Student Management System in JAVA



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Main Idea

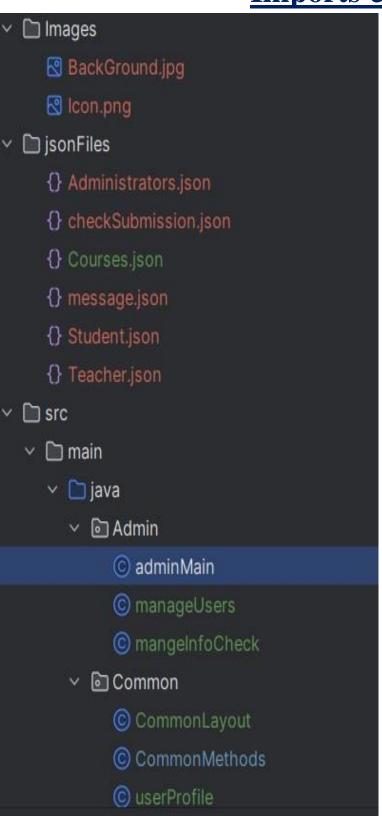
The project's main goal is to develop a system that facilitates the management of the teacher-student relationship. The system will have features for teachers to view their information, chat with students, provide feedback, and manage lectures and assignments.

Students will have access to their information, chat with teachers, view lectures, and participate in discussions.

Administrators will serve as a bridge between teachers and students, managing user accounts, overseeing submissions, and maintaining data integrity.

The system aims to enhance communication and streamline academic processes for a better teacher-student experience.

Imports & Packages



- © userProfile

 Fake.data
 - © FakeDataCreation
- MainPackage
 - © LoginApp
- ∨ StudentTeacher
 - Attendance
 - © chatProgram
 - Courses.java
 - © Course
 - © Courses
 - © OpenLinkButton
 - © openPdfsButton
 - © StudentMain
 - module-info.java

```
import MainPackage.LoginApp;
import javafx.scene.Scene;
import javafx.stage.Stage;
import javafx.scene.layout.*;
import javafx.scene.control.*;
import org.json.JSONObject;

import static Admin.mangeInfoCheck.managInfoCheckPane;
import static Common.CommonLayout.createButtonStyle;
import static Common.CommonLayout.createVBoxStyle;
import static Common.userProfile.profilePane;
```

```
import javafx.geometry.Insets;
import javafx.geometry.Pos;
import javafx.scene.control.Alert;
import javafx.scene.control.Button;
import javafx.scene.control.TextField;
import javafx.scene.layout.ColumnConstraints;
import javafx.scene.layout.GridPane;
import javafx.scene.layout.HBox;
import javafx.scene.layout.VBox;
```

```
import javafx.scene.text.Font;
import javafx.scene.text.FontWeight;
import javafx.scene.text.Text;
import javafx.scene.layout.*;
import javafx.scene.control.*;
import org.json.JSONObject;
import static Common.CommonLayout.createGridPane;
import static Common.CommonLayout.createText;
```

```
import javafx.scene.Scene;
import javafx.stage.Stage;
import org.json.JSONArray;
import org.json.JSONObject;
import org.json.JSONTokener;
import java.io.FileNotFoundException;
import java.io.FileReader;
import java.io.FileWriter;
import java.io.IOException;
```

```
Minimize
import javafx.geometry.Insets;
import javafx.collections.FXCollections;
import javafx.scene.control.*;
import javafx.scene.layout.*;
import org.json.JSONArray;
import org.json.JSONObject;
import java.io.FileWriter;
import java.io.IOException;
import java.util.Objects;
import static Admin.adminMain.adminInfo;
import static Common.CommonMethods.*;
new *
```

```
import javafx.collections.FXCollections;
import javafx.collections.ObservableList;
import javafx.geometry.Insets;
import javafx.geometry.Pos;
import javafx.scene.control.Button;
import javafx.scene.control.ListView;
import javafx.scene.layout.BorderPane;
import javafx.scene.layout.HBox;
import org.json.JSONArray;
import org.json.JSONObject;

import static Common.CommonMethods.printInGoodWay;
import static Common.CommonMethods.readFile;
```

