



Bahir Dar University
Bahir Dar Institute of Technology
Faculty of Computing
Requirement Analysis Document (RAD)
for

Fidel AI: AI-Powered English Learning and Online Tutor System

Submitted to the faculty of computing in partial fulfillment of the requirements for
the degree of Bachelor of Science in **Computer Science**

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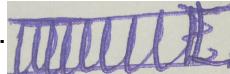
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Declaration

The Project is our own and has not been presented for a degree in any other university and all the sources of material used for the project have been duly acknowledged.

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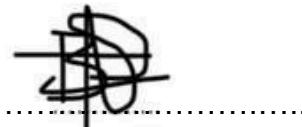
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Sequence diagram	√		
Class diagram			√
State-chart diagram			√
Document organization	√	√	√

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List of acronyms

- ❖ **AI**: Artificial Intelligence
- ❖ **API**: Application Programming Interface
- ❖ **BDU**: Bahir Dar University
- ❖ **BR**: Business Rule
- ❖ **CRC**: Class-Responsibility-Collaborator
- ❖ **FREQ**: Functional Requirement
- ❖ **IDE**: Integrated Development Environment
- ❖ **iOS**: iPhone Operating System
- ❖ **LLM**: Large Language Model
- ❖ **NFREQ**: Non-Functional Requirement
- ❖ **OOAD**: Object-Oriented Analysis and Design
- ❖ **RAD**: Requirement Analysis Document
- ❖ **UI**: User Interface
- ❖ **UML**: Unified Modeling Language

List of Figures

Figure1: User Management Use Case Diagram	29
Figure2: Batch Management Use Case Diagram	31
Figure3: Notifications & Feedback Use CaseDiagram	34
Figure4: AI Enhanced Learning System Use Case Diagram	37
Figure5: Account Creation User Interface	45
Figure6: Learning Path Planning User Interface	46
Figure7: Package Selection User Interface	47
Figure8: Payment User Interface	48
Figure9: Student Dashboard User Interface	49
Figure10: User Registration & Onboarding State Chart Diagram	51
Figure11: Self-Paced Learning Journey State Chart Diagram	53
Figure12: Batch Enrollment Process State Chart Diagram	55
Figure13: Live Class and Attendance Flow State Chart Diagram	57
Figure14: Community Interaction Flow State Chart Diagram	58
Figure15: AI Interaction Flow State Chart Diagram	60
Figure10: User Registration & Onboarding Activity Diagram	63
Figure11: Self-Paced Learning Journey Activity Diagram	65
Figure12: Batch Enrollment Process Activity Diagram	68
Figure13: Live Class and Attendance Flow Activity Diagram	71
Figure14: Community Interaction Flow Activity Diagram	74
Figure15: AI Interaction Flow Activity Diagram	76
Figure10: User Registration & Onboarding Sequence Diagram	79
Figure11: Self-Paced Learning Journey Sequence Diagram	81
Figure12: Batch Enrollment Process Sequence Diagram	83
Figure13: Live Class and Attendance Flow Sequence Diagram	85
Figure14: Community Interaction Flow Sequence Diagram	87
Figure15: AI Interaction Flow Sequence Diagram	89
Figure16: User & Profile Management Logic Model	101
Figure17: AI - Driven Learning Plan & Content Logic Model	101
Figure18: Learning Engagement Logic Model	102
Figure19: Batch Management Logic Model	102
Figure20: Community & Social Logic Model	102
Figure21: Notifications & Feedback Logic Model	102
Figure22: Class Diagram	112
Figure23: Component Model	122
Figure24: Deployment Model	124
Figure25: Class Model	125
Figure26: Persistent Model	127

Figure27:Admin dashboard	131
Figure28: Tutor Dashboard	132

List of Tables

Table1: tools used	16
Table2: User Management & Authentication Requirement	24
Table3: Learning & AI-Based Features	24
Table4:Tutor & Online Learning Management	25
Table5: Payment & Financial Features	25
Table6: Administration & System Control	26
Table7: Communication & Notification	26
Table8: Certification	26
Table9: Advanced & Enhancement Features	27
Table10: Hardware Requirements	105
Table11: Software Requirements	106
Table12:Class Relationship Summary	117

Table of Contents

Declaration.....	2
Roles and Responsibilities of the Group Members.....	3
Acknowledgment.....	4
List of acronyms.....	5
List of Figures.....	6
List of Tables.....	7
Table of Contentes.....	8
Abstract.....	10
Chapter One: Introduction.....	11
1.1 Background.....	11
1.2 Statement of the Problem.....	11
1.3 Objectives.....	13
1.3.1 General Objective.....	13
1.3.2 Specific Objectives.....	13
1.4 Methodology.....	13
1.4.1 Requirement Gathering Methods.....	13
1.4.2 Analysis and Design Methodology.....	15
1.4.3 Implementation Methodology.....	16
1.5 Feasibility Study.....	17
1.6 Significance/Beneficiary.....	18
1.7 Limitation of the project.....	19
1.8 Scope of the Project.....	20
1.9 Organization of the project.....	20
Chapter Two: System Features.....	22
2.1 Existing System.....	22
2.2 Proposed System.....	23
2.3 Requirement Analysis.....	24
2.3.1.Functional Requirement.....	24
2.3.2 System Use Case.....	27
2.3.3 Business Rule Documentation.....	38
2.3.4 User Interface Prototype.....	44
2.3.5 State Chart Diagram.....	49
2.3.6 Activity Diagram.....	61
2.3.7 Sequence Diagram.....	78

2.3.8 Analysis Class Model.....	90
2.3.9 Logic Model.....	98
2.4. Non-Functional Requirements.....	102
2.5. System Requirements.....	104
2.5.1. Hardware Requirements.....	104
2.5.2 Software Requirements.....	106
2.6 Key Abstraction with CRC Analysis.....	107
2.6.1 Conceptual Modeling: Class Diagram.....	112
2.6.2 Identifying Change Cases.....	117
Chapter Three: System Design.....	119
3.1 Architectural Design.....	119
3.1.1 Component modeling.....	119
3.1.2 Deployment Modeling.....	122
3.2 Detail Design.....	125
3.2.1 Design class model.....	125
3.2.2 Persistent model.....	127
3.3 User Interface Design.....	130
3.4 Access control and security.....	130
References.....	133
Appendix.....	134

Abstract

English language learning in developing regions faces significant challenges, including limited access to localized digital tools, lack of real-time tutor interaction, and the absence of locally adapted pronunciation support and payment methods. To address these gaps, this project proposes Fidel AI, an AI-powered English learning and online tutor system designed specifically for learners in regions such as Ethiopia.

The platform integrates artificial intelligence for personalized learning paths, grammar correction, alongside a tutor connector that facilitates live, scheduled sessions. It also incorporates local payment gateways Chapa to ensure accessibility. Developed using an Object-Oriented Analysis and Design (OOAD) approach and agile methodology, the system comprises a mobile application (React Native) and a web dashboard (React/FastAPI), supported by UML modeling for system design.

Key features include personalized learning modules, batch management, community forums, and an administrative dashboard for centralized oversight. The system aims to replace unstructured learning methods with a structured, engaging, and locally relevant educational experience. While the project is currently scoped to English language learning, its modular architecture allows for future expansion into additional languages and advanced AI features.

Fidel AI represents a step toward democratizing language education through technology, offering a scalable, affordable, and effective solution for students, tutors, and educational institutions in underserved communities.

Chapter One: Introduction

1.1 Background

English has become the most widely used language worldwide for education, business, science, and international communication. As a result, English language schools are expanding rapidly, especially in developing regions where students aim to improve their language skills for academic and professional advancement. Despite this demand, many schools still use traditional methods of teaching and lack digital platforms that support flexible and personalized learning.

In recent years, Artificial Intelligence (AI) and mobile technologies have transformed the way educational content is delivered. AI-powered learning systems can provide personalized lessons, pronunciation assistance, instant feedback, and continuous practice opportunities. Mobile learning (m-learning) enables students to access content anytime and anywhere, making education more flexible.

However, many global language-learning applications are designed primarily for Western users and do not match the unique needs of local learners. Issues such as inaccessible payment methods, Western-centric pronunciation models, limited real-time tutor interaction, and low dedication to self-study platforms like YouTube create major barriers for students in developing regions.

To address these challenges, this project proposes an AI-Powered English Learning Mobile Application with a Tutor Connector. The system allows students to learn English through AI-generated exercises while being supported by real human tutors assigned by the administrator. The platform integrates English learning packages, local payment options, AI pronunciation tools, structured content delivery, and real-time tutor communication providing a modern and practical solution for language schools.

1.2 Statement of the Problem

English language schools and learners face several real and persistent challenges in accessing effective digital learning systems. The key problems include:

1. Limited Access to Local Payment Methods

Most global language-learning applications use Western payment methods such as PayPal, Visa, Mastercard, and Apple Pay. These options are not accessible to many local users. Students in developing regions rely more on local payment services,

Chapa, HelloCash, E-Birr, Bank Transfer, etc. The lack of locally integrated payment methods prevents students from subscribing to learning packages and accessing structured digital learning.

2. Pronunciation Challenges for Local Learners

Local English learners often struggle with pronunciation due to differences between the sounds in their native language and English. International apps use native-speaker models that do not consider local accents or phonetic limitations. This makes it difficult for learners to practice speaking accurately, leading to frustration and slow progress.

3. Lack of Real-Time Tutor Connection

Although many apps offer automated lessons, they do not provide an effective system for real-time communication with tutors. Local schools depend on phone calls or informal messaging apps for communication, which results in missed messages, confusion, lack of follow-up, and no structured learning monitoring. There is no digital platform where tutors, students, and administrators can interact efficiently in real time.

4. Low Dedication When Learning Through YouTube

Many language schools try to help students by uploading lessons to YouTube. However, students easily lose focus due to unrelated video recommendations, ads, and lack of teacher follow-up. Without progress tracking, personalized learning paths, or tutor involvement, learners often become inconsistent and unmotivated. This affects learning outcomes and reduces the effectiveness of school-based online learning.

Summary of the Problem

These issues create major barriers for English learners, especially in developing countries. Existing apps do not integrate local payment options, provide locally adapted pronunciation guidance, support real-time tutor connections, or offer structured and distraction-free learning. Therefore, there is a need for an integrated solution that solves these problems and improves English learning for students.

1.3 Objectives

1.3.1 General Objective

To design and develop an AI-Enhanced English Learning Mobile Application that supports local payment systems, addresses pronunciation challenges, enables real-time tutor interaction, and provides structured English learning for language schools.

1.3.2 Specific Objectives

- ❖ To develop a system where students can select English learning packages, preferred schedules, and pricing.
- ❖ To integrate local payment methods suitable for the region, making subscription accessible for all students.
- ❖ To provide an administrator dashboard for managing tutors, students, payments, schedules, and learning packages.
- ❖ To ensure scalability of the system for future expansion to other languages and advanced features.

1.4 Methodology

A strong methodology provides the foundation for the successful design and implementation of the AI-Powered English Learning and Online Tutor System. Since the system includes both a mobile application and a full web platform, and integrates complex components such as AI engines, payment gateway, live teaching, student dashboards, tutor dashboards, and an admin panel the methodology must be multi-layered, systematic, and flexible.

1.4.1 Requirement Gathering Methods

Requirements gathering is the systematic process of collecting, identifying, analyzing, and documenting all the needs and expectations of users, stakeholders, and the environment in which the system will operate. It ensures that the final system fully addresses the real problems and delivers the intended solution.

Purpose of Requirements Gathering:-

- ❖ Identify functional and non-functional requirements for:
 - AI Learning modules
 - Speaking evaluation system

- Payment integration
- Live class system
- User, tutor, and admin interface
- ❖ Analyze user needs.
- ❖ Study local payment systems (Chapa).
- ❖ Define integration needs with online teaching organizations.
- ❖ Define learning modules.

Requirements Gathering Techniques:-

a) Interview

Detailed conversations with:

- ❖ English learners
- ❖ English tutors
- ❖ Institutions offering English training

Purpose: Understand real learning challenges, system expectations, payment preferences, and tutor needs.

b) Questionnaire (Survey)

Distributed online to many students to collect:

- ❖ Common learning gaps
- ❖ Mobile/web usage behavior
- ❖ Preferred learning style

c) Observation

Monitoring actual teaching sessions in:

- ❖ Private tutoring
- ❖ Online tutor programs

Purpose: Identify real problems that students face in real-life learning sessions.

d) Document Analysis

Reviewing:

- ❖ Existing language apps

- ❖ Payment platform documents
- ❖ AI language model documentation

Purpose: Understand features of existing systems and identify what is missing.

e) Literature Review

Studying academic and modern industry papers on:

- ❖ Grammar correction systems
- ❖ Personalized language learning
- ❖ Online tutoring platforms

This gives a scientific foundation to the system design.

Requirement Modeling Approach:-

We use Object-Oriented Analysis and Design (OOAD) because: The system includes many interacting entities (Student, Tutor, Admin, AIEngine). OOAD simplifies modular design, future updates, and reuses. UML diagrams make system understanding easy. UML Models used: Use Case Diagram, Class Diagram, Sequence Diagram, Activity Diagram, and ER Diagram.

1.4.2 Analysis and Design Methodology

The system we followed Object-Oriented Analysis and Design(OOAD) methodology for analysis and design phases. This methodology focuses on modeling the system based on real-world entities and the interactions between them. This approach helps ensure that the system remains modular, scalable, reusable, and easy to maintain. The system is divided into key objects such as Student, Teachers, AI-Engine, Lesson and Assessment, which have specific attributes and behaviors. This approach supports reusability, encapsulation, and extensibility, allowing the system to easily evolve over time.

OOAD was chosen for three major reasons:

Modularity:- where the system is broken down into smaller, manageable components, making development and maintenance easier.

Real-world representation:- since the platform handles real entities which fit naturally into the OOAD approach.

Flexibility:- allowing developers to add new features or adjust existing functionalities without disrupting the entire system, enabling the platform to evolve based on user requirements and feedback.

For the analysis and design stages, several tools were used. UML modeling tools were used to prepare diagrams that provide clear and consistent documentation. In addition, Figma was used for user-interface wireframing and prototyping, which helped the team quickly test interface ideas and gather early feedback.

1.4.3 Implementation Methodology

For the development phase, we adopted the Agile methodology to ensure iterative development and quick feedback cycles. Agile allowed us to work in sprints, delivering small increments of functionality, continuously testing, and adjusting the system based on user input. This approach ensures that the final product aligns closely with user expectations and can be adapted to changes in requirements during the development process.

In addition the following tools will be used for the development and support of the platform:

Tools	Categories	Purpose
Phyton, FastAPI	Programing Language	Backend
React, ReactNative	Frameworks	Web and mobile development
Jitsi meet API	Video conferencing tool	To support live tutor–student video classes inside the system.
Figma	UI/UX design tool	design the interface prototype for both mobile and web applications before implementation.
UML	System modeling tools	To design use case diagrams, class diagrams, sequence diagrams, and other UML artifacts.
Chapa	Payment integration tool	To enable secure online payments for tutor

		sessions and premium features within Ethiopia.
LangChain	Natural language processing AI	To perform grammar correction, writing improvement, and AI chat-based learning support.
GitHub	Version control system	To manage and track changes in the project's code, ensuring collaboration and safe backups.
Vs code	Development IDE	to write code for frontend, backend, database scripts, and AI components.

Table 1: tools used

1.5 Feasibility Study

Technical Feasibility

- ❖ Uses free and open-source AI models: While cost-effective, this might require more in-house expertise for customization, integration, and maintenance compared to commercial solutions. It also implies careful selection to ensure models meet performance requirements.
- ❖ Uses free video conferencing platform: Jitsi is a good open-source option, but its scalability and reliability for a large number of concurrent live classes need careful assessment and potentially self-hosting/managing for better control.
- ❖ Mobile App development tools : This is a common and robust tech stack, indicating good technical feasibility.
- ❖ Payment integration is possible with chapa.

Economic Feasibility

- ❖ Low implementation cost due to open source technologies and free APIs: This is a strong advantage, but it's important to factor in the cost of developer time for integration, customization, and ongoing maintenance of these open-source components.

- ❖ Revenue generation through subscription to courses: This outlines a clear multi-faceted business model, which is healthy. Detailed financial projections would be needed here.
- ❖ The system can become self-sustaining.

Operational Feasibility

- ❖ Students are familiar with mobile learning applications: This reduces the barrier to entry for users and simplifies user adoption strategies.
- ❖ Organizations can manage students and teachers efficiently through the admin dashboard.
- ❖ The AI system provides extra practice without needing teachers.

Time Feasibility

- ❖ Development can be completed within the academic period.
- ❖ Uses agile development: This is a key clarification. Agile methodologies (like Scrum or Kanban) allow for flexibility, continuous feedback, and faster delivery of working software in iterations (sprints), which is well-suited for projects with evolving requirements.

1.6 Significance/Beneficiary

Students

- ❖ Learn English anytime using AI tools.
- ❖ Book tutors easily for live sessions.
- ❖ Receive grammar correction, and personalized learning.
- ❖ Access affordable learning with local payments..

Teachers

- ❖ Create income opportunities through the tutor marketplace.
- ❖ Teach globally using online classes.
- ❖ Receive automated payments and earnings reports.

Educational institutions

- ❖ Use the system as blended learning tools.
- ❖ Provide modern English learning solutions.
- ❖ Use as a source of income

Society

- ❖ Improves English communication skill in the community.
- ❖ Supports digital learning and technological innovations.
- ❖ Expands access to quality English education at low cost.

1.7 Limitation of the project

Technical limitations

- ❖ The accuracy of AI speaking evaluation depends on the quality of microphone and environmental noise.
- ❖ Internet connection is required for:
 - Live video classes
 - Payment integration
 - Some AI features
- ❖ Free AI models may not match the accuracy of premium proprietary models such as Google speech or Amazon Transcribe.

Operational Limitations

- ❖ The system does not guarantee tutor quality beyond initial verification.
- ❖ Payment services (Chapa) may face downtime or service interruptions.
- ❖ Live video classes depend on Jitsi's server stability.

Scope Limitations

- ❖ The project focuses only on English language learning; other languages are not included.
- ❖ AI grammar correction explains errors but doesn't provide professional academic writing services.

Resource Limitations

- ❖ Limited development time may restrict advanced features like:
 - Offline AI learning
 - Automatic essay grading
 - Multi-teacher classrooms
 - Advanced analytics (deep learning-based recommendations) may not be fully implemented.

1.8 Scope of the Project

In-scope features

A. Student features

- ❖ Register, login, and manage profiles.
- ❖ English level assessment test
- ❖ AI generating learning plan
- ❖ Grammar lessons, vocabulary training, quizzes
- ❖ AI chatbot
- ❖ Join video classes
- ❖ Make secure payment

B. Teachers features

- ❖ Teach live classes
- ❖ View earnings and student reviews

C. Admin features

- ❖ Manage students and teachers
- ❖ Approve tutor applications
- ❖ Manage courses and content
- ❖ Oversee financial transactions
- ❖ Handle dispute and issues
- ❖ Generate system-wide reports

Out-of-scope features:

- ❖ Multi-language learning (English only)
- ❖ Offline full functionality (AI tools require internet)

1.9 Organization of the project

This document is organized into the following main chapters, each addressing a specific phase of the AI-Powered English Learning and Online Tutor System:

Chapter 1: Introduction

This chapter establishes the foundation for the FidelAI project. It begins by outlining the challenges in modern language education, such as the lack of personalized feedback

and accessible speaking practice. The chapter defines the project's primary goal: to develop an AI-powered platform that integrates adaptive learning with live online teaching. It details the methodology for requirement gathering and system design, assesses the project's feasibility, and clearly scopes the system's functionalities and limitations, setting the stage for the detailed analysis to follow.

Chapter 2: System Features and Requirement Analysis

The conceptual vision from Chapter 1 is transformed into precise technical specifications. The chapter provides a thorough analysis of functional requirements for students, teachers, and administrators. It employs UML modeling including use case, activity, sequence, and state chart diagrams to visualize system interactions and workflows. Business rules governing platform logic, non-functional requirements defining system quality, and hardware/software prerequisites are all documented in detail, forming the complete requirement blueprint for the system.

Chapter Two: System Features

2.1 Existing System

Currently, English language schools rely heavily on manual processes or fragmented digital solutions:

1. Payment Gaps

Most learning applications require international payment systems that local students cannot use. Schools often collect payments manually, causing delays and errors.

2. Weak Pronunciation Support

Existing apps teach English pronunciation using Western standards. Local students struggle because these models do not match their accent or phonetic background.

3. No Real-Time Tutor Interaction

Communication between students and tutors is done through phone calls, Telegram, Messenger, or informal messages. This results in poor scheduling, missed lessons, and weak monitoring.

4. YouTube-Based Learning Is Ineffective

Schools upload lessons on YouTube, but students are easily distracted by ads and unrelated content. There is no progress tracking, no evaluation, no tutor feedback, and no structured curriculum.

5. Lack of Centralized Learning Platform

There is no unified system combining:

- ❖ Student enrollment
- ❖ Local payment
- ❖ AI learning
- ❖ Tutor assignment
- ❖ Real-time communication

This makes the overall learning experience inefficient and inconsistent.

