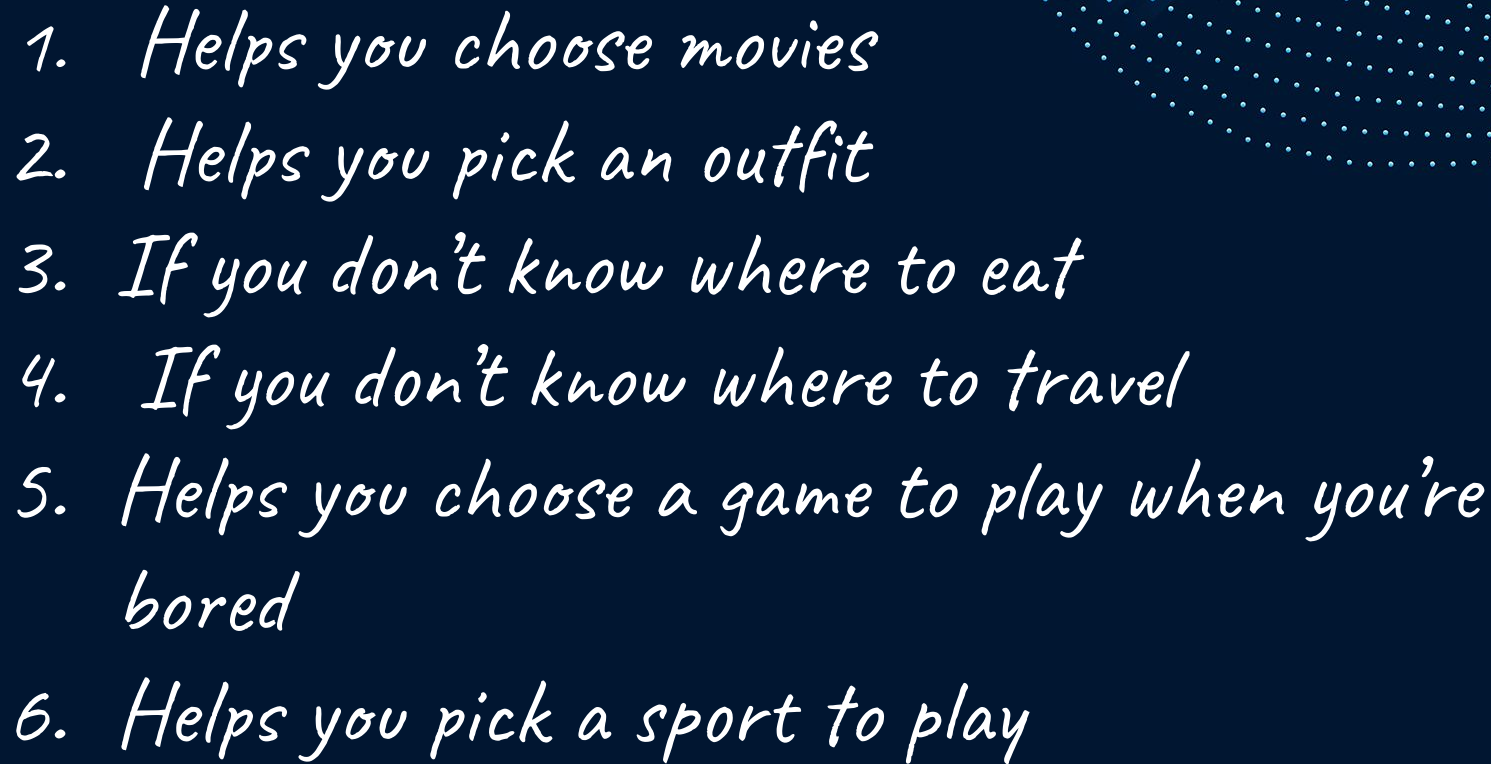4. closing

Let's start!