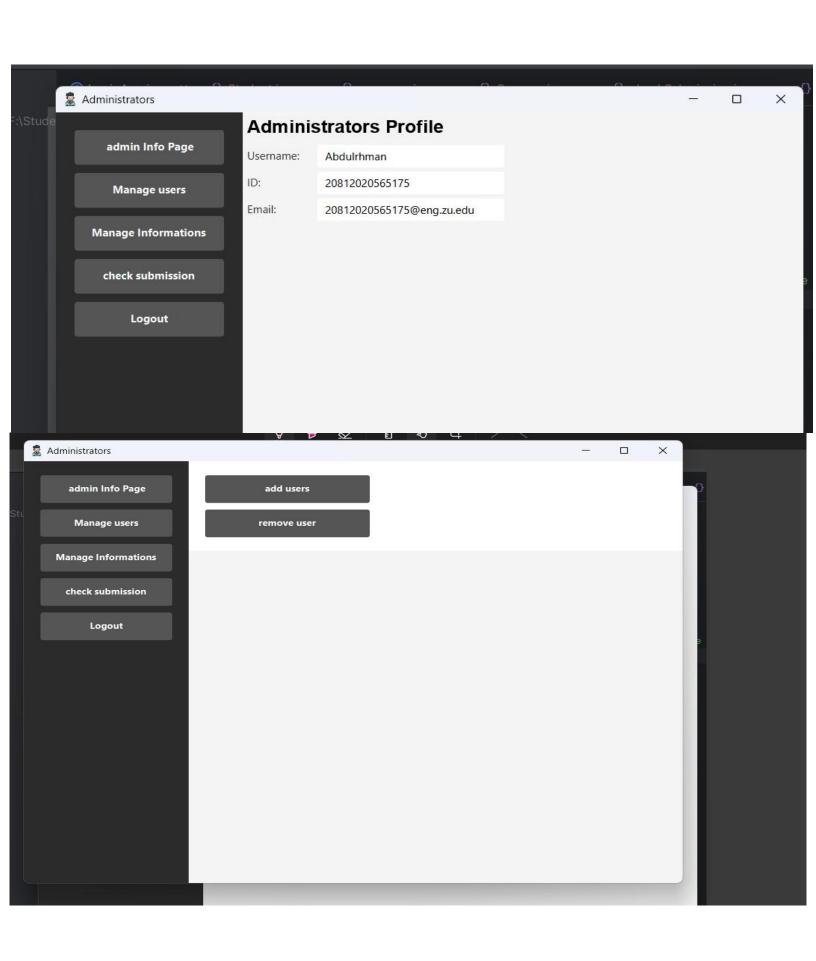
```
package StudentTeacher;
import javafx.beans.property.IntegerProperty;
import javafx.beans.property.SimpleIntegerProperty;
import javafx.beans.property.SimpleStringProperty;
import javafx.beans.property.StringProperty;
import javafx.geometry.Insets;
import javafx.geometry.Pos;
import javafx.scene.control.*;
import javafx.scene.layout.BorderPane;
import javafx.scene.layout.HBox;
import javafx.scene.layout.VBox;
import javafx.scene.text.Font;
import javafx.scene.text.Text;
import org.json.JSONArray;
import org.json.JSONObject;
import java.io.FileWriter;
import java.io.IOException;
import static Common.CommonMethods.readFile;
```

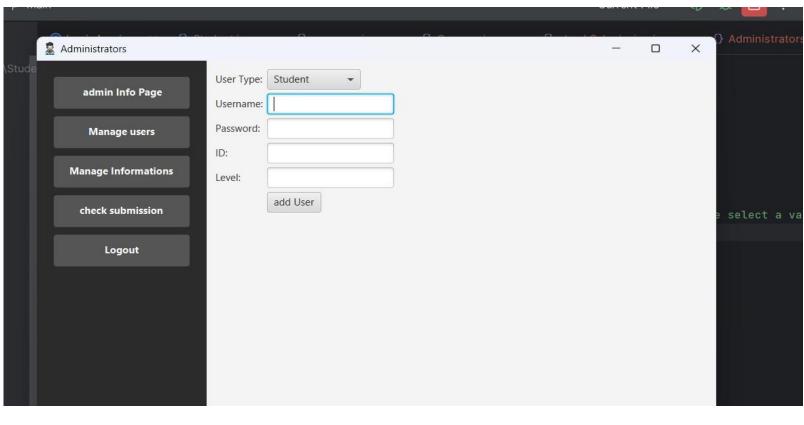
```
package StudentTeacher;
import MainPackage.LoginApp;
import javafx.scene.Scene;
import javafx.stage.Stage;
import javafx.scene.layout.*;
import javafx.scene.control.*;
import org.json.JSONObject;
import static Common.CommonLayout.*;
import static Common.CommonLayout.createButtonStyle;
import static Common.userProfile.profilePane;
import static StudentTeacher.Attendance.Attendance;
import static StudentTeacher.chatProgram.chatMain;
new*
```