2.2 Proposed System

The proposed system introduces a complete English learning solution that integrates AI, tutor management, and local payment systems into one mobile application. It is designed specifically to solve the real problems faced by local English schools.

Key Features and Improvements

1. Local Payment Integration

The app will support Chapa for package subscription, which is easy and accessible.

2. Real-Time Tutor Connector

Students select packages and schedule preferences, but tutors are assigned by the admin for proper coordination.

Tutors can:

- ❖ View assigned students
- ❖ Send messages
- ❖ Give feedback

Students receive real-time communication and guidance from qualified English tutors.

3. Structured and Distraction-Free Learning

Unlike YouTube, the app offers:

- ❖ Lesson modules
- ❖ AI exercises
- ❖ Vocabulary training
- ❖ Quizzes
- ❖ Tutor live sessions

This increases student dedication and learning outcomes.

4. Centralized Management for Schools

Admins can manage:

- ❖ Students

- ❖ Tutors
- ❖ Payments
- ❖ Packages
- ❖ Schedules
- ❖ Reports

All within one administrative dashboard.

2.3 Requirement Analysis

2.3.1. Functional Requirement

1. User Management & Authentication

ID	Functional requirements	Priority	Description
FREQ-1	User registration	High	Required for identifying and managing all users in the system.
FREQ-2	Secure user login	High	Core security feature, system access depends on it.
FREQ-3	Password Recovery	Medium	Improves usability but not critical for system operation.
FREQ-4	User profile management	Medium	Needed for personalization but the system can run without full profiles.

2. Learning & AI-Based Features

ID	Functional requirements	Priority	Description

FREQ-5	English level assessment	High	Essential for personalized learning and AI logic.
FREQ-6	Personalized learning plan	High	Core value of the AI-based learning system.
FREQ-7	AI grammar and writing practice	High	Main self-learning feature replacing constant tutor dependency.
FREQ-8	Learning content access	High	Without content, learning cannot occur

3. Tutor & Online Learning Management

ID	Functional requirements	Priority	Description
FREQ-9	Tutor registration	High	Required to onboard instructors into the system.
FREQ-10	Tutor profile management	Medium	Improves tutor visibility but not mandatory initially.
FREQ-11	Tutor availability scheduling	High	Required to avoid booking conflicts.
FREQ-12	Live online class	High	Core online teaching feature.

4. Payment & Financial Features

ID	Functional requirements	Priority	Description
FREQ-13	Online payment	High	Required to access

	processing		paid services.
FREQ-14	Payment confirmation and receipt	High	Ensures transaction transparency and trust.

5. Administration & System Control

ID	Functional requirements	Priority	Description
FREQ-15	User management(admin)	High	Required for system governance and moderation.
FREQ-16	Content management(admin)	High	Ensures learning materials are controlled and updated.
FREQ-17	System monitoring	Medium	Helpful for analytics but not core system functionality.

6. Communication & Notification

ID	Functional requirements	Priority	Description
FREQ-18	System notification	Medium	Improves user experience but not system-critical.
FREQ-19	In-App messaging	Low	Optional feature, system can function without it.

7. Certification

ID	Functional requirements	Priority	Description

FREQ-20	Certificate generation	Medium	Important for course completion recognition.
FREQ-21	Certificate verification	Low	Advanced features mainly for external validation.

8. Advanced & Enhancement Features

ID	Functional requirements	Priority	Description
FREQ-22	AI recommendation engine	Medium	Improves personalization over time.
FREQ-23	Offline learning support	Low	Useful in low-connectivity areas but optional.
FREQ-24	Report Export(PDF)	Low	Administrative convenience feature.

2.3.2 System Use Case

User Management

Actors:

- ❖ Admin
- ❖ Student
- ❖ Tutor

Description:

- ❖ This group of use cases handles the creation, maintenance, and lifecycle management of user accounts within the learning platform. It encompasses authentication, profile management, and administrative oversight of user data, including soft-delete and restoration capabilities.

Precondition:

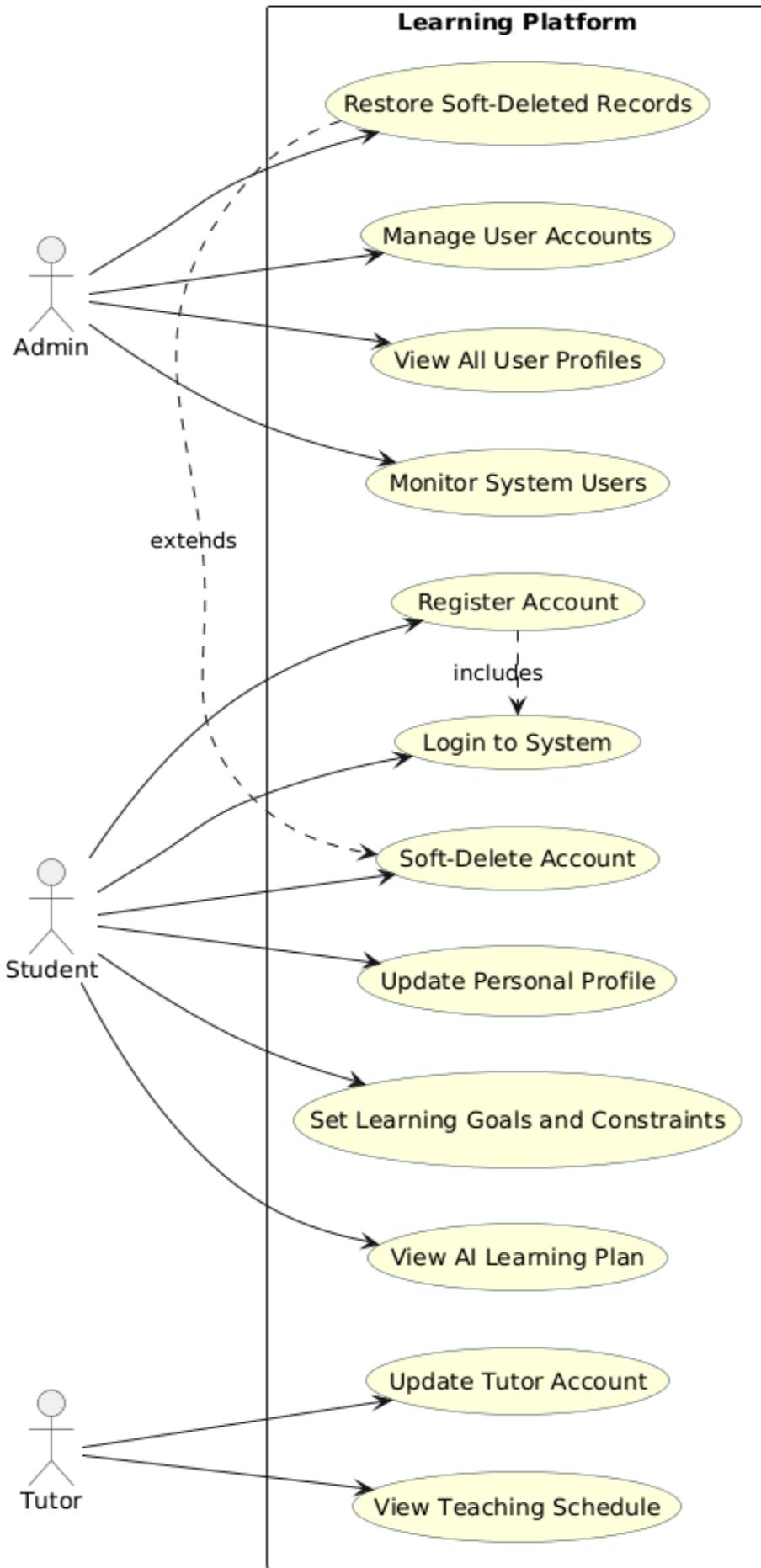
- ❖ The learning platform system is operational and accessible.
- ❖ Administrative functions require the actor to have logged in with Admin privileges.

Postcondition:

- ❖ User accounts are created, updated, or managed according to the actor's actions.
- ❖ User profiles contain accurate information.
- ❖ The system's user base is monitored and maintained, with records properly handled even when soft-deleted.

Basic Steps:

1. A prospective Student accesses the platform and navigates to the account registration page.
2. The Student provides required details to Register Account, which includes the Login to System process.
3. Upon successful registration and login, the Student can Update Personal Profile and Set Learning Goals and Constraints.
4. Based on the set goals, the system allows the Student to View AI Learning Plan.
5. The Student or Admin can initiate a Soft-Delete Account for a user, moving the account to a deactivated state.
6. An Admin logs in and can Manage User Accounts, View All User Profiles, and Monitor System Users.
7. An Admin can Restore Soft-Deleted Records, reactivating previously deactivated accounts.
8. A Tutor logs in and can Update Tutor Account and View Teaching Schedule.



Batch Management

Actors:

- ❖ Admin
- ❖ Student
- ❖ Tutor

Description:

- ❖ This group covers the end-to-end management of training batches, from creation and scheduling by administrators to enrollment, participation, and certification for students. It includes community interaction within batches and analytics for administrative oversight.

Precondition:

- ❖ The User Management subsystem is functional, allowing users (Admin, Student, Tutor) to be authenticated.
- ❖ For batch creation, the Admin must have the necessary information available.
- ❖ For enrollment, a Student must have an active account.

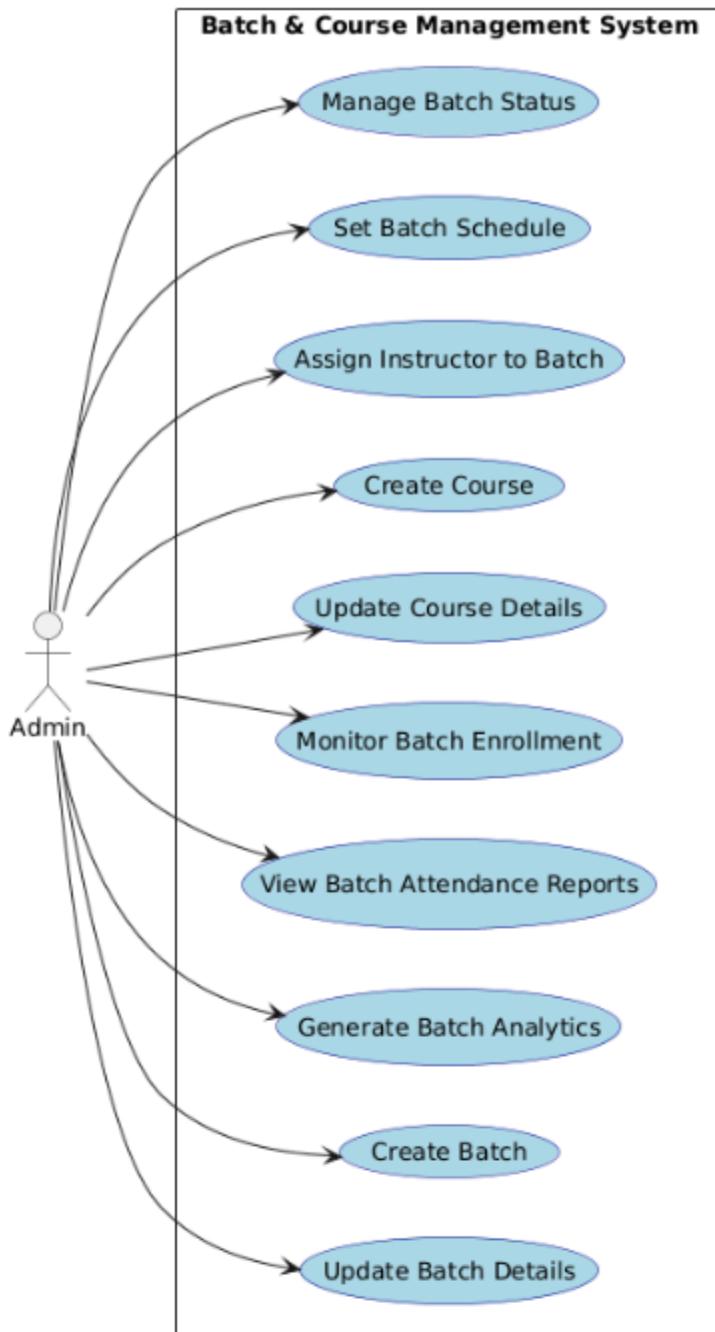
Postcondition:

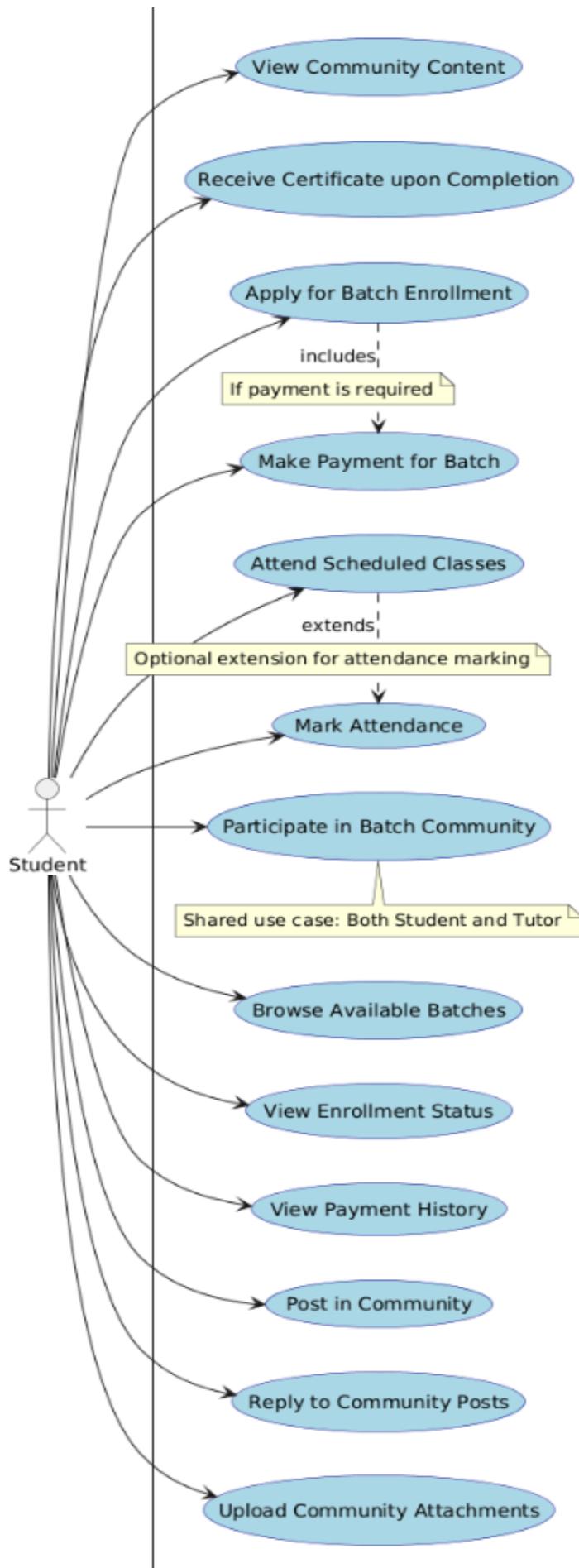
- ❖ Batches are created, updated, and scheduled as per administrative actions.
- ❖ Students are enrolled in batches, complete payments, attend classes, and can receive certificates.
- ❖ Tutors are assigned to batches and can view their schedules.
- ❖ A community space exists for each batch, facilitating interaction.
- ❖ Administrative reports and analytics are generated based on batch data.

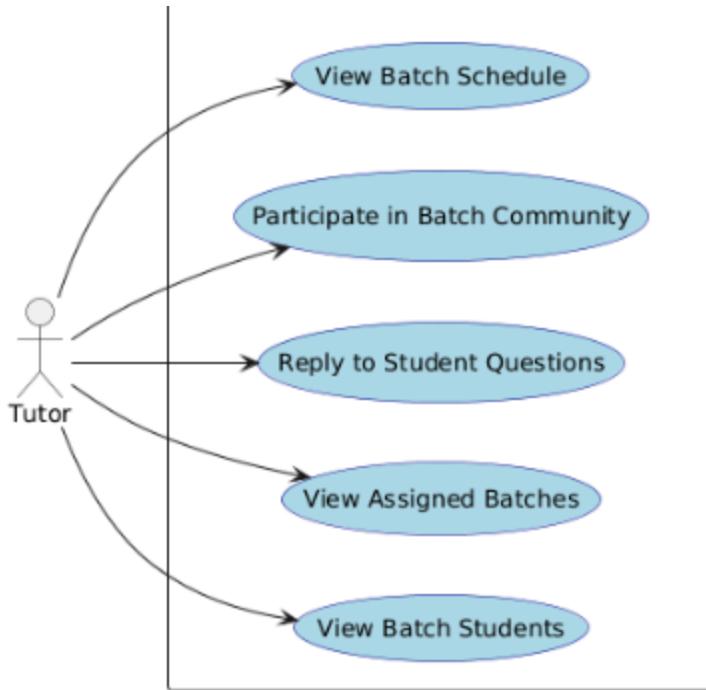
Basic Steps:

1. An Admin creates a Course and then a Batch, setting its details, schedule, and status.
2. The Admin Assigns Instructor to Batch.
3. A Student Browses Available Batches and Applies for Batch Enrollment.
4. As part of enrollment, the Student Makes Payment for Batch and can View Payment History.
5. The Admin Monitors Batch Enrollment.
6. Once enrolled, the Student and Tutor can Participate in Batch Community (post, reply, upload, view).

7. The Tutor Views Assigned Batches, Batch Students, and Batch Schedule.
8. The Student Attends Scheduled Classes.
9. The Admin Generates and Views Batch Analytics.
10. Upon batch completion, the Student Receives Certificate upon Completion.







Notifications & Feedback

Actors:

- ❖ Admin
- ❖ Student

Description:

- ❖ This group manages the system's communication and feedback mechanisms. It allows Students to receive and acknowledge system notifications and to submit feedback (optionally anonymous). It enables Admins to view feedback, generate reports, and send notifications to users.

Precondition:

- ❖ The User Management subsystem is operational, and actors are authenticated.
- ❖ The notification system is configured and active.
- ❖ For feedback submission, the Student must be using a platform feature or have completed an interaction.

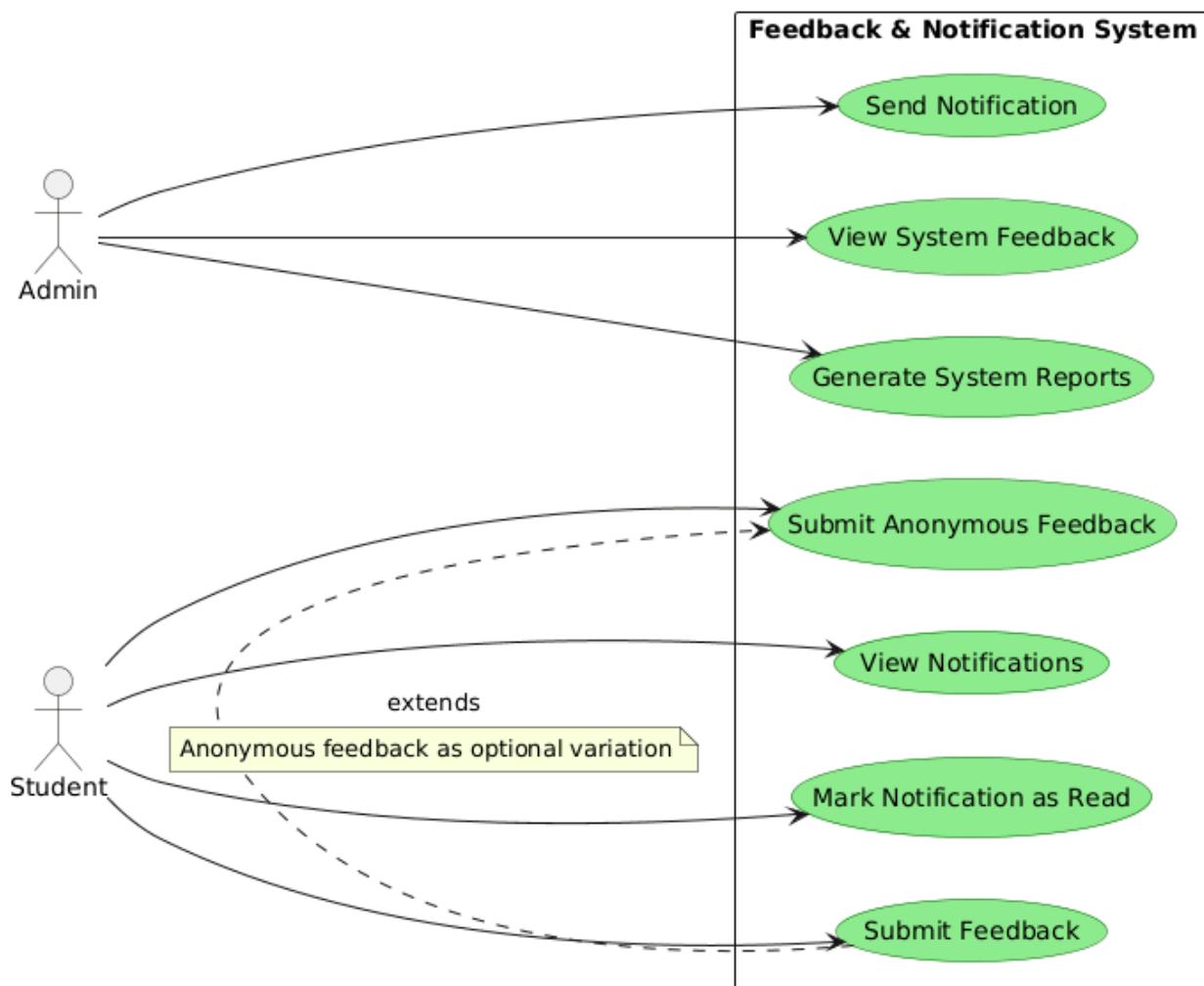
Postcondition:

- ❖ Notifications are delivered to and acknowledged by Students.