01 | *introduction*

This program is made to help indecisive people decide. nowadays you see many people not knowing what to eat or what to wear if they have an occasion or were to travel.... So this program simply asks you a few questions and by your answers, it produce
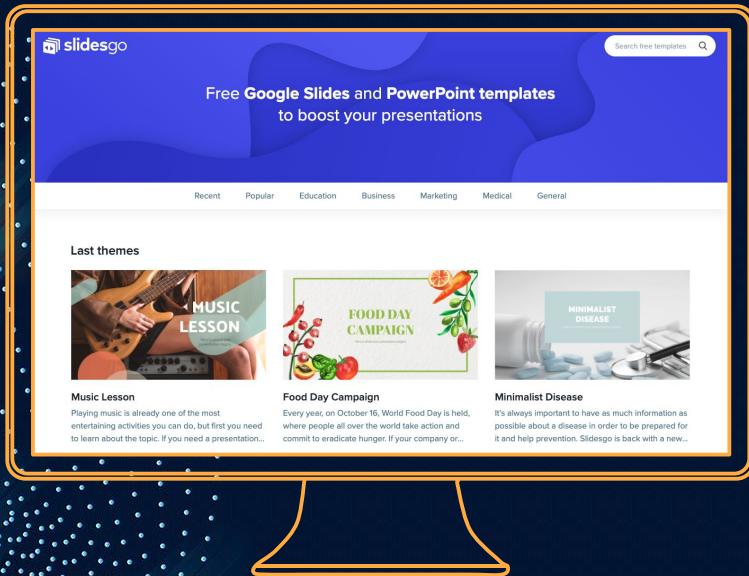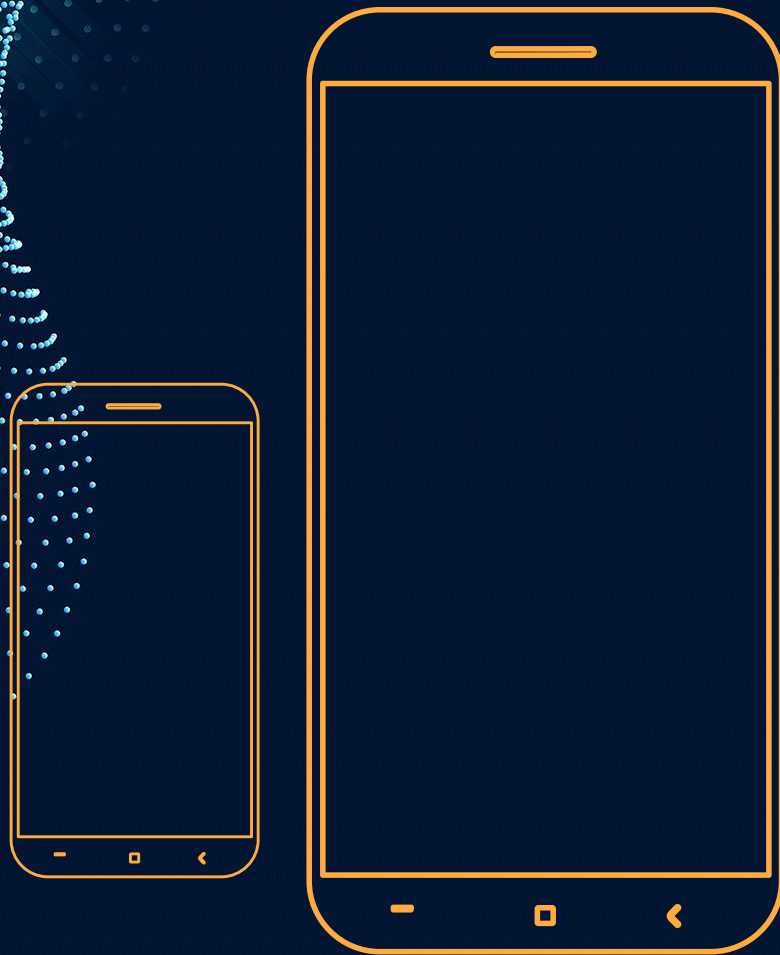
02 | *categories.*