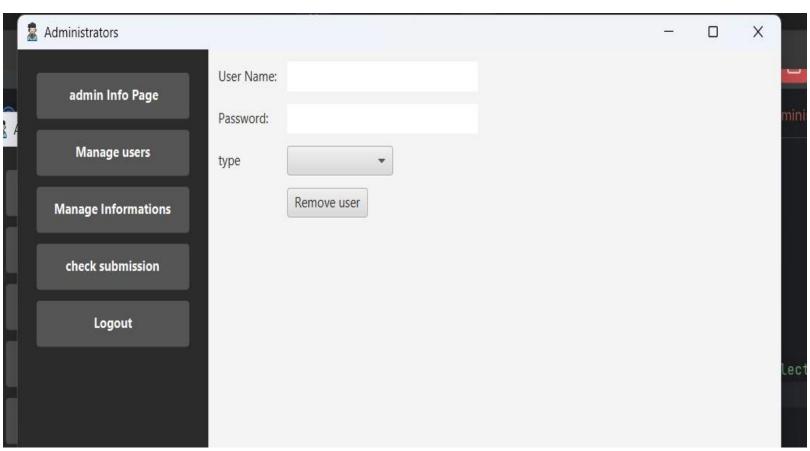
```
package StudentTeacher;
import javafx.collections.FXCollections;
 import javafx.collections.ObservableList;
 import javafx.scene.control.*;
 import javafx.scene.layout.BorderPane;
 import javafx.scene.layout.HBox;
 import javafx.scene.layout.VBox;
 import javafx.scene.text.Font;
 import javafx.scene.text.Text;
 import org.json.JSONArray;
 import org.json.JSONObject;
 import java.io.FileWriter;
 import java.io.IOException;
 import java.time.LocalDateTime;
 import java.time.format.DateTimeFormatter;
 import java.util.ArrayList;
 import static Common.CommonLayout.*;
 import static Common.CommonMethods.printInGoodWay;
 import static Common.CommonMethods.readFile;
```