- ❖ Feedback is submitted and stored in the system, available for Admin review.
- ❖ System reports are generated based on feedback and notification data.
- ❖ Notifications are sent to intended recipients as per Admin actions.

Basic Steps:

1. The system or an Admin triggers a notification event, causing a notification to be sent to a Student.
2. The Student Views Notifications and Marks Notification as Read.
3. The Student chooses to Submit Feedback, with the option to Submit Anonymous Feedback as an extended variation.
4. The Admin logs in and Views System Feedback.
5. The Admin Generates System Reports based on feedback.
6. The Admin composes and Sends Notification to specific users or groups.



AI Enhanced Learning System

Actors:

- ❖ Student
- ❖ AI (as a system actor)

Description:

- ❖ This group defines the interaction between Students and an AI-driven personalization and support system within the learning platform. It covers the generation of personalized learning paths and content, interactive questions and answers, open-ended conversation, and underlying system optimizations for performance.

Precondition:

- ❖ The User Management subsystem is functional, and the Student is authenticated.
- ❖ The AI subsystem is operational, with necessary models and data available.
- ❖ For personalization, the Student has set Learning Goals and Constraints (from User Management group).

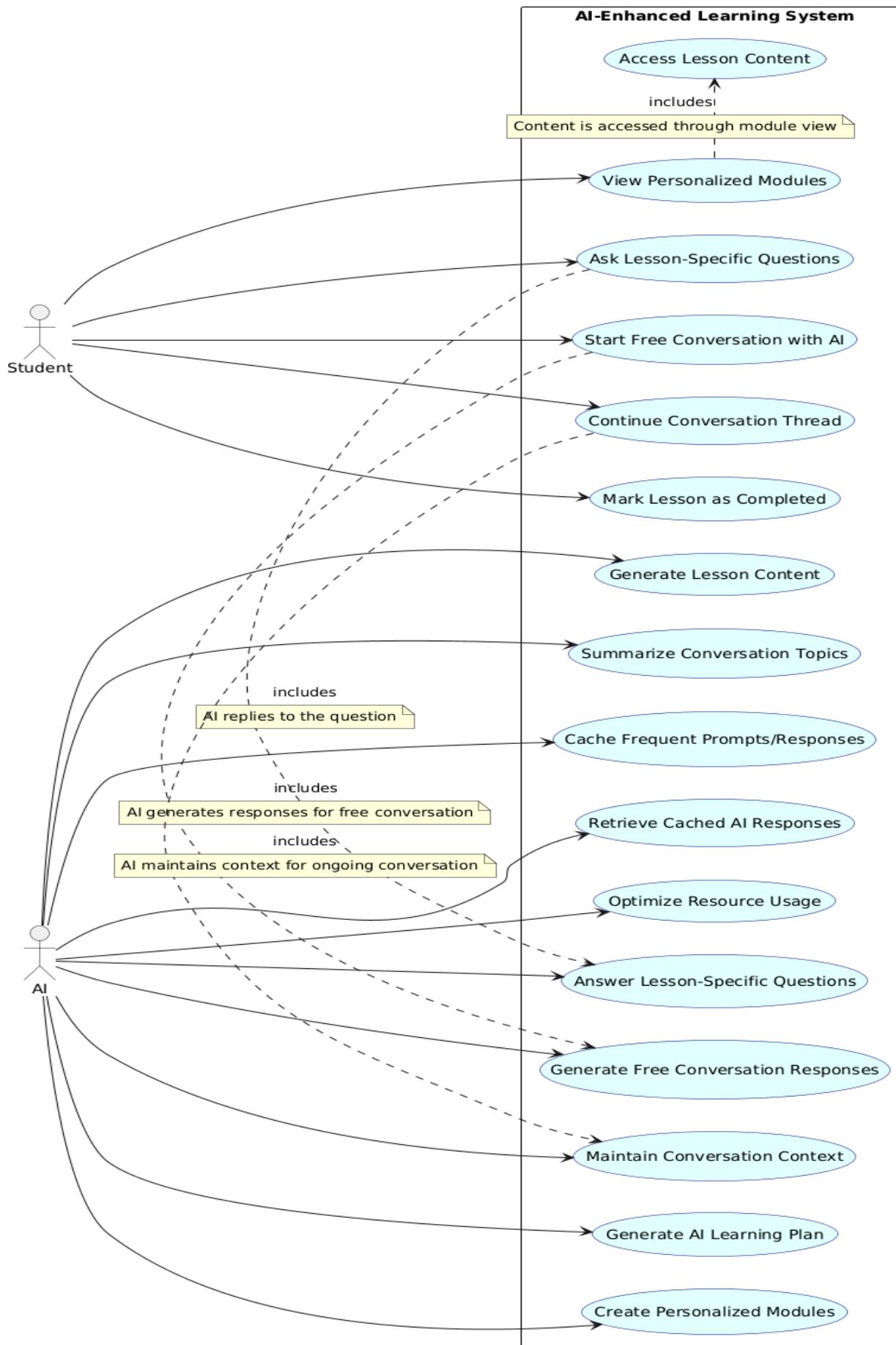
Postcondition:

- ❖ A personalized learning plan and modules are generated and presented to the Student.
- ❖ Lesson content is created and made accessible.
- ❖ Student queries and conversations are processed and answered by the AI.
- ❖ Conversation context is maintained for ongoing interactions.
- ❖ System optimizations are performed to improve response efficiency.

Basic Steps:

1. The AI actor Generates an AI Learning Plan based on the student's profile and goals.
2. The AI Creates Personalized Modules and Generates Lesson Content for the plan.
3. The Student Views Personalized Modules and, through that, Accesses Lesson Content.
4. The Student can Ask Lesson-Specific Questions, which triggers the AI to Answer Lesson-Specific Questions.
5. The Student can Start Free Conversation with AI, leading the AI to Generate Free Conversation Responses.

6. The Student can Continue Conversation Thread, and the AI Maintains Conversation Context throughout.
7. In the background, the AI performs system optimizations: Caches Frequent Prompts/Responses, Retrieves Cached AI Responses, and Optimizes Resource Usage.
8. The Student Marks Lesson as Completed.



2.3.3 Business Rule Documentation

Business rules define how the system must operate, what is allowed, what is restricted, and the policies governing all system actions. They ensure consistency, reduce errors, and guide system behavior according to business logic. The business rules for our system are:

BR-01: User Role Definition Rule

Description:-

- ❖ Every registered user shall be assigned exactly one primary role: Student, Tutor, or Administrator.
- ❖ A user shall not perform actions outside the permissions of their assigned role.
- ❖ Role assignment shall be enforced at both application and database levels.

Reference:- FREQ-1, FREQ-2, FREQ-21

Revision History:- Initial Definition.

Purpose:- Ensures system security and prevents misuse of features.

BR-02: User Registration Validation Rule

Description:-

- ❖ A valid email address or phone number shall be required for registration.
- ❖ Duplicate email addresses or phone numbers shall not be allowed.
- ❖ Passwords must meet minimum security standards.

Reference:- FREQ-1, FREQ-2

Revision History:- Initial Definition

Purpose:- Prevents duplicate accounts and improves system reliability.

BR-04: Student Enrollment Rule

Description:-

- ❖ A student shall only enroll in courses or batches that are open and active.
- ❖ Enrollment shall be confirmed only after successful payment.
- ❖ A student shall not be enrolled in the same batch more than once.

Reference:- FREQ-1, FREQ-5, FREQ-9

Revision History:- Initial Definition

Purpose:- Prevents enrollment conflicts and ensures payment accountability.

BR-05: Payment Processing Rule

Description:-

- ❖ All paid services shall require successful payment before access is granted.
- ❖ Payment status shall be recorded as Pending, Completed, or Failed.
- ❖ Refunds shall be processed according to defined refund policies.

Reference:- FREQ-18, FREQ-19

Revision History:- Initial Definition

Purpose:- Ensures transparent and traceable financial transactions.

BR-06: AI Usage Limitation Rule

Description:-

- ❖ Free users shall have limited access to AI practice features.
- ❖ Premium users shall have extended AI usage privileges.
- ❖ The system shall track AI usage per user.

Reference:- FREQ-7, FREQ-8

Revision History:- Initial Definition

Purpose:- Controls system resource usage and supports sustainability.

BR-08: Assessment and Evaluation Rule

Description:-

- ❖ Assessment results shall be automatically generated and stored by the system.
- ❖ Manual modification of scores shall only be allowed by administrators.
- ❖ Assessment history shall be retained permanently.

Reference:- FREQ-5, FREQ-10, FREQ-28

Revision History:- Initial Definition

Purpose:- Ensures fairness and academic integrity.

BR-09: Tutor Session Scheduling Rule

Description:-

- ❖ Tutors shall define their availability in advance.

- ❖ Students shall only book sessions within available time slots.
- ❖ Double booking of tutors shall not be allowed.

Reference:- FREQ-14, FREQ-16, FREQ-17

Revision History:- Initial Definition

Purpose:- Avoids scheduling conflicts and improves service reliability.

BR-10: Attendance Rule

Description:-

- ❖ Attendance shall be recorded only for live sessions that were actually conducted.
- ❖ A student must attend a minimum percentage of sessions to qualify for certification.
- ❖ Attendance records shall not be editable by students.

Reference:- FREQ-16, FREQ-17, FREQ-10

Revision History:- Initial Definition

Purpose:- Supports accurate certification and reporting.

BR-11: Certificate Issuance Rule

Description:-

- ❖ Certificates shall be issued only after successful course or batch completion.
- ❖ Each certificate shall have a unique verification ID.
- ❖ Certificates shall be generated digitally.

Reference:- FREQ-26

Revision History:- Initial Definition

Purpose:- Prevents certificate fraud and ensures credibility.

BR-12: Content Management Rule

Description:-

- ❖ Only administrators shall create, update, or delete official learning content.
- ❖ Tutors may upload supplementary materials subject to admin approval.
- ❖ Deleted content shall be archived, not permanently removed.

Reference:- FREQ-9, FREQ-22

Revision History:- Initial Definition

Purpose:- Maintains content quality and version control.

BR-13:Communication and Community Rule

Description:-

- ❖ Users shall communicate only within authorized groups or batches.
- ❖ Inappropriate content shall be removable by administrators.
- ❖ All communications shall be logged for moderation purposes.

Reference:- FREQ-25, FREQ-24

Revision History:- Initial Definition

Purpose:- Ensures respectful and safe learning environment.

BR-14: Notification Rule

Description:-

- ❖ System notifications shall be automatically generated for key events such as enrollment, payments, and schedule changes.
- ❖ Notifications shall not be deleted permanently by users.
- ❖ Read/unread status shall be tracked.

Reference:- FREQ-24, FREQ-23

Revision History:- Initial Definition

Purpose:- Ensures users are informed of important action.

BR-15: Data Privacy Rule

Description:-

- ❖ User personal data shall not be shared with third parties without consent.
- ❖ Voice recordings shall be used only for learning and evaluation purposes.
- ❖ Users shall have the right to request data deletion.

Reference:- FREQ-2, FREQ-21

Revision History:- Initial Definition

Purpose:- Ensures ethical and legal compliance.

BR-17: Platform Usage Rule

Description:-

- The system shall be accessible through both web and mobile platforms.
- Core functionality shall be consistent across platforms.
- Feature limitations shall be clearly communicated to users.

Reference:- FREQ-30

Revision History:- Initial Definition

BR-18: User Account Status Rule

Description:-

- ❖ Every user account shall have a status: Active, Suspended, or Deactivated.
- ❖ Suspended users shall not be able to access learning or payment features.
- ❖ Only administrators shall change account status.

Reference:- FREQ-21

Revision History:- Initial Definition

Purpose:- Ensures control over misuse and policy violations

BR-19: Login Attempt Limitation Rule

Description:-

- ❖ The system shall limit the number of failed login attempts.
- ❖ Accounts shall be temporarily locked after multiple failed attempts.
- ❖ Users shall be notified when their account is locked.

Reference:- FREQ-2

Revision History:- Initial Definition

Purpose:- Protects the system against brute-force attacks

BR-20: AI Feedback Fair-Use Rule

Description:-

- ❖ AI feedback shall be generated only for valid learning activities.
- ❖ Repeated or automated requests shall be restricted.
- ❖ AI-generated feedback shall not be reused across users.

Reference:- FREQ-7, FREQ-28

Revision History:- Initial Definition

Purpose:- Prevents abuse of AI resources and ensures fairness

BR-22: Session Cancellation Rule

Description:-

- ❖ Students may cancel booked sessions within a defined time window.

- ❖ Late cancellations may result in partial or no refunds.
- ❖ Tutors shall be notified immediately upon cancellation.

Reference:- FREQ-16, FREQ-20

Revision History:- Initial Definition

Purpose:- Ensures fairness and minimizes schedule disruption.

BR-24: Rating Abuse Prevention Rule

Description:-

- ❖ Students shall only rate tutors after attending sessions.
- ❖ Multiple ratings for the same session shall not be allowed.
- ❖ Suspicious rating behavior shall be flagged for review.

Reference:- FREQ-10, FREQ-25

Revision History:- Initial Definition

Purpose:- Maintains credibility of the rating system.

BR-25: Content Version Control Rule

Description:-

- ❖ All learning content updates shall create a new version.
- ❖ Previous versions shall be archived and retrievable.
- ❖ Students shall continue using the version assigned to their batch.

Reference:- FREQ-22

Revision History:- Initial Definition

Purpose:- Ensures content consistency during learning cycles.

BR-26: Batch Capacity Rule

Description:-

- ❖ Each batch shall have a maximum enrollment limit.
- ❖ The system shall automatically close enrollment once capacity is reached.
- ❖ Waitlisted students may be notified if slots become available.

Reference:- FREQ-4, FREQ-9

Revision History:- Initial Definition

Purpose:- Prevents overcrowding and ensures quality instruction.

BR-27: Data Backup Rule

Description:-

- ❖ System data shall be backed up regularly.
- ❖ Backup data shall be stored securely.
- ❖ Only administrators shall restore backups.

Reference:- FREQ-23

Revision History:- Initial Definition

Purpose:- Prevents data loss and supports disaster recovery.

BR-28: System Maintenance Rule

Description:-

- ❖ Scheduled maintenance periods shall be announced in advance.
- ❖ Critical system updates may occur during low-usage hours.
- ❖ Users shall receive notifications for maintenance windows.

Reference:- FREQ-23, FREQ-24

Revision History:- Initial Definition

Purpose:- Ensures transparency and system reliability.

BR-29 Advertisement & Promotion Rule

Description:-

- ❖ Promotional content shall not interfere with learning activities.
- ❖ Ads shall not appear during live classes or assessments.
- ❖ Promotional messages shall be clearly identified.

Reference:- FREQ-22, FREQ-24

Revision History:- Initial Definition

Purpose:- Maintains a distraction-free learning environment.

2.3.4 User Interface Prototype

Create Account

Start your English learning journey

First Name

Last Name

Email

Password

Create Account

[Already have an account? Log in](#)

Age Range

Current Proficiency Level

Learning Goal

Preferred Study Hours per Day

Choose Your Learning Path

Select a package to get personalized AI recommendations



Vacation English

Travel phrases and tourism vocabulary



Business English

Professional communication skills



Exam Preparation

IELTS, TOEFL, Cambridge prep



Academic English

University-level writing and speaking



Daily Communication

Everyday conversation practice

Your FREE AI Learning Plan is Ready!



Access AI tutoring, grammar books, vocabulary, and interactive practice - completely free!

Your Personalized Modules

1

Daily Conversation Basics

Learn essential phrases for everyday situations

2

Grammar Foundations

Master tenses and sentence structures

3

Vocabulary Building

Expand your word knowledge with 500+ common words

4

Pronunciation Practice

Perfect your accent and speaking clarity

My Free Learning Plan

Your FREE AI Learning Plan is Ready!

Access AI tutoring, grammar books, vocabulary, and interactive practice - completely free!

Your Personalized Modules

Want More?

Upgrade to access live tutors, speaking practice, personalized feedback, and earn certificates!

Book Now - View Courses

AI Chat

Notes

Books

Student

Home

AI Chat

Notes

Reference Books

About Us

Settings

Dark Mode

Choose Your Course

Select a course to unlock live tutors, materials, and certificates



Vacation English 4000 Birr

- Learn essential travel phrases
- Airport, hotel, and restaurant conversations
- Cultural tips for tourists
- Basic email & messaging support