1. Helps you choose movies
2. Helps you pick an outfit
3. If you don't know where to eat
4. If you don't know where to travel
5. Helps you choose a game to play when you're bored
6. Helps you pick a sport to play
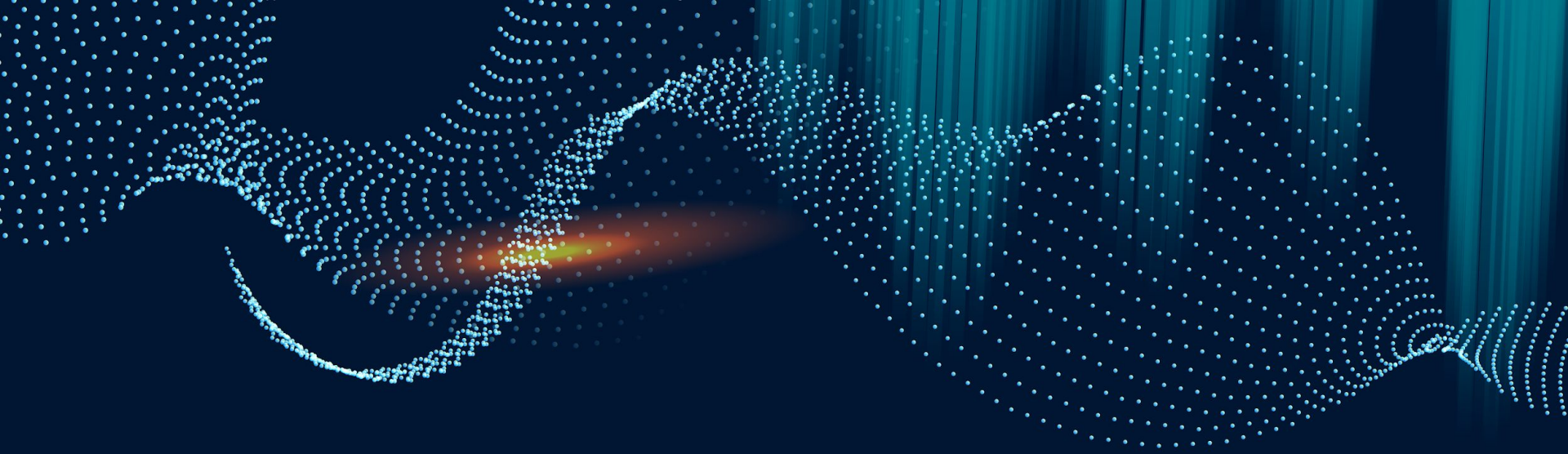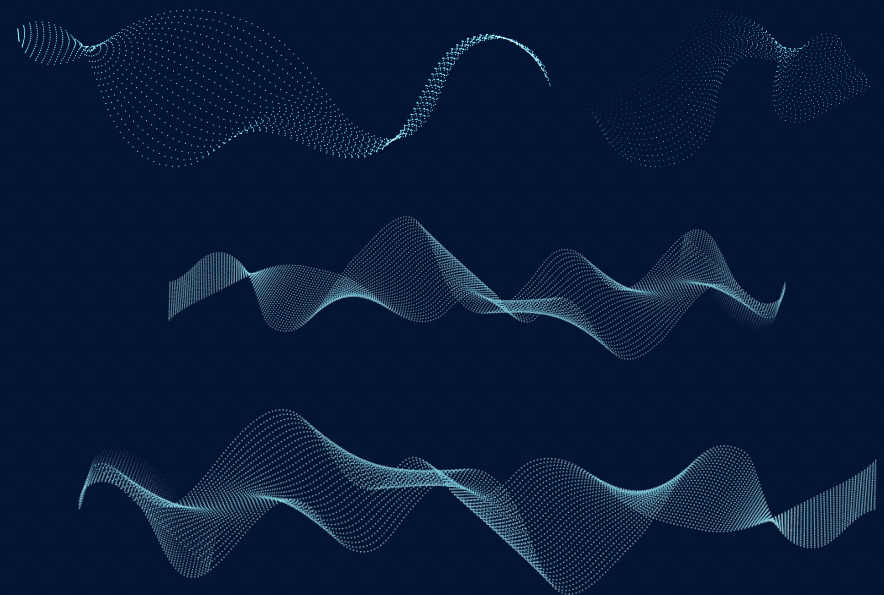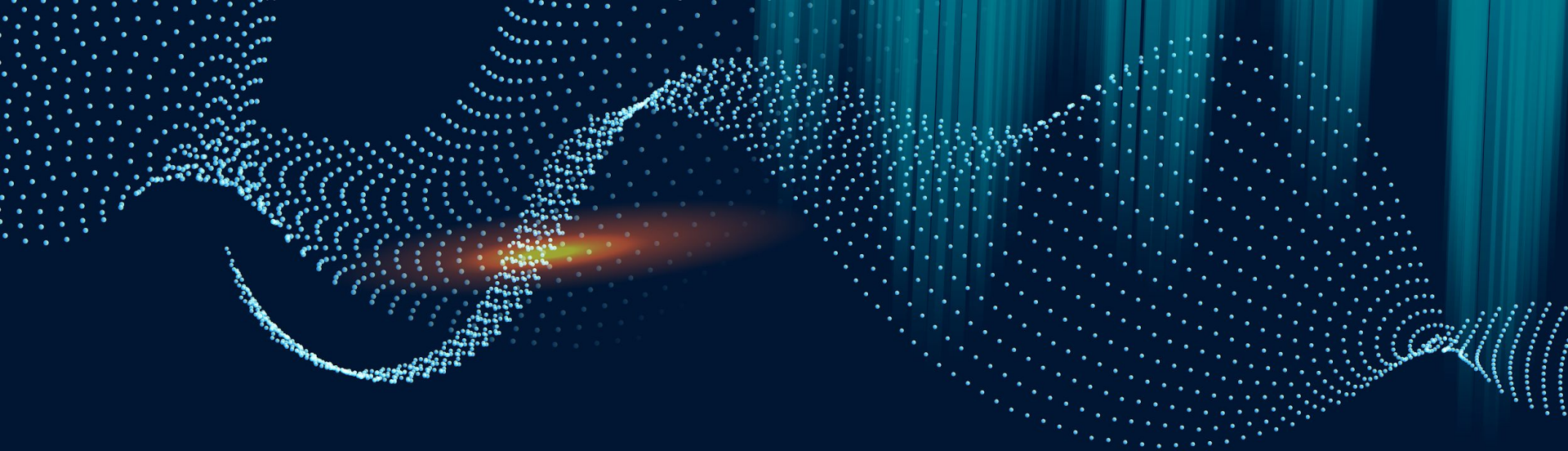
DESKTOP SOFTWARE

MOBILE WEB

03 | *Tools .*

Tools used :

- programming languages: "Css javascript Html python
- Docker
- Pytest
- Python flask
- Agility
- git

04 | *closing*

THANKS!

Do you have any questions?