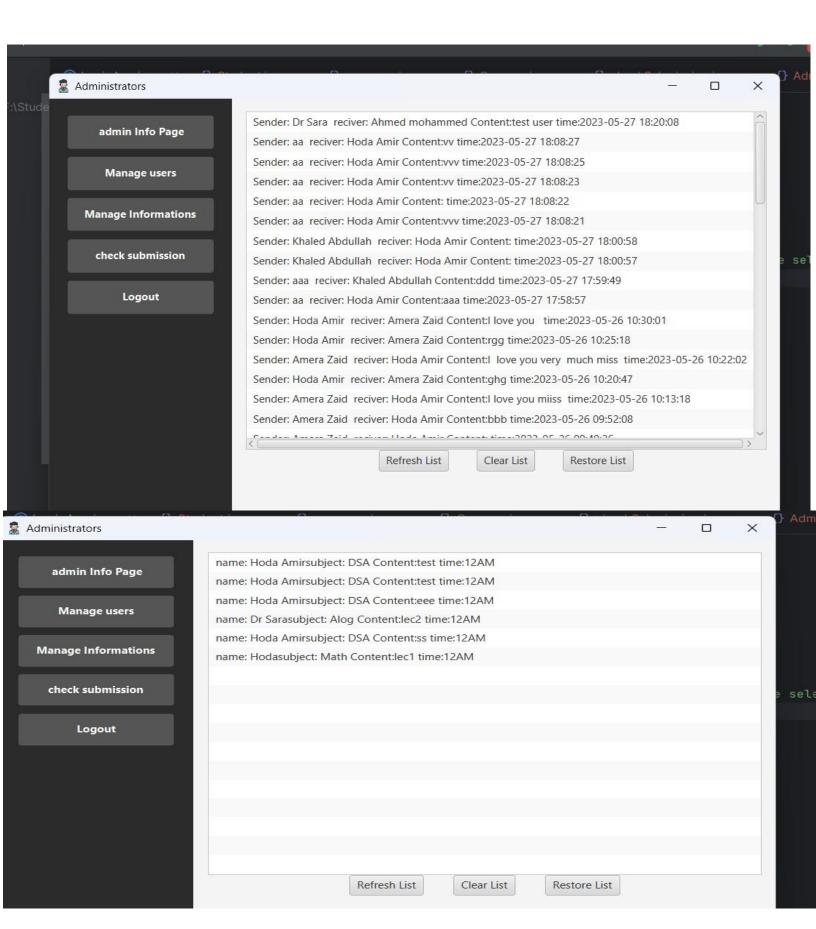
An inside look at our project

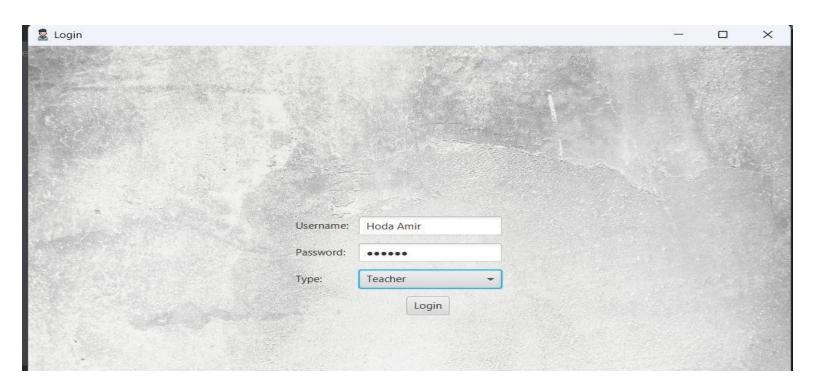
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Password:		
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Login		
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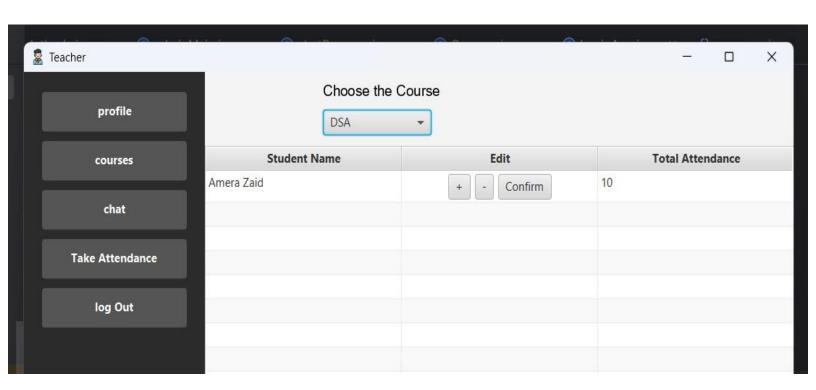