MOST POPULAR



Exam Preparation 2000 Birr

Payment Details

Payment Method



Phone Number

+251 9XX XXX XXX

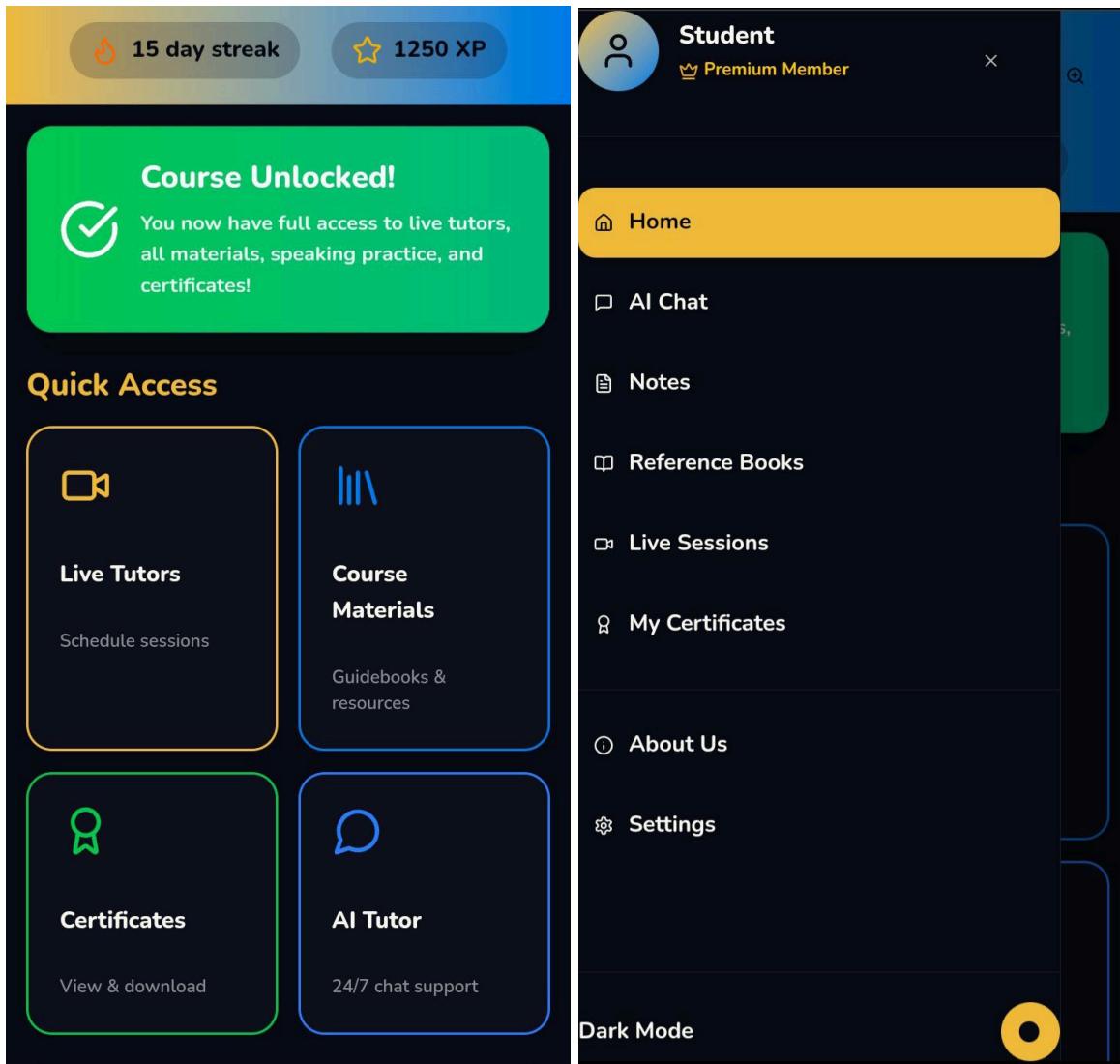
Complete payment on your TeleBirr app

You will receive a push notification to authorize the payment

Complete Payment & Unlock Course

Secure Payment

Your payment information is encrypted and secure



2.3.5 State Chart Diagram

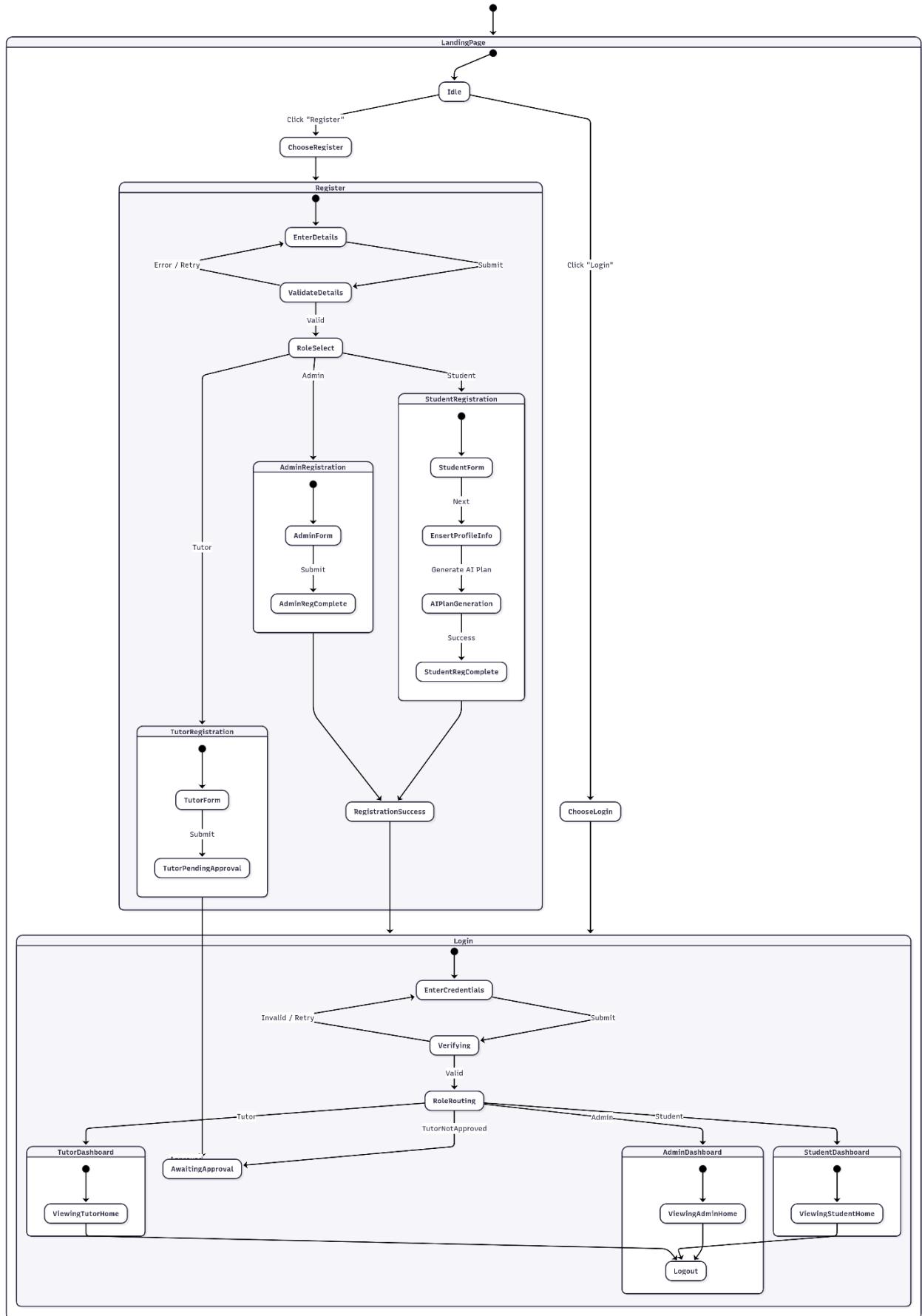
1. User Registration & Onboarding

This state chart diagram models a complete authentication and role-based access control flow for the system. It illustrates how users move from the landing page through registration or login and then into role-specific dashboards (Student, Tutor, Admin).

Transitions show both new and existing user flows, including error handling, retries, routing to dashboards, and followed by logout.

Key behavioral characteristics include deterministic role-based routing, error recovery mechanisms, and consistent paths that ensure both new and returning users reach the

same dashboard states. The diagram clearly separates authentication, role determination, and session management, providing a structured view of the system's stateful behavior.



2. Self-Paced Learning Journey

This state chart describes a student's end-to-end learning flow on a system.

It maps how a user moves from logging in, navigating the dashboard, selecting modules, progressing through lessons, receiving AI assistance, and completing learning activities.

Learning progression follows a structured path:

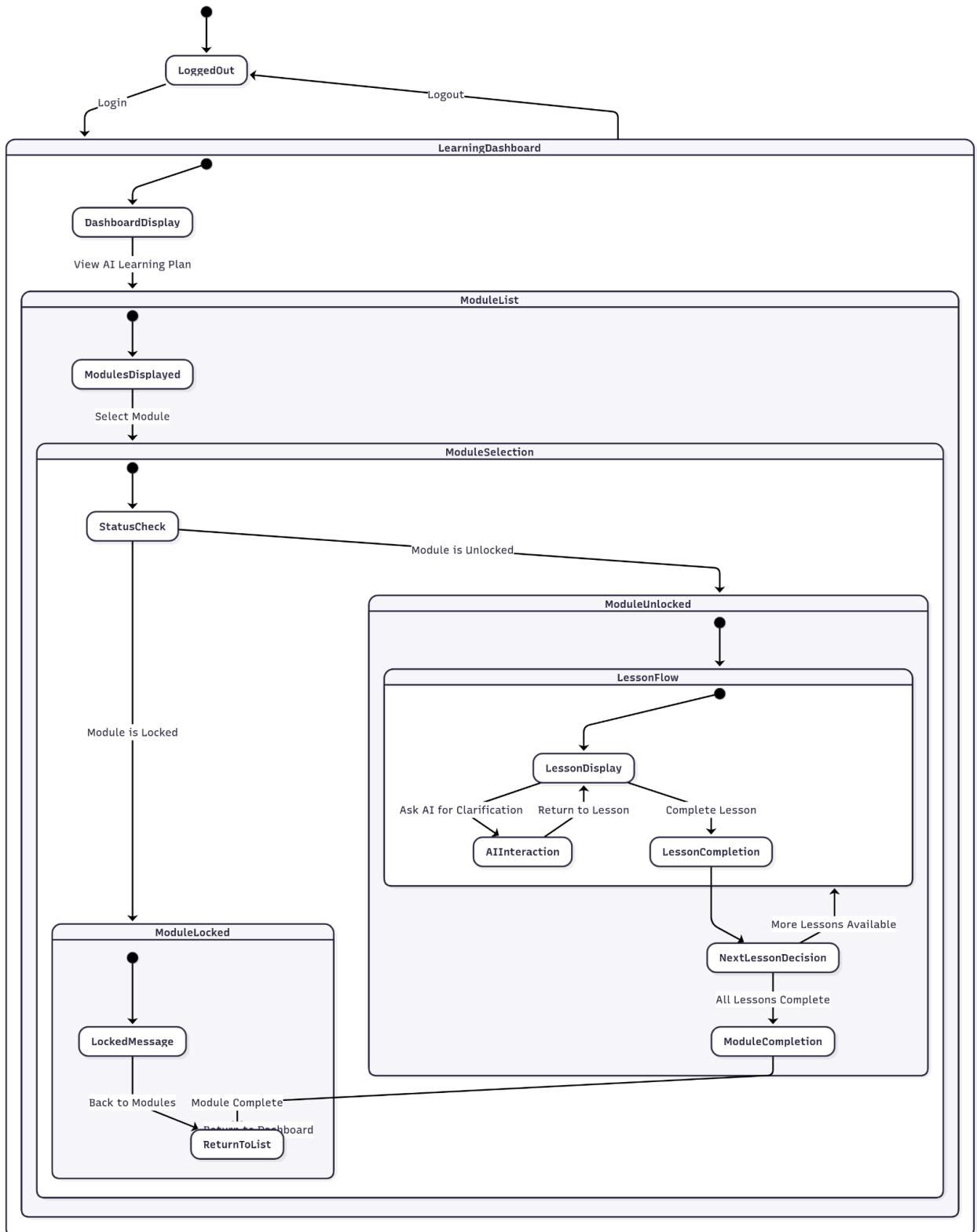
Dashboard ---> Module list ---> Module selection ---> Lessons ---> Module completion.

Modules unlock sequentially as prerequisites are completed.

AI assistance is integrated within lessons as an optional, non-disruptive loop that always returns the learner to the content.

Control flow is deterministic, with decision states governing locked vs. unlocked modules, next lesson selection, or module completion.

Overall, the model provides a scalable, hierarchical structure for guided, AI-supported learning, blending linear lesson progression with flexible navigation and real-time assistance.



3. Batch Enrollment Process

This state chart describes the full student batch-enrollment workflow, including batch availability checks, payment processing, and post-payment access.

It shows how a student moves from browsing batches, selecting one, confirming availability, completing payment through an external gateway, and finally gaining access to community and batch resources.

Core flow:

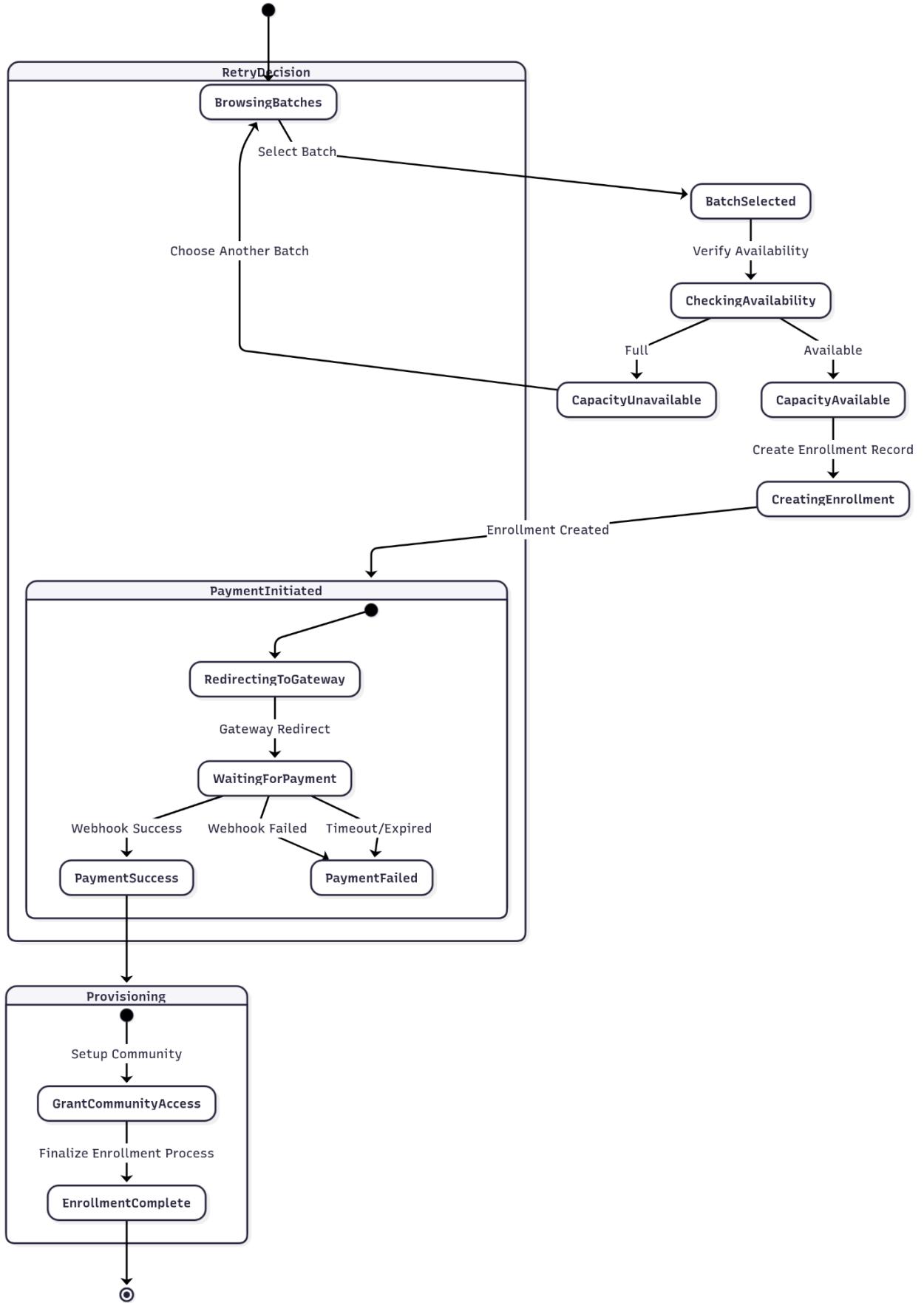
Browse batches ---> Select batch ---> Verify availability ---> Create enrollment ---> Initiate payment ---> Process payment ---> Success ---> Enrollment complete.

The system integrates external payment gateways, using redirects and asynchronous webhooks. It must maintain a consistent enrollment state during the payment wait period.

Key behaviors modeled include:

- ❖ Gated access based on batch capacity and payment confirmation
- ❖ Idempotent, safe payment retries
- ❖ Automatic community access and resource provisioning after successful payment
- ❖ Transactional updates ensuring enrollment and payment stay in sync

Overall, the model ensures a guided, reliable enrollment experience, robust payment handling, and strict access control.

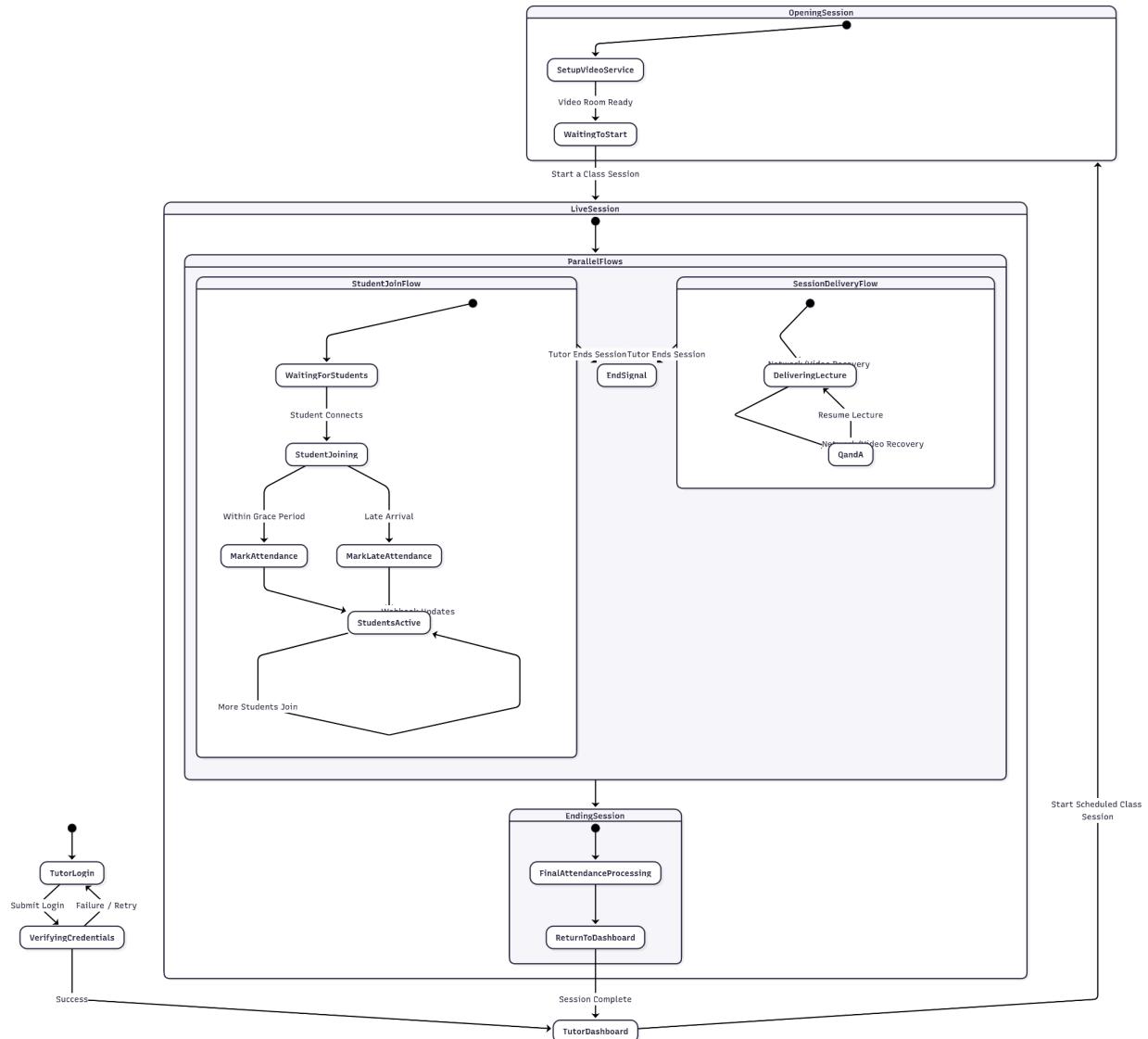


4. Live Class and Attendance Flow

This state chart models the entire lifecycle of a live tutoring class from the system's perspective.

Key phases include:

- ❖ Tutor logs in and accesses a dashboard to view and start scheduled classes.
- ❖ Class initialization and setting up video conferencing.
- ❖ During the live session, two parallel activities occur: students join and attendance tracking while the tutor delivers content (lectures).
- ❖ Attendance is automatically marked based on join times, with a configurable grace period for late arrivals.
- ❖ Class ends with final attendance processing.



5. Community Interaction Flow

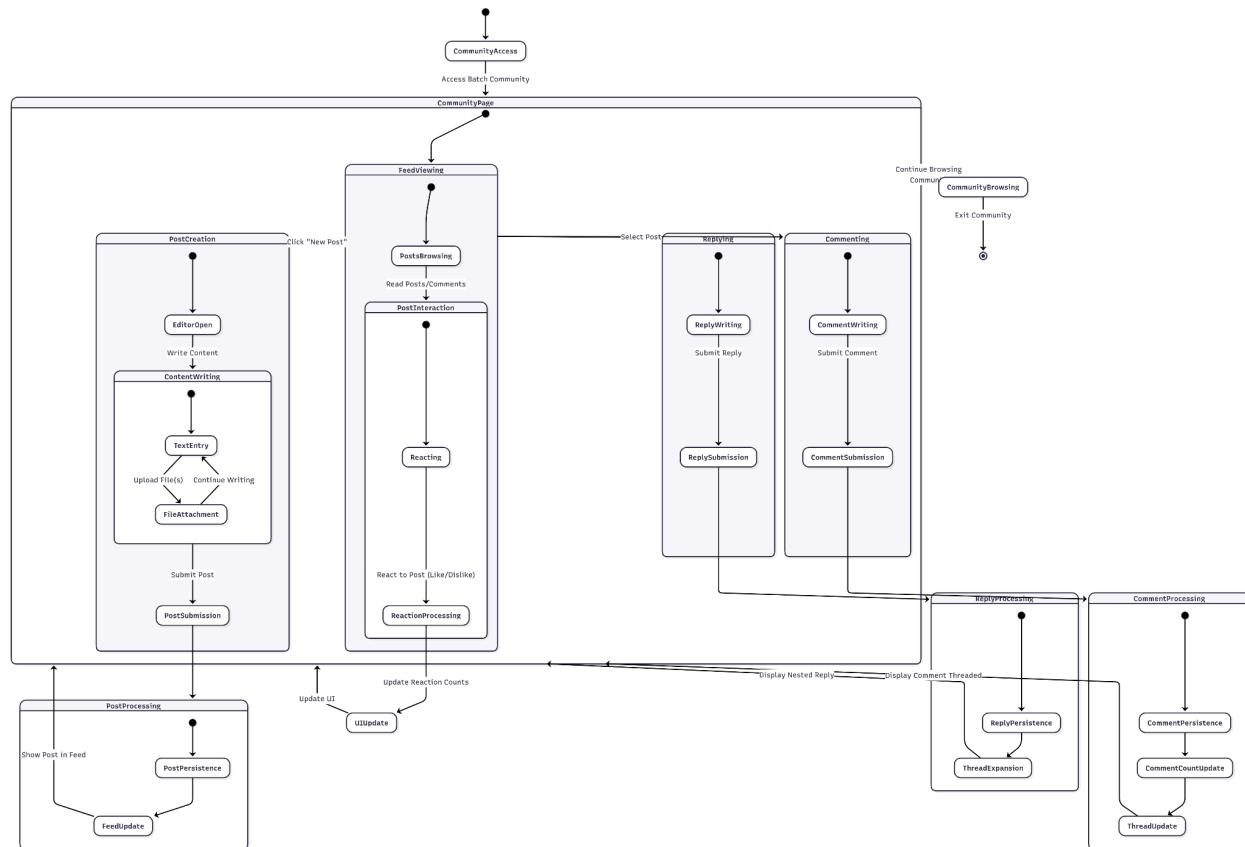
This state chart models a batch community interaction system that supports social learning features like post creation, commenting, replying, and reactions within a learning community.

