

Smart Attendance

Project report submitted in partial fulfillment
of the requirements for the degree of

Bachelor of Technology
in
Computer Science Engineering

by

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Jaipur, India

CERTIFICATE

This is to certify that the project entitled “Title of the project” , submitted by Student 1 (Roll no 1), Student 2 (Roll no 2) and Student 3 (Roll no 3) in partial fulfillment of the requirement of degree in Bachelor of Technology (B. Tech), is a bonafide record of work carried out by them at the Department of Electronics and Communication Engineering, The LNM Institute of Information Technology, Jaipur, (Rajasthan) India, during the academic session 2016-2017 under my supervision and guidance and the same has not been submitted elsewhere for award of any other degree. In my/our opinion, this report is of standard required for the award of the degree of Bachelor of Technology (B. Tech).

Date

Adviser: Name of BTP Supervisor

Acknowledgments

Write your text here, to acknowledge the people who have helped you completion of this project.

Abstract

This project aims to develop a smart attendance system that uses machine learning techniques to automate the process of taking attendance. The system will be designed to recognize and identify individuals using facial recognition technology, and will use machine learning algorithms to analyze and process the data. The system will be customizable and adaptable, allowing for integration with existing attendance management systems. In addition, it will provide real-time attendance reports and notifications to help improve efficiency and decision-making. By leveraging machine learning, the proposed system will increase accuracy and reliability of attendance records, while also reducing the time and resources required for manual attendance management. The project has the potential to significantly improve attendance management in various settings, including schools, colleges, and workplaces.

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Chapter 1

Introduction

1.1 The Area of Work

This project primarily focuses on face recognition and detection using various algorithms, with a particular emphasis on utilizing different labeling techniques to map students to their assigned seats.

1.2 Problem Addressed

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

1.3 Existing System

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

1.3.1 System 1

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

1.3.2 System 2

1.3.2.1 Qorking of System 2

We can create subsubsection also.

1.4 Creation of bibliography

Use bibch1.bib file to save your bib format citations. Use the command [1] for referring to a particular article [2].

Chapter 2

Literature Review

2.1 Introduction

Chapter 2 goes here ...

Sample image insertion.



FIGURE 2.1: LNMIIT Logo

Sample table

Transitions($\triangle_{k-1}, \triangle_k, \triangle_{k+1}$)	Delay of Line ' k '	Crosstalk class C_c
$\uparrow - \uparrow, \downarrow - \downarrow, \uparrow - \downarrow, \downarrow - \uparrow, \uparrow - -$ $, \downarrow - -, - - -, - - \uparrow, - - \downarrow$	0	1
$\uparrow\uparrow\uparrow, \downarrow\downarrow\downarrow$	1	2
$\uparrow\uparrow -, \downarrow\downarrow -, - \uparrow\uparrow, - \downarrow\downarrow$	$1+\lambda$	3
$- \uparrow -, - \downarrow -, \uparrow\downarrow\downarrow, \uparrow\uparrow\downarrow, \downarrow\downarrow\uparrow, \downarrow\uparrow\uparrow$	$1+2\lambda$	4
$- \uparrow\downarrow, - \downarrow\uparrow, \downarrow\uparrow -, \uparrow\downarrow -$	$1+3\lambda$	5
$\uparrow\downarrow\uparrow, \downarrow\uparrow\downarrow$	$1+4\lambda$	6

TABLE 2.1: Delay and Crosstalk Classes for various 3-bit combinations (transitions)

Chapter 3

Proposed Work

Chapter 4

Simulation and Results

Chapter 5

Conclusions and Future Work

Bibliography

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