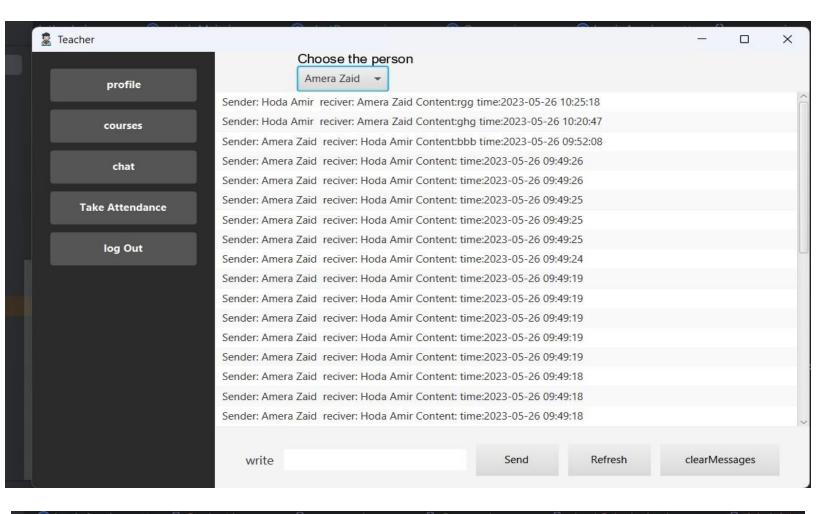


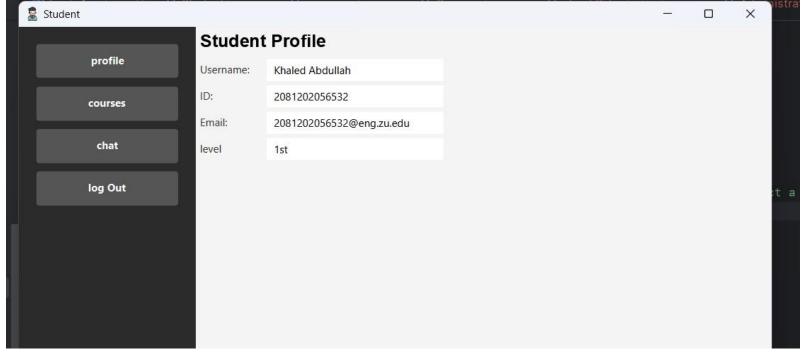


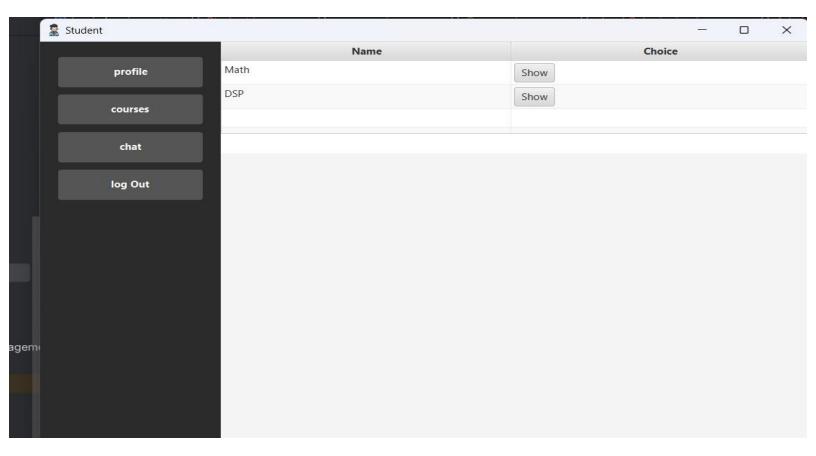


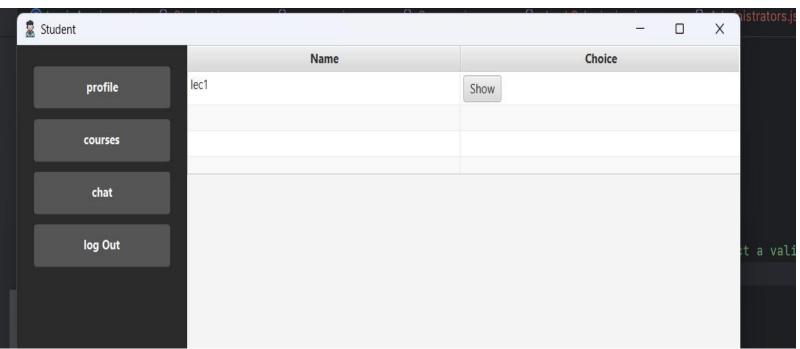




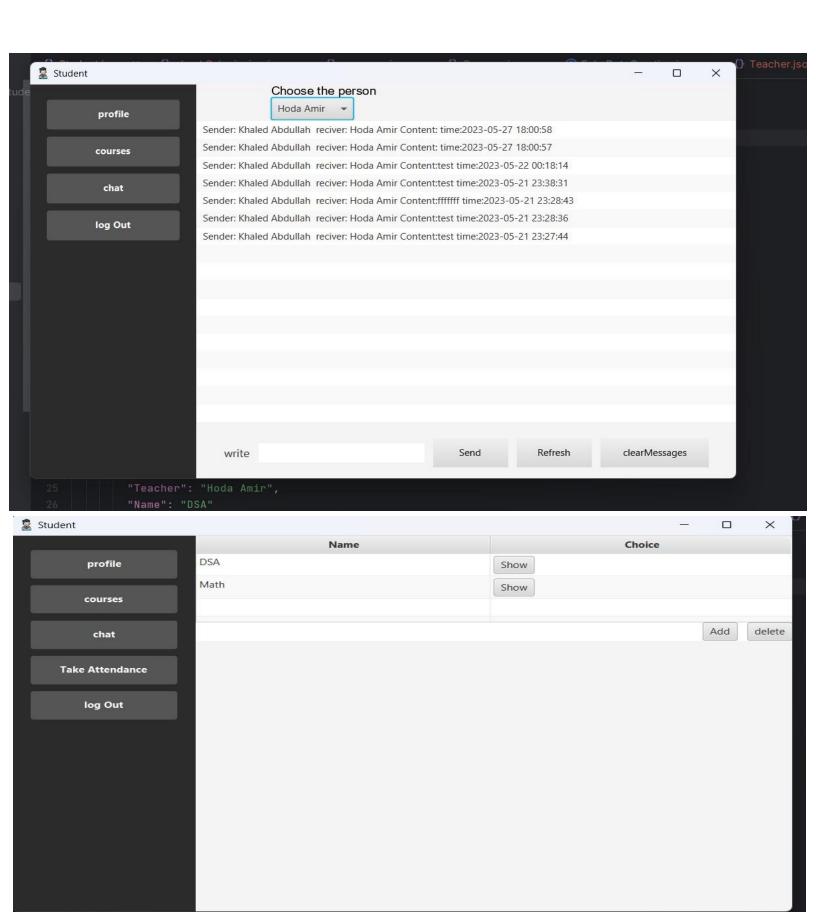




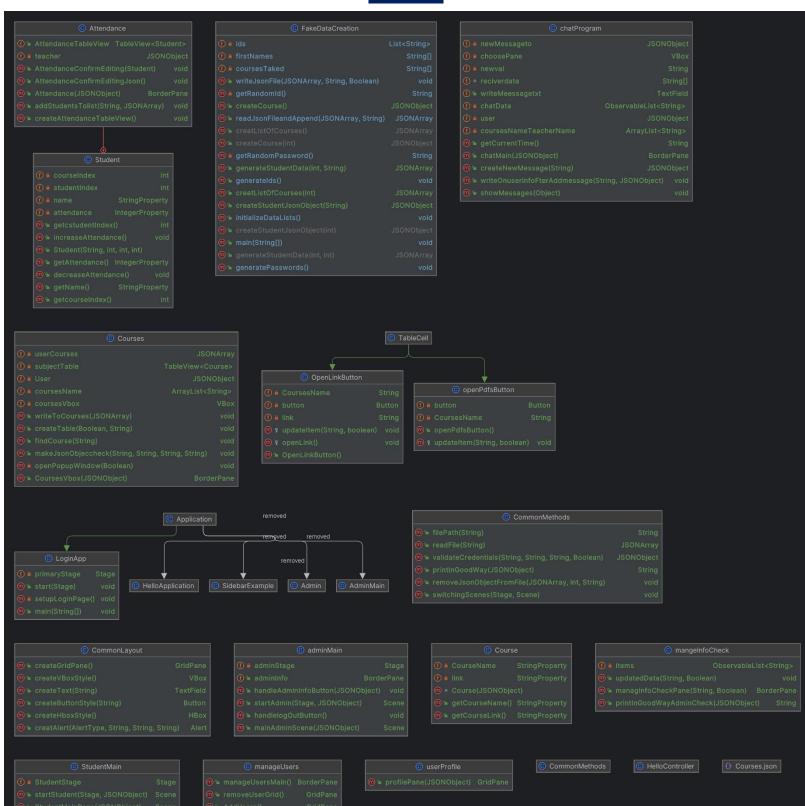




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UML



problems

1-How to store data?

By using json files.

2-How to make chat between student and teacher?

By using json file to store messgaes and access the needed message using search about user messages in the file.

Points doesn't complete?

1-when add user we didn't make admin choose course to be added and student added to teacher student list as well as when add teacher also things.

- 2-to improve the GUI Use dataBase insetad Json files.
- 3-connect the project to the server.
- 4-Make the admin choose level and term based on courses is added.
- 5-improve fake data code

External Resources

https://poe.com/ChatGPT

"We used ChatGPT to understand some of the basic points in the project that were not covered in the curriculum of the college."