Key features:

- ❖ Multi-modal interaction with hierarchical content: posts ---> comments ---> replies
- ❖ Rich media support with optional file attachments in posts
- ❖ Asynchronous backend processing separated from UI states for smooth experience

User experience emphasizes:

- ❖ Easy content discovery and seamless transitions between interaction modes
- ❖ Support for varying levels of engagement from passive reading to active content creation



6. AI Interaction Flow

This state chart models an AI-powered educational assistant that supports context-aware, intelligent conversations with caching and follow-up capabilities.

Key features:

- ❖ Intelligent caching to speed up responses and reduce redundant AI calls
- ❖ Dual context setup for personalized, relevant answers based on lesson content or user profile
- ❖ Conversation threading to maintain continuity through follow-up questions
- ❖ Hybrid response system balancing fast cached replies with adaptive fresh generation

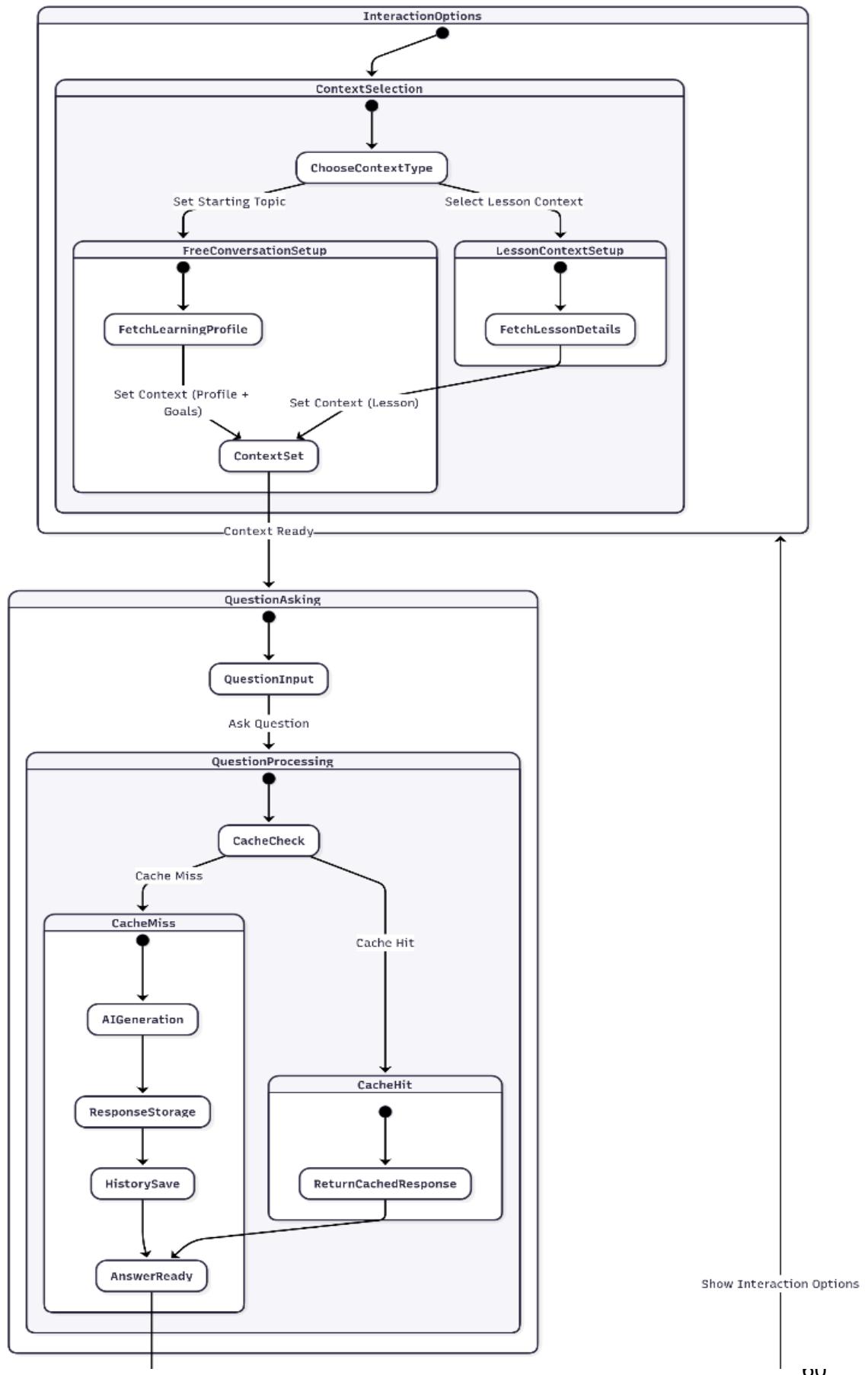
System behaviors:

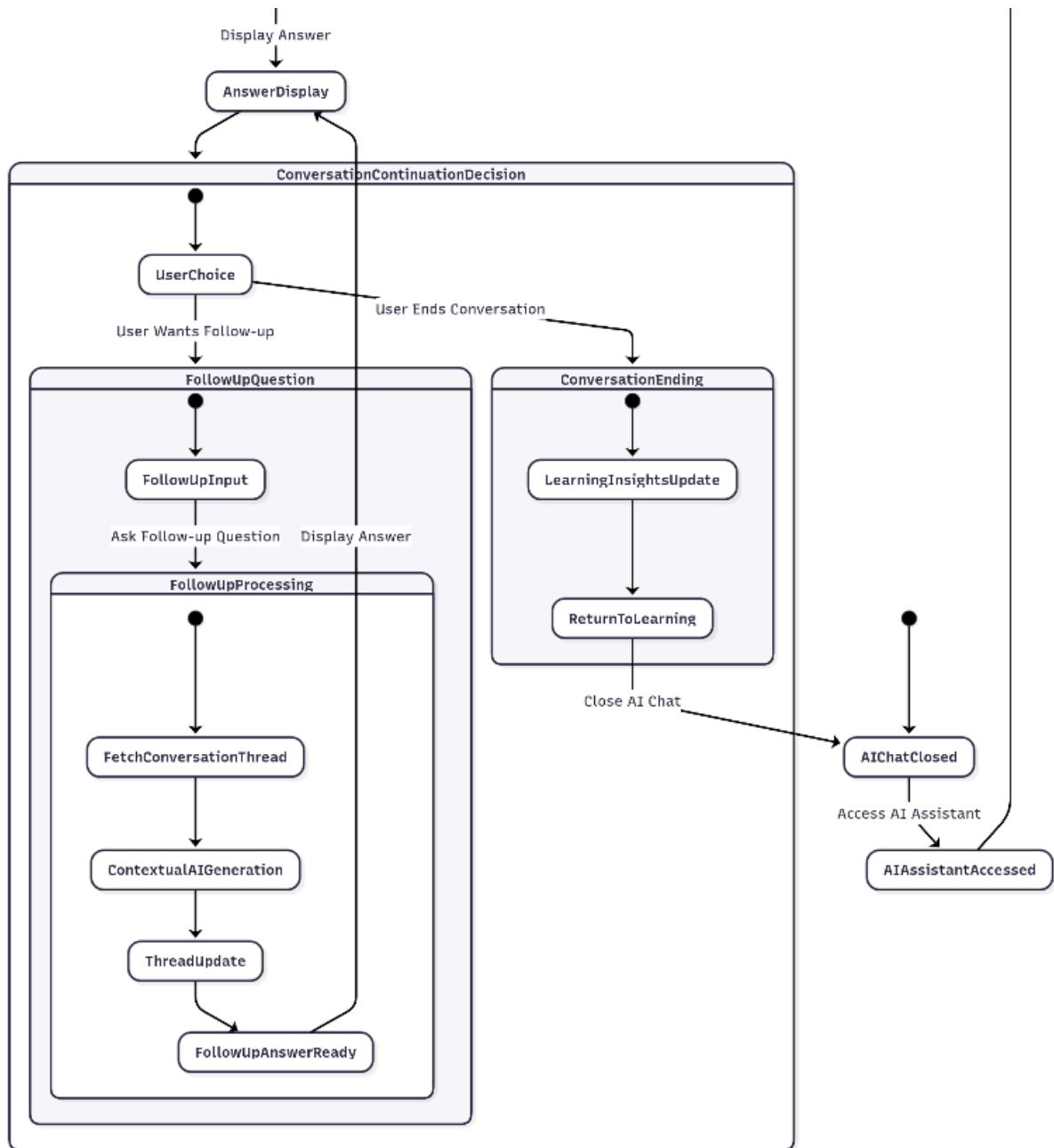
- ❖ Cache keyed on query plus context to ensure relevance

- ❖ Seamless context switching and persistence during conversations

User experience:

- ❖ Personalized, natural conversations with instant cached answers
- ❖ Smooth transitions between questions and follow ups
- ❖ Transparent context awareness



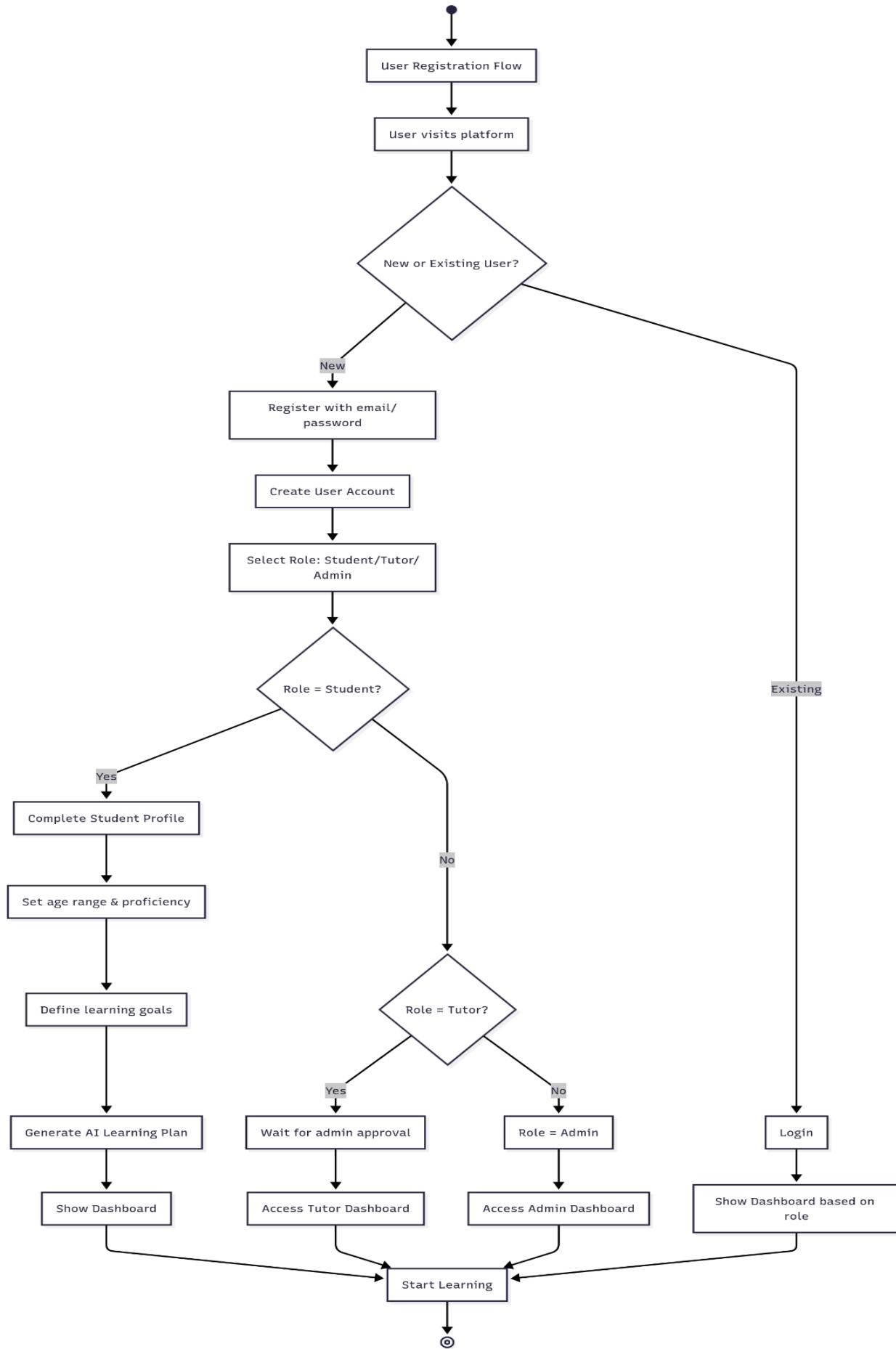


2.3.6 Activity Diagram

User Registration & Onboarding

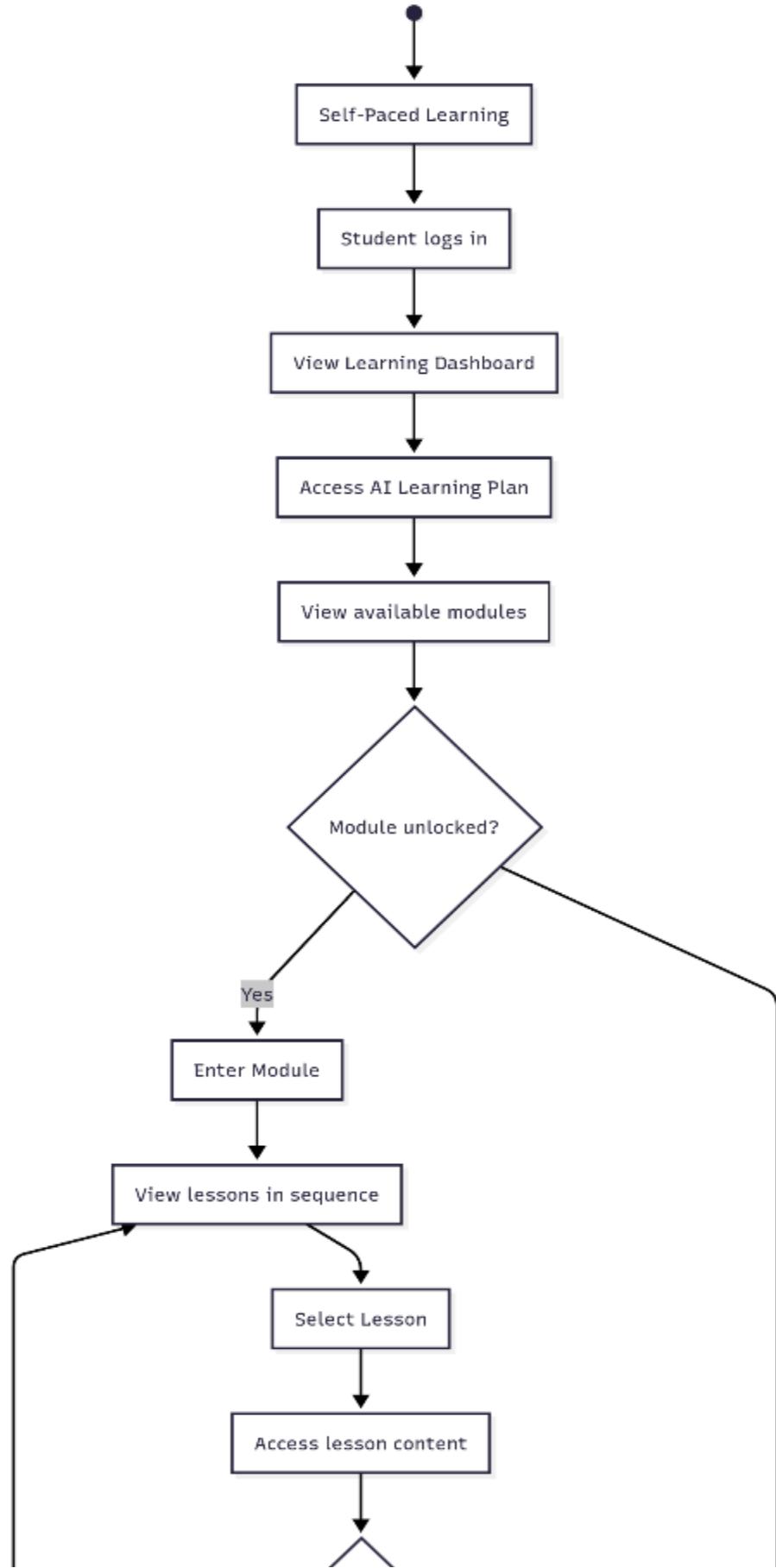
This diagram illustrates the process when a user first visits the platform. It begins with the user arriving and then deciding whether they are a new or existing user. For new users, they register with their email and password, then create a user account. Depending on the role, different paths are taken:

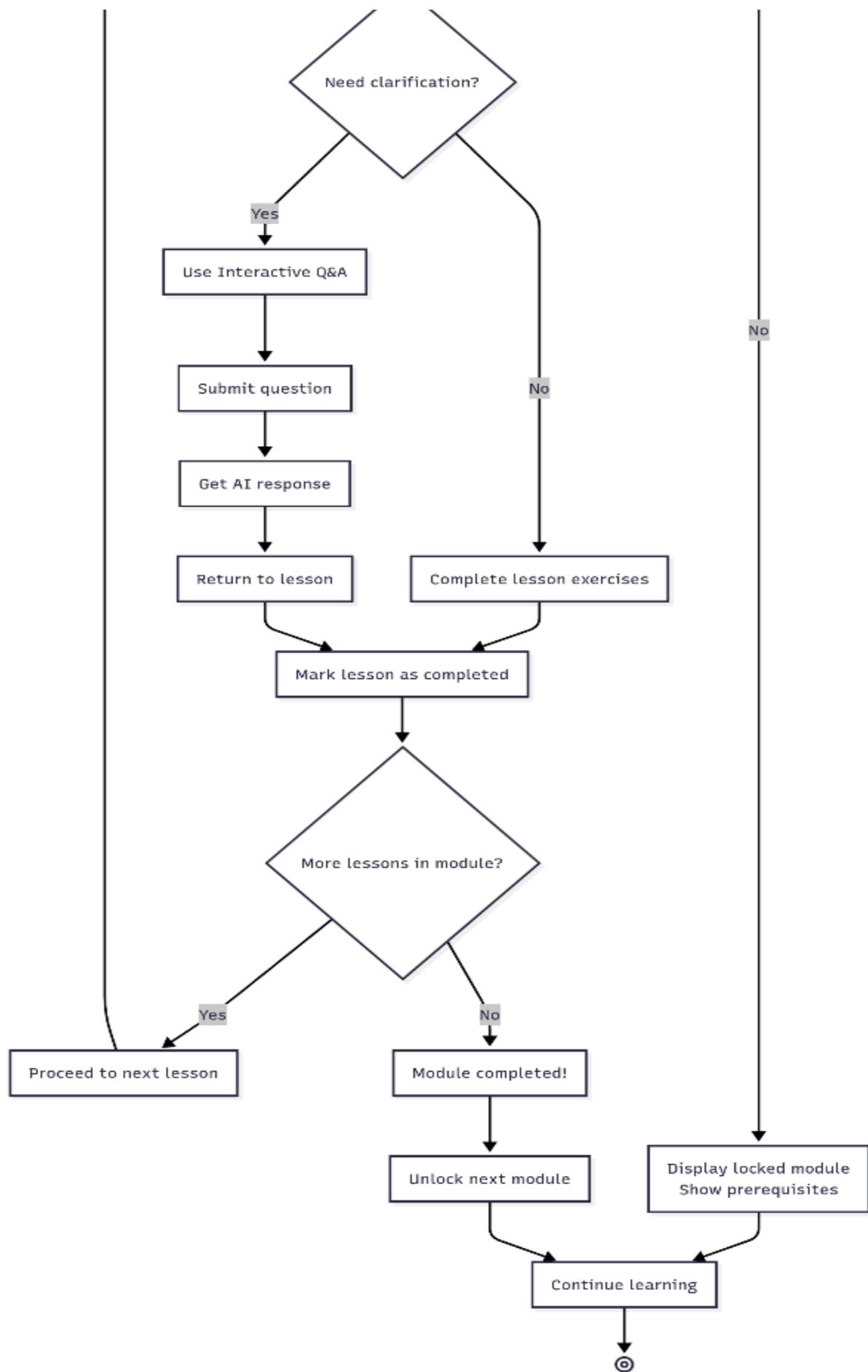
- ❖ Students complete their profile, set age range and proficiency, define learning goals, and then an AI learning plan is generated. Then they are shown the dashboard.
- ❖ Tutors wait for admin approval before accessing the tutor dashboard.
- ❖ Admins go directly to the admin dashboard.
- ❖ Existing users simply log in and are shown the dashboard according to their role. The process ends with the user starting to use the platform.



Self-Paced Learning Journey

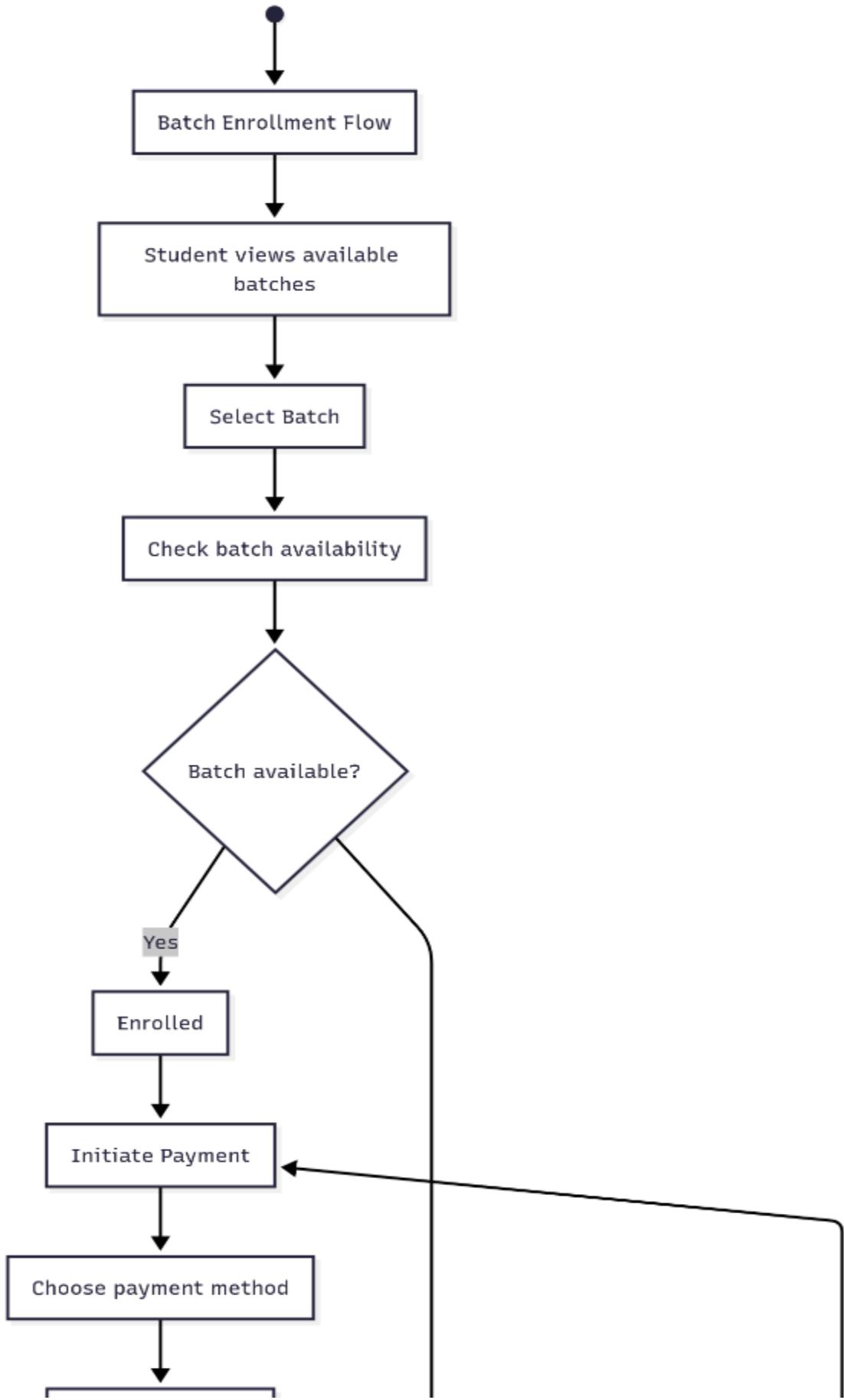
This diagram shows the steps a student takes in self-paced learning. The student logs in and views the learning dashboard, then accesses their AI learning plan. They view available modules and check if a module is unlocked. If not, they see the locked module and prerequisites. If unlocked, they enter the module and view lessons in sequence. They select a lesson and access the content. If they need clarification, they use interactive questions and answers: submit a question, get an AI response and return to the lesson. If no clarification is needed, they complete lesson exercises and mark the lesson as completed. If there are more lessons in the module, they proceed to the next lesson; otherwise, the module is completed, the next module is unlocked, and they continue learning.

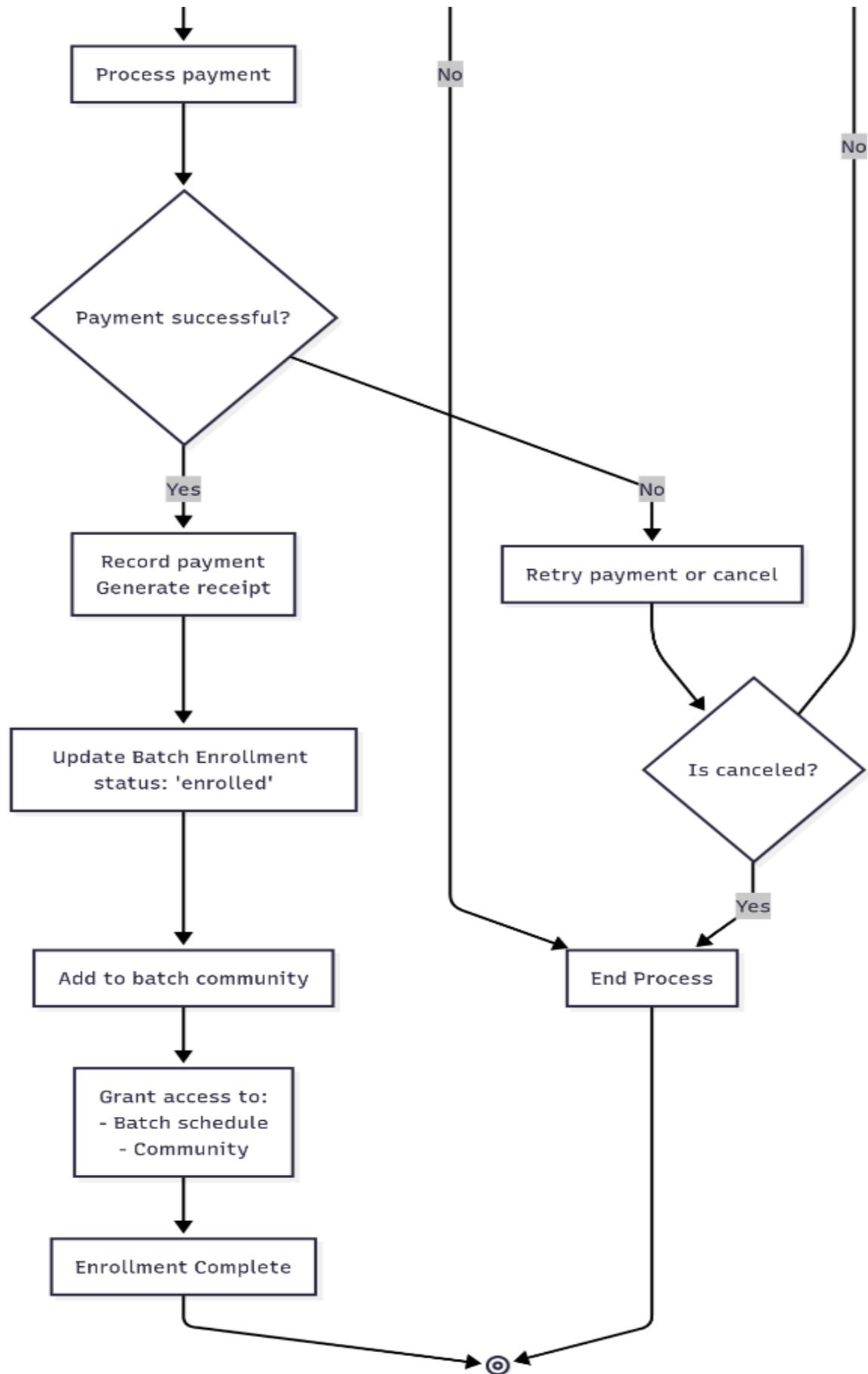




Batch Enrollment Process

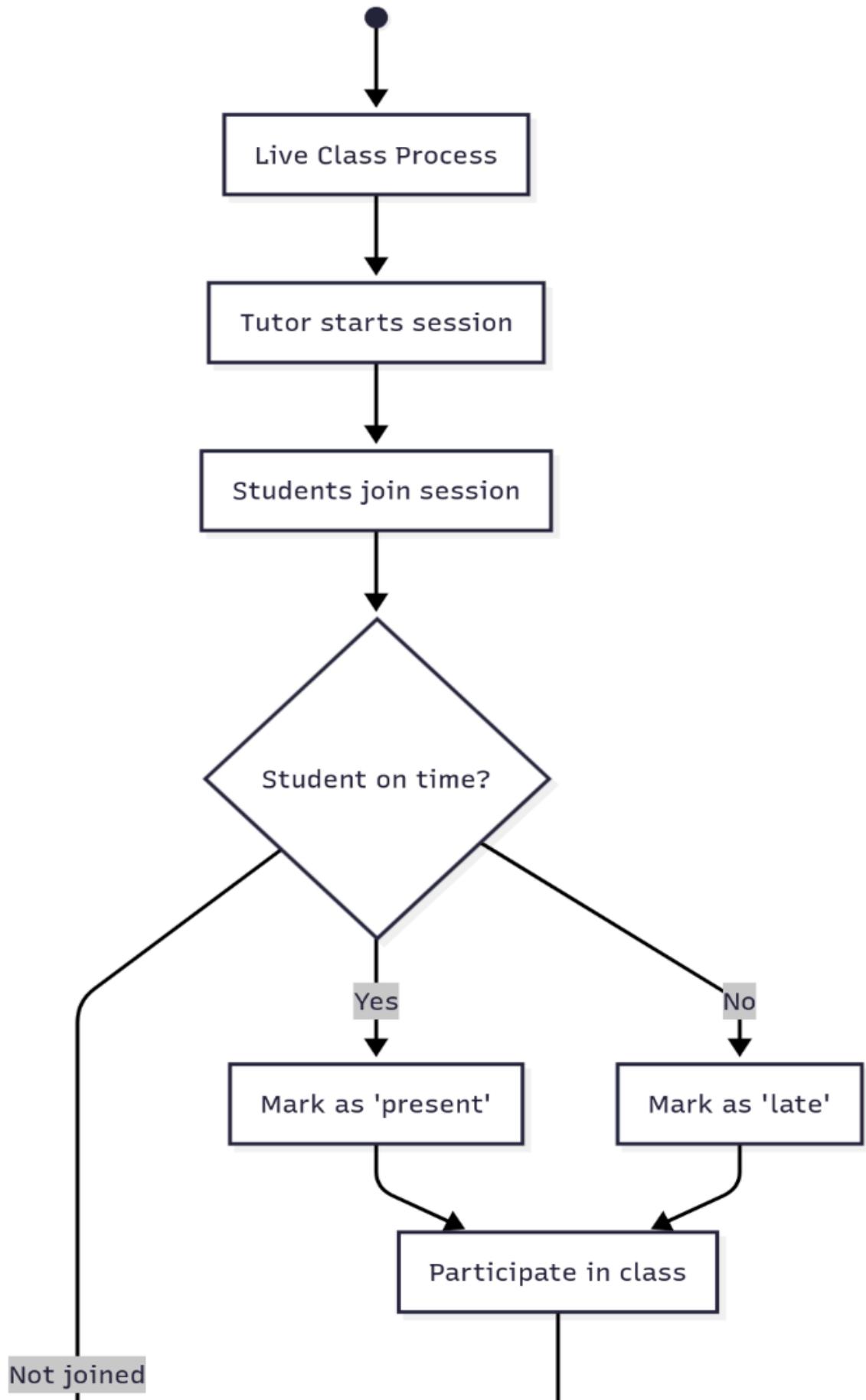
This diagram describes how a student enrolls in a batch. The student views available batches. They select a batch and the system checks the batch availability. If not available, end the process. If available, they enrolled. Then, initiate payment, choose a method, and process the payment. If payment fails, they can retry or cancel. If successful, the payment is recorded and a receipt is generated. Then the batch enrollment status is updated to 'enrolled', they are added to the batch community, and granted access to the batch schedule, and community.

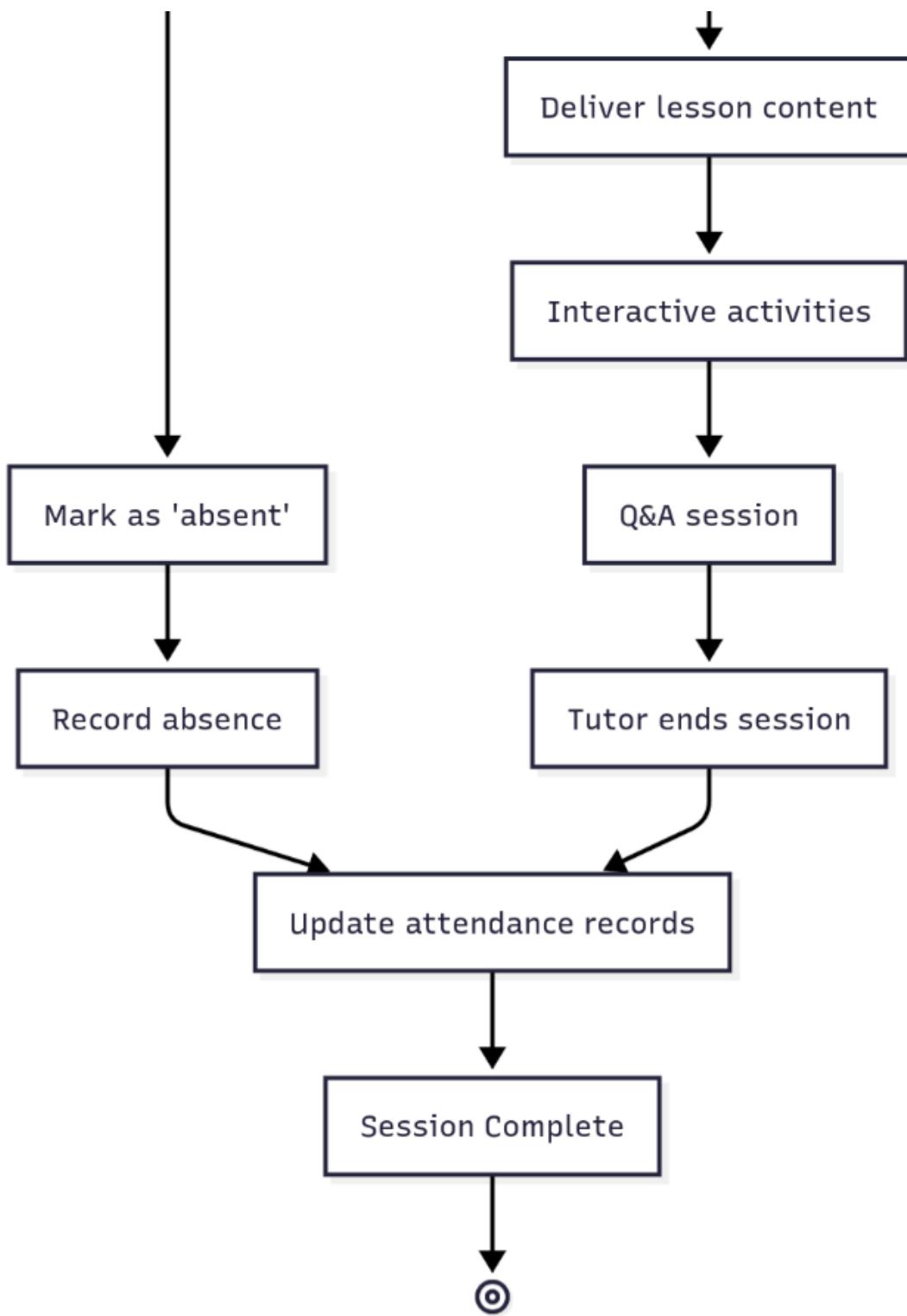




Live Class and Attendance Flow

This diagram outlines the process of a live class. The tutor starts the session. Students join the session and the system checks if they are on time. They are marked as present, late, or absent. Present and late students participate in the class. The tutor delivers content, conducts interactive activities, practice, and holds a questions and answers session. Then the tutor ends the session. Absent students are recorded and included in the attendance update.



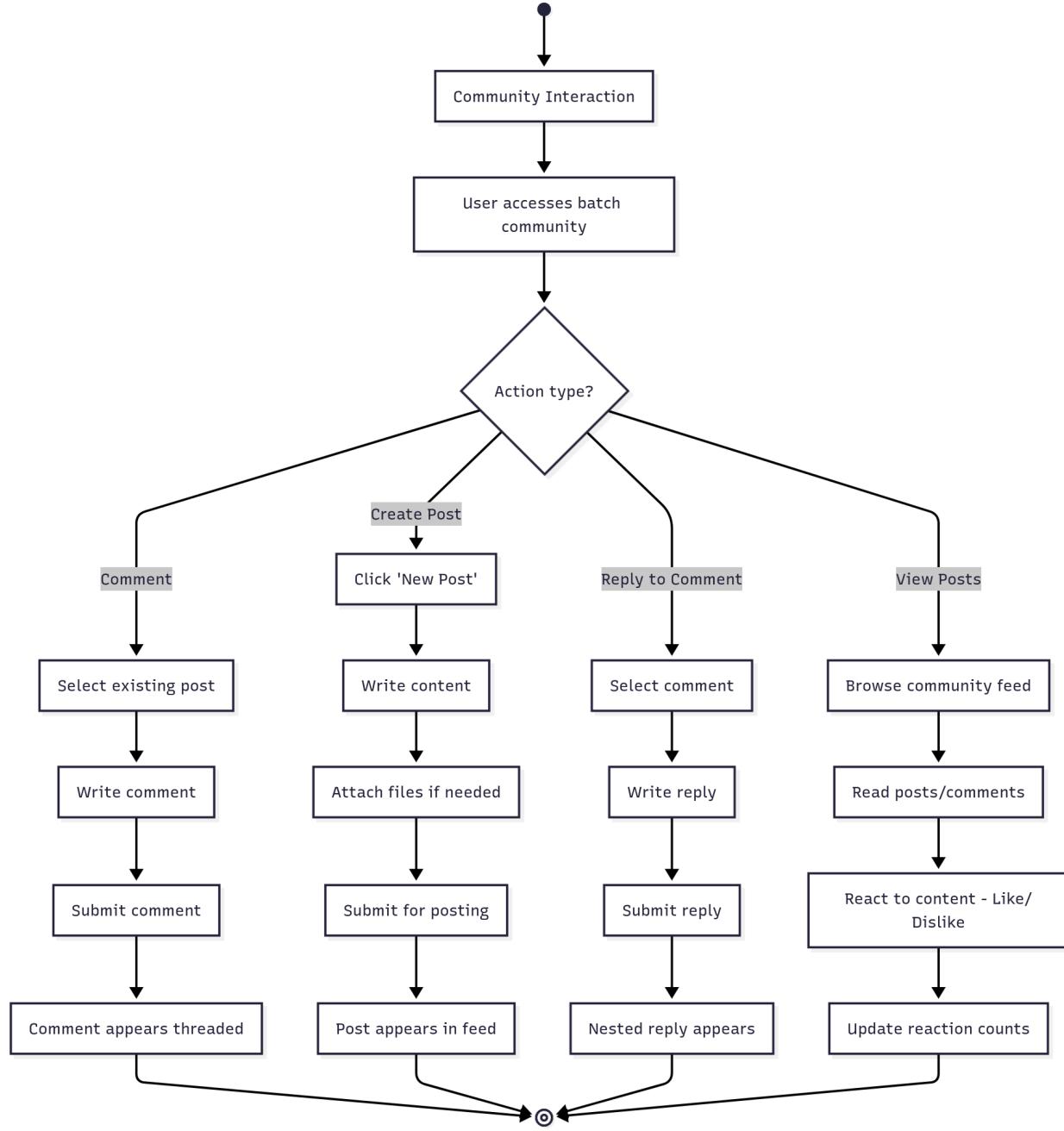


Community Interaction Flow

This diagram shows how users interact with the batch community. The user accesses the community and chooses an action: view posts, create a post, comment, or reply to a

comment.

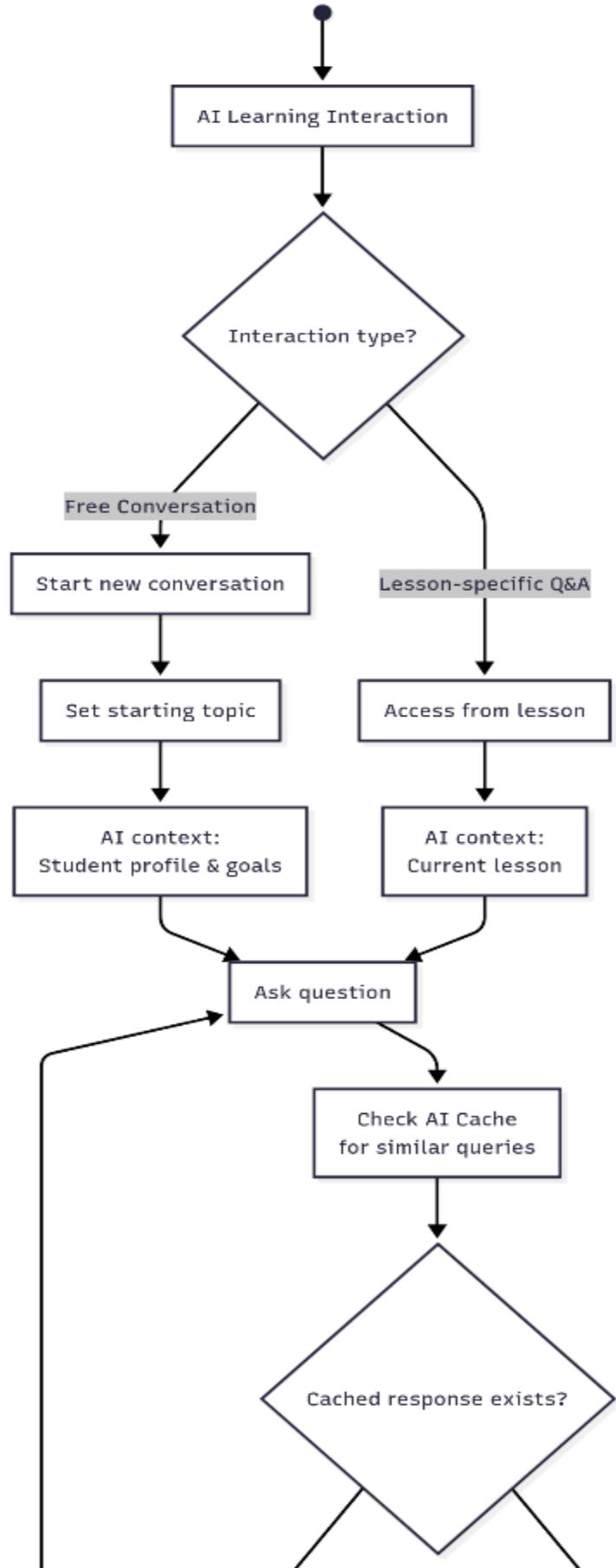
- ❖ For viewing posts, they browse the feed, read posts/comments, and react (like/dislike).
- ❖ For creating a post, they click 'New Post', write content, attach files if needed, submit, and the post appears in the feed.
- ❖ For commenting, they select an existing post, write a comment, submit, and the comment appears threaded.
- ❖ For replying to a comment, they select a comment, write a reply, submit, and the nested reply appears.

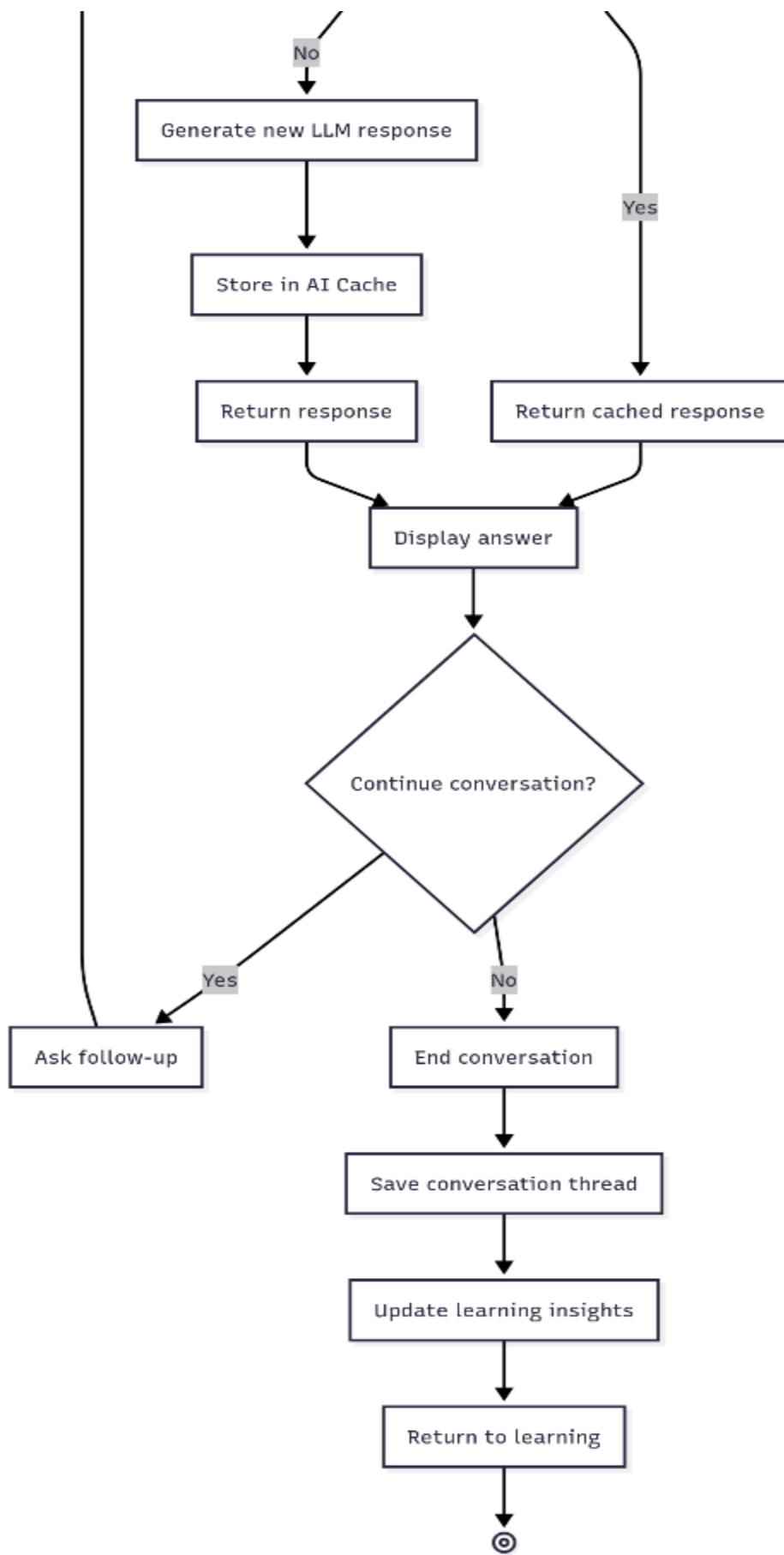


AI Interaction Flow

This diagram illustrates the AI interaction process. The user chooses between lesson-specific questions and answers or free conversation.

- ❖ For lesson-specific questions and answers, the AI context is set to the current lesson.
- ❖ For free conversation, the user sets a starting topic and the AI context is set to the student profile and goals.
- ❖ Then the user asks a question. The system checks the AI cache for similar queries. If a cached response exists, it is returned; otherwise, a new LLM response is generated, stored in the cache, and returned. The answer is displayed. The user can then continue the conversation (ask follow-up) or end it. The conversation thread is saved and learning insights are updated, then the user returns to learning.



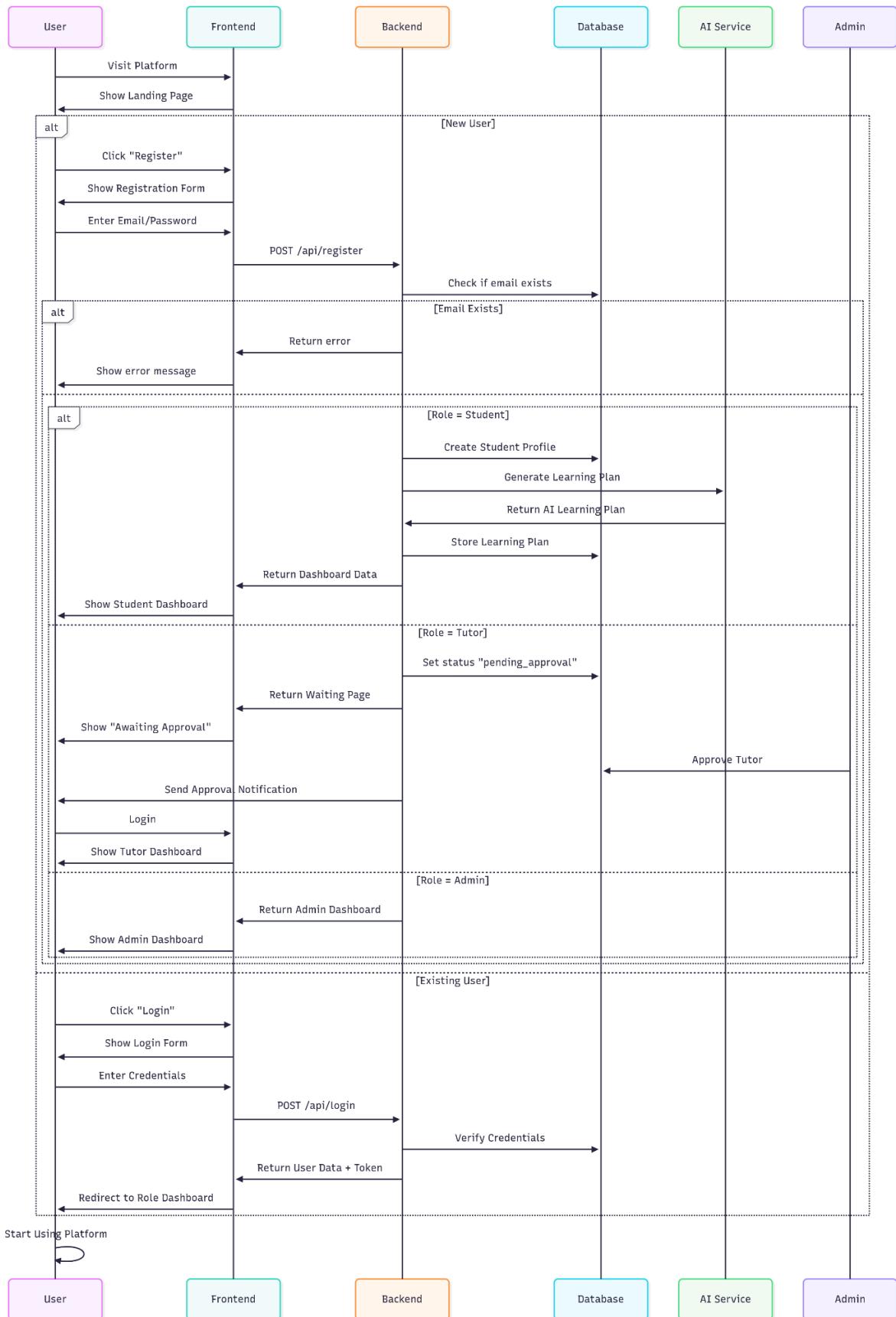


2.3.7 Sequence Diagram

1. User Registration & Onboarding

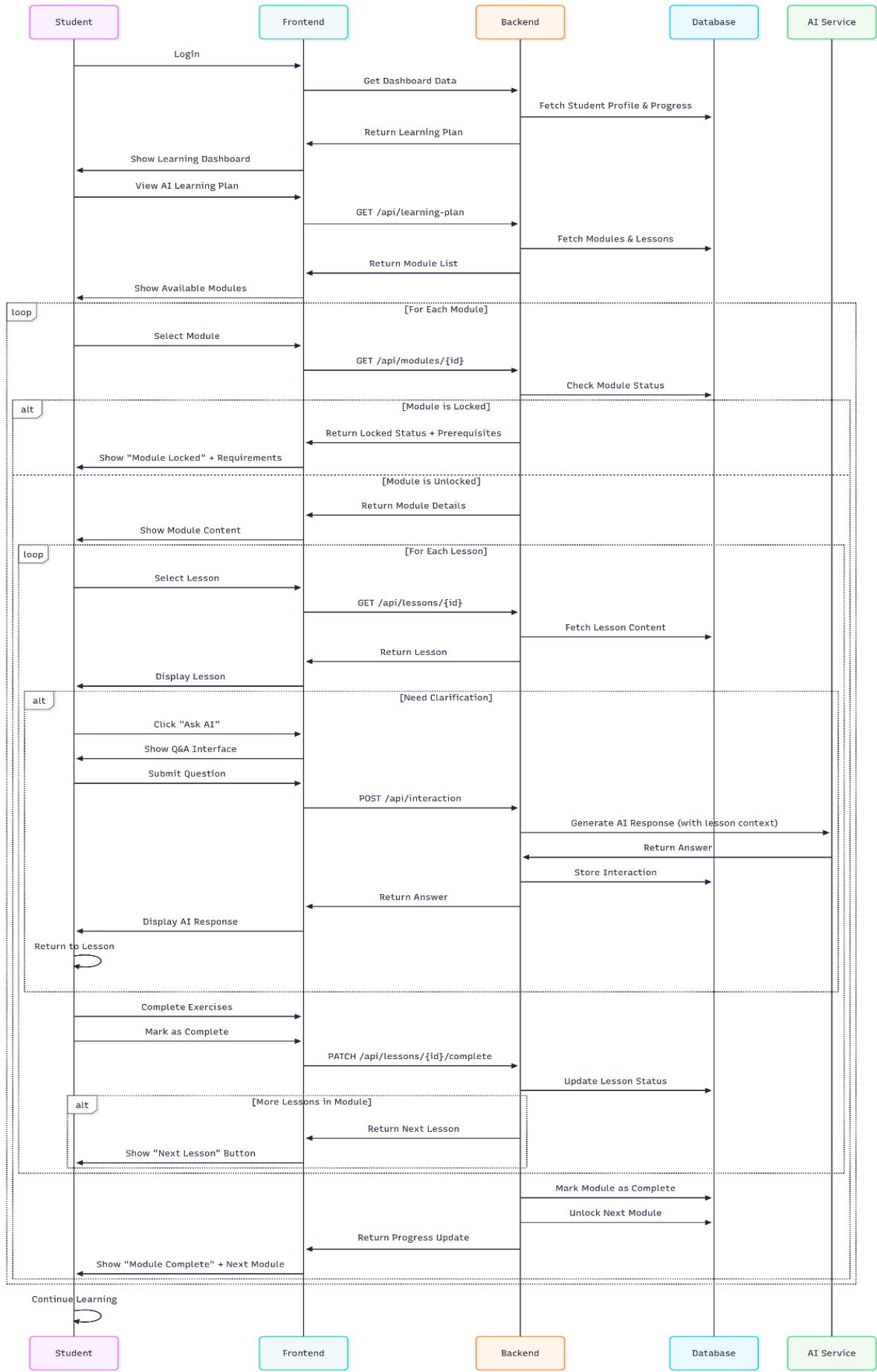
This diagram illustrates the process when a user first visits the platform. It begins with the user arriving and then deciding whether they are a new or existing user. For new users, they register with their email and password, then create a user account. Depending on the role, different paths are taken:

- ❖ Students complete their profile, set age range and proficiency, define learning goals, and then an AI learning plan is generated. Then they are shown the dashboard.
 - ❖ Tutors wait for admin approval before accessing the tutor dashboard.
 - ❖ Admins go directly to the admin dashboard.
 - ❖ Existing users simply log in and are shown the dashboard according to their role.
- The process ends with the user starting to use the platform.



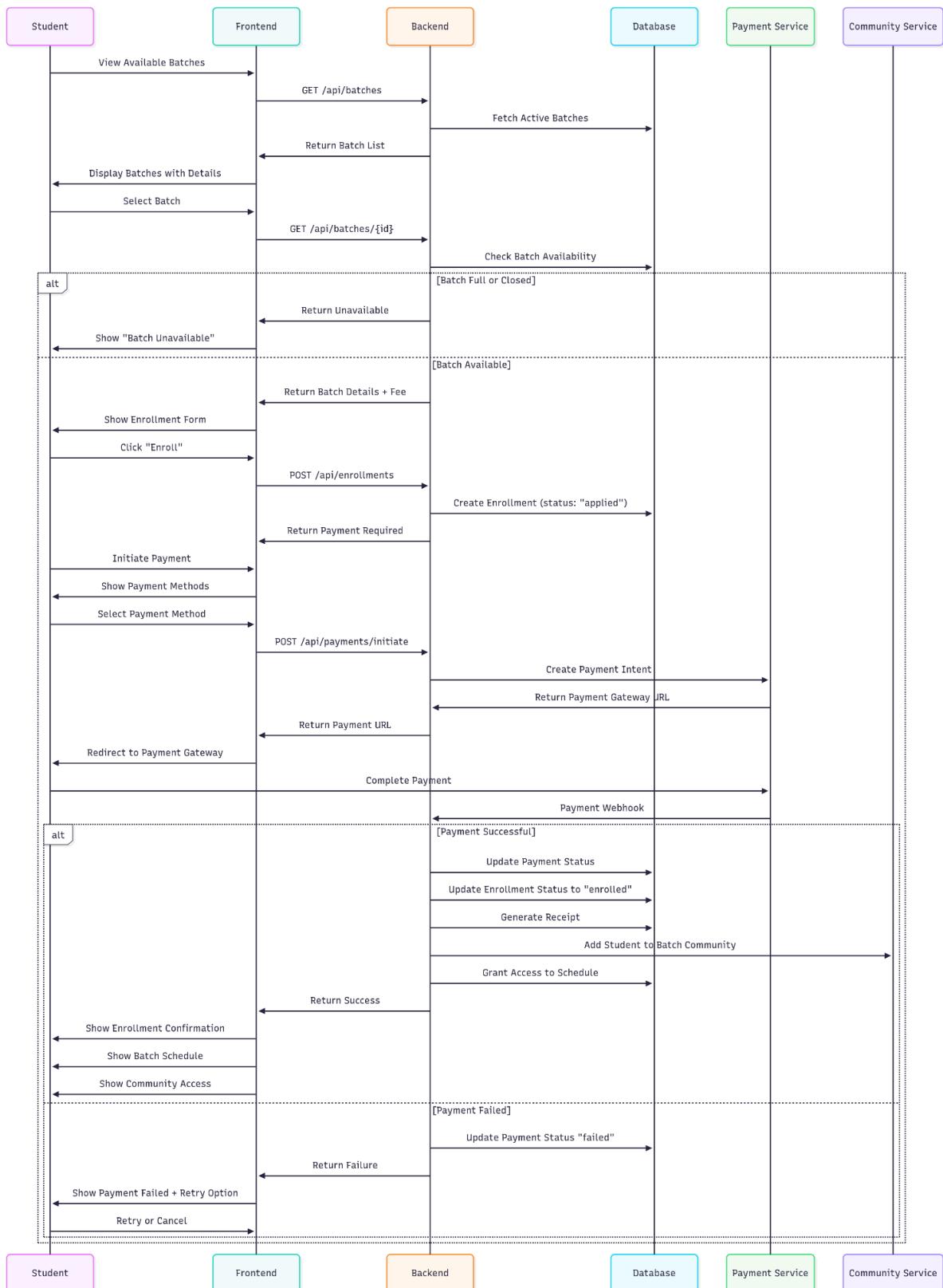
2. Self-Paced Learning Journey

This diagram shows the steps a student takes in self-paced learning. The student logs in and views the learning dashboard, then accesses their AI learning plan. They view available modules and check if a module is unlocked. If not, they see the locked module and prerequisites. If unlocked, they enter the module and view lessons in sequence. They select a lesson and access the content. If they need clarification, they use interactive questions and answers: submit a question, get an AI response and return to the lesson. If no clarification is needed, they complete lesson exercises and mark the lesson as completed. If there are more lessons in the module, they proceed to the next lesson; otherwise, the module is completed, the next module is unlocked, and they continue learning.



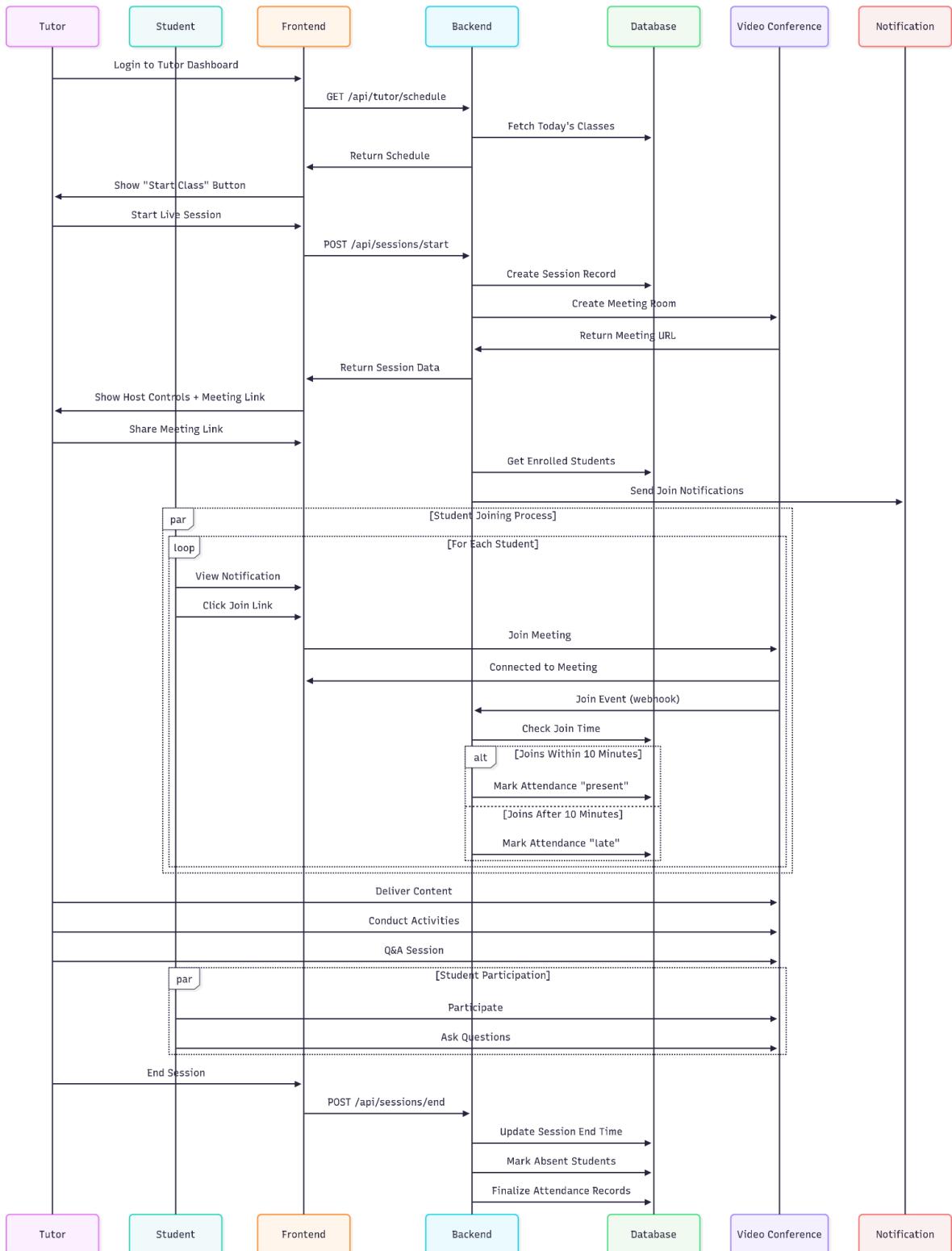
3. Batch Enrollment Process

This diagram describes how a student enrolls in a batch. The student views available batches. They select a batch and the system checks the batch availability. If not available, end the process. If available, they enrolled. Then, initiate payment, choose a method, and process the payment. If payment fails, they can retry or cancel. If successful, the payment is recorded and a receipt is generated. Then the batch enrollment status is updated to 'enrolled', they are added to the batch community, and granted access to the batch schedule, and community.



4. Live Class and Attendance Flow

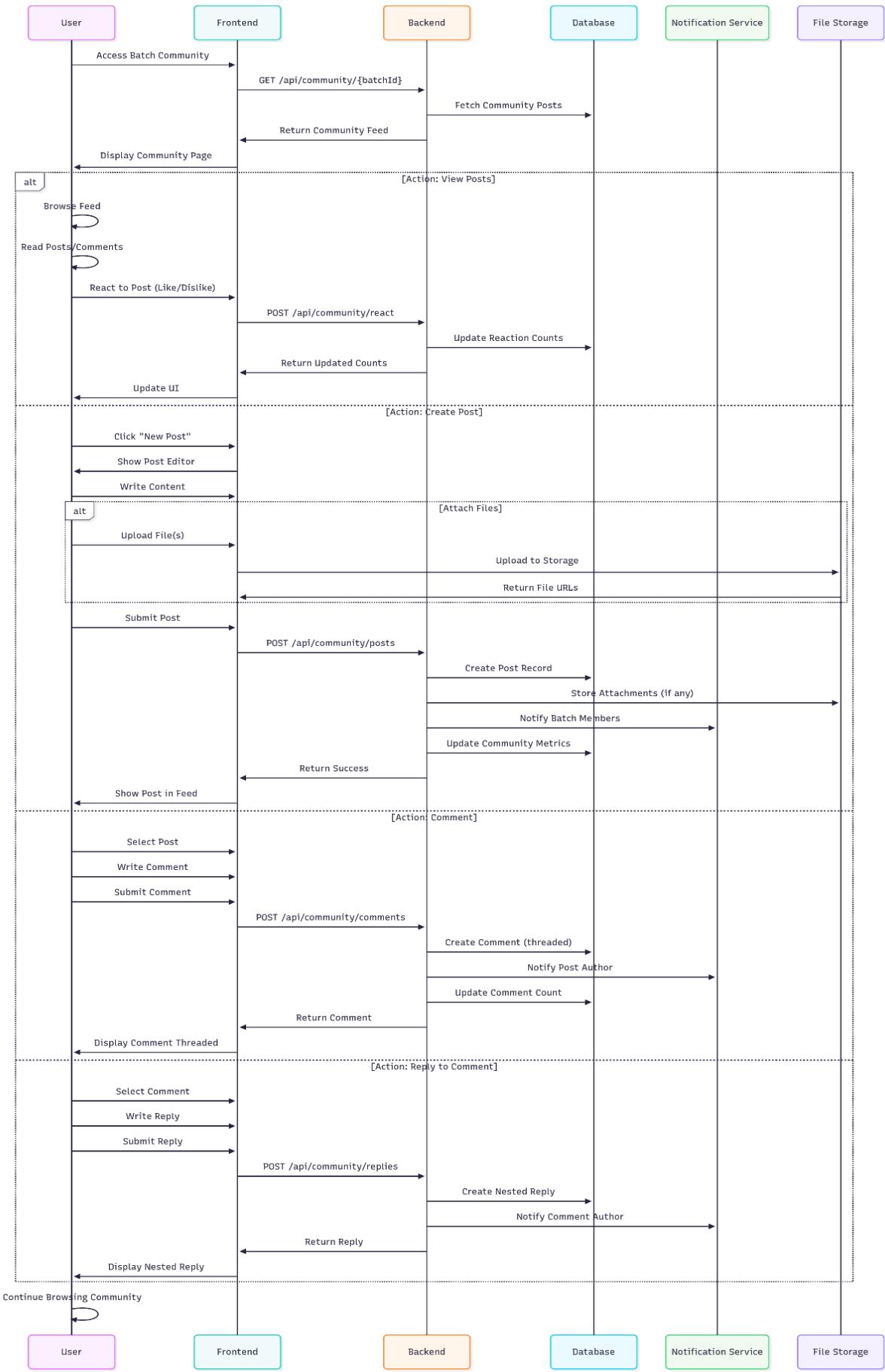
This diagram outlines the process of a live class. The tutor starts the session. Students join the session and the system checks if they are on time. They are marked as present, late, or absent. Present and late students participate in the class. The tutor delivers content, conducts interactive activities, practice, and holds a questions and answers session. Then the tutor ends the session. Absent students are recorded and included in the attendance update.



5. Community Interaction Flow

This diagram shows how users interact with the batch community. The user accesses the community and chooses an action: view posts, create a post, comment, or reply to a comment.

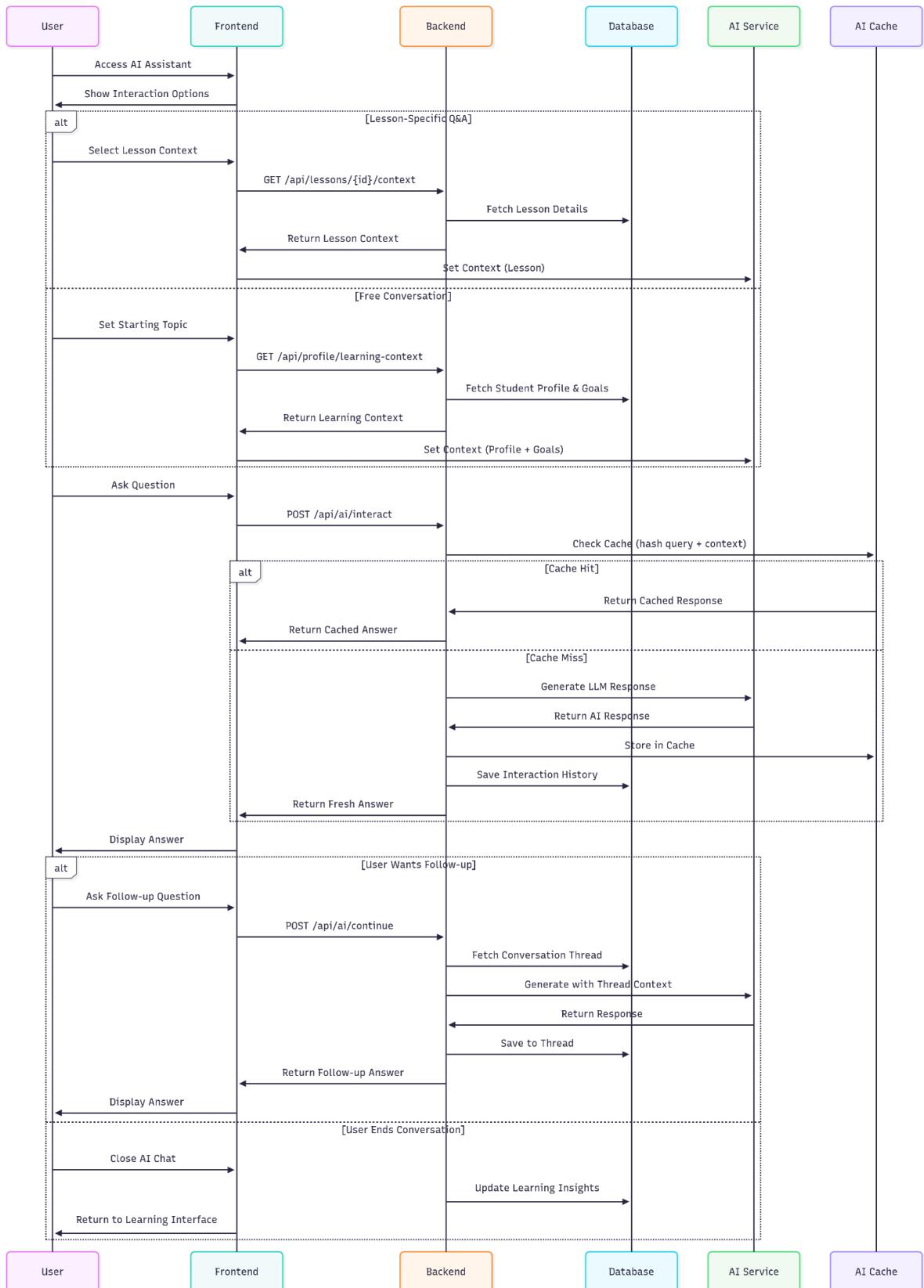
- ❖ For viewing posts, they browse the feed, read posts/comments, and react (like/dislike).
- ❖ For creating a post, they click 'New Post', write content, attach files if needed, submit, and the post appears in the feed.
- ❖ For commenting, they select an existing post, write a comment, submit, and the comment appears threaded.
- ❖ For replying to a comment, they select a comment, write a reply, submit, and the nested reply appears.



6. AI Interaction Flow

This diagram illustrates the AI interaction process. The user chooses between lesson-specific questions and answers or free conversation.

- ❖ For lesson-specific questions and answers, the AI context is set to the current lesson.
- ❖ For free conversation, the user sets a starting topic and the AI context is set to the student profile and goals.
- ❖ Then the user asks a question. The system checks the AI cache for similar queries. If a cached response exists, it is returned; otherwise, a new LLM response is generated, stored in the cache, and returned. The answer is displayed. The user can then continue the conversation (ask follow-up) or end it. The conversation thread is saved and learning insights are updated, then the user returns to learning.



2.3.8 Analysis Class Model

1. User Management

Class: User

Description: Represents a system user with authentication credentials and role-based permissions. Serves as the central identity for all system actions and account management.

Attributes:

- ❖ email: String - Unique identifier for authentication and communication
- ❖ passwordHash: String - Secured authentication credential
- ❖ role: Enum(ADMIN, STUDENT, TUTOR) - Defines system permissions and capabilities
- ❖ isDeleted: Boolean - Tracks account activation status (soft delete)
- ❖ studentProfile: StudentProfile - Associated learner profile (for student role)
- ❖ notifications: List<Notification> - Alerts and messages received by this user
- ❖ attendanceRecords: List<Attendance> - Session participation history
- ❖ batchesInstructed: List<Batch> - Batches where this user serves as tutor
- ❖ communityPosts: List<BatchCommunity> - Forum discussions initiated by this user.

Methods:

- ❖ authenticate(credentials): Boolean - Validates provided credentials against stored values
- ❖ hasPermission(action): Boolean - Checks if user role permits the specified action
- ❖ deleteAccount(): void - Marks account as inactive without deleting data
- ❖ getUnreadNotifications(): List<Notification> - Retrieves notifications with unread status

Class: StudentProfile

Description: Stores personalized learning information, preferences, and generated AI learning plans for an individual student.

Attributes:

- ❖ learningPreferences: Map<String, Object> - Personalization settings and preferences
- ❖ learningGoals: List<String> - Targeted learning objectives

- ❖ constraints: Map<String, Object> - Time, pace, and content limitations
- ❖ aiLearningPlan: String - Generated personalized learning pathway
- ❖ user: User - Associated user account
- ❖ modules: List<Module> - Personalized curriculum modules
- ❖ freeConversations: List<FreeConversation> - Unstructured chat history
- ❖ batchEnrollments: List<BatchEnrollment> - Batch participation records

Methods:

- ❖ generateLearningPlan(): void - Creates or updates AI-powered learning pathway
- ❖ updatePreferences(newPreferences): void - Modifies learning preferences
- ❖ getActiveEnrollments(): List<BatchEnrollment> - Retrieves currently active batch enrollments

2. Learning Content

Class: Module

Description: Organizes lessons into logical curriculum units with controlled and personalization.

Attributes:

- ❖ title: String - Display name of the module
- ❖ description: String - Content overview and objectives
- ❖ displayOrder: Integer - Sequence position in curriculum
- ❖ isUnlocked: Boolean - Access control based on progression
- ❖ studentProfile: StudentProfile - Owning learner profile
- ❖ lessons: List<Lesson> - Contained instructional units

Methods:

- ❖ unlock(): void - Grants access to module content
- ❖ getNextLesson(): Lesson - Retrieves next lesson based on display order

Class: Lesson

Description: Delivers structured instructional content with AI interaction hosting.

Attributes:

- ❖ title: String - Lesson identifier
- ❖ content: String - Instructional material

- ❖ completionStatus: Enum(NOT_STARTED, IN_PROGRESS, COMPLETED) - Progress tracking
- ❖ module: Module - Parent curriculum unit
- ❖ interactions: List<Interaction> - Structured questions and answers dialogues

Methods:

- ❖ markComplete(): void - Updates lesson status to completed
- ❖ recordInteraction(question, answer): void Adds structured questions and answers to lesson
- ❖ getCompletionStatus(): Enum - Returns current progress state

Class: Interaction

Description: Records structured AI question-and-answer dialogues within lesson contexts for learning tracking.

Attributes:

- ❖ question: String - Student query or prompt
- ❖ aiResponse: String - AI-generated answer or guidance
- ❖ timestamp: DateTime - When the interaction occurred
- ❖ lesson: Lesson - Containing instructional context

Methods:

- ❖ recordResponse(response): void - Stores AI-generated answer
- ❖ getDialogue(): Map<String, String> - Returns question-response pair

Class: FreeConversation

Description: Manages unstructured AI dialogue threads separate from lesson-specific interactions.

Attributes:

- ❖ title: String - Conversation topic or identifier
- ❖ studentProfile: StudentProfile - Owning learner
- ❖ parentConversation: List<FreeConversation> - Threaded responses or continuations
- ❖ messageHistory: List<Map<String, String>> - Sequential chat messages with sender metadata

Methods:

- ❖ addMessage(sender, content): void - Appends message to conversation history
- ❖ threadConversation(newTopic): FreeConversation - Creates new linked conversation

3. Batch Management

Class: Batch

Description: Defines a cohort-based learning group with enrollment limits, scheduling, and community features.

Attributes:

- ❖ name: String - Batch identifier
- ❖ level: String - Proficiency level (beginner, intermediate, advanced)
- ❖ startDate: Date - Cohort commencement date
- ❖ endDate: Date - Planned conclusion date
- ❖ capacity: Integer - Maximum enrollment count
- ❖ status: Enum(UPCOMING, ACTIVE, COMPLETED) - Current lifecycle state
- ❖ feeAmount: Decimal - Enrollment cost
- ❖ batchEnrollments: List<BatchEnrollment> - Student participation records
- ❖ instructors: List<User> - Assigned tutors (users with TUTOR role)
- ❖ schedules: List<BatchSchedule> - Associated time schedules
- ❖ community: BatchCommunity - Dedicated discussion forum

Methods:

- ❖ checkAvailability(): Boolean - Determines if enrollment slots remain
- ❖ updateStatus(newStatus): void - Transitions batch lifecycle state
- ❖ calculateEnrollmentPercentage(): Float - Computes current enrollment vs capacity

Class: BatchSchedule

Description: Links batches with specific time schedules and serves as anchor for attendance recording.

Attributes:

- ❖ batch: Batch - Associated cohort

- ❖ course: Course - Specific course being taught
- ❖ schedules: List<Schedule> - Reusable time slot templates
- ❖ attendanceRecords: List<Attendance> - Session participation records

Methods:

- ❖ getUpcomingSessions(): List<DateTime> - Retrieves future session dates
- ❖ recordAttendance(sessionDate, attendees): void - Creates attendance records for session

Class: Schedule

Description: Defines reusable time slot patterns for batch session scheduling.

Attributes:

- ❖ dayOfWeek: Enum - Scheduled day (MONDAY, TUESDAY, etc.)
- ❖ startTime: Time - Session commencement time
- ❖ endTime: Time - Session conclusion time
- ❖ batchSchedules: List<BatchSchedule> - Batch associations using this template

Methods:

- ❖ calculateDuration(): Duration - Computes session length.

Class: Attendance

Description: Records participant presence for specific batch sessions with punctuality tracking.

Attributes:

- ❖ sessionDate: DateTime - Specific session date and time
- ❖ status: Enum(PRESENT, ABSENT, LATE) - Participation state
- ❖ checkInTime: DateTime - Actual arrival time
- ❖ user: User - Participant (student or tutor)
- ❖ batchSchedule: BatchSchedule - Associated scheduled session

Methods:

- ❖ markPresent(checkInTime): void - Records participant attendance
- ❖ markAbsent(): void - Records participant absence

Class: BatchEnrollment

Description: Manages student enrollment lifecycle within a batch, linking to payment and certification.

Attributes:

- ❖ enrollmentDate: Date - When student joined batch
- ❖ status: Enum(ACTIVE, COMPLETED, DROPPED) - Enrollment state
- ❖ studentProfile: StudentProfile - Enrolled learner
- ❖ batch: Batch - Joined cohort
- ❖ payment: Payment - Associated fee transaction
- ❖ certificate: Certificate - Completion after batch completion.

Methods:

- ❖ enrollStudent(): void - Initiates enrollment process
- ❖ completeEnrollment(): void - Marks enrollment as successfully finished
- ❖ dropEnrollment(): void - Withdraws student from batch
- ❖ isEligibleForCertificate(): Boolean - Determines if completion criteria met.

Class: Payment

Description: Processes and tracks enrollment fee transactions with receipt management.

Attributes:

- ❖ amount: Decimal - Transaction value
- ❖ transactionDate: DateTime - When payment occurred
- ❖ status: Enum(PENDING, COMPLETED, FAILED) - Payment state
- ❖ receiptReference: String - Payment confirmation identifier
- ❖ batchEnrollment: BatchEnrollment - Associated enrollment

Methods:

- ❖ processPayment(paymentDetails): Boolean - Attempts to complete transaction
- ❖ generateReceipt(): String - Creates payment confirmation document

Class: Certificate

Description: Generates and stores completion credentials.

Attributes:

- ❖ certificateId: String - Unique credential identifier
- ❖ issueDate: Date - When certificate was generated
- ❖ batchEnrollment: BatchEnrollment - Certified enrollment

Methods:

- generateCertificate(): void - Creates completion credential

4. Community & Support

Class: BatchCommunity

Description: Facilitates threaded group discussions within a batch cohort with content interaction features.

Attributes:

- ❖ batch: Batch - Associated cohort
- ❖ posts: List<CommunityPost> - Discussion threads
- ❖ attachments: List<CommunityAttachment> - Shared files

Methods:

- ❖ createPost(author, content): CommunityPost - Initiates new discussion thread

Class: CommunityAttachment

Description: Manages file attachments within community discussions with metadata tracking.

Attributes:

- ❖ filename: String - Original file name
- ❖ fileType: String - MIME type or extension
- ❖ uploadDate: DateTime - When file was shared
- ❖ uploadedBy: User - Sharing user
- ❖ batchCommunity: BatchCommunity - Containing discussion forum

Methods:

- ❖ download(): ByteStream - Provides file content

Class: Notification

Description: Delivers alert messages to users with delivery status tracking.

Attributes:

- ❖ message: String - Notification content
- ❖ timestamp: DateTime - When notification created
- ❖ status: Enum(UNREAD, READ) - User interaction state
- ❖ user: User - Recipient

Methods:

- ❖ markAsRead(): void - Updates notification status to read

5. AI Infrastructure

Class: AICache

Description: Caches AI prompt-response pairs to reduce API costs and improve response latency.

Attributes:

- ❖ prompt: String - Input prompt
- ❖ aiResponse: String - Cached AI-generated response

Methods:

- ❖ storeResponse(prompt, response): void - Creates new cache entry
- ❖ retrieveResponse(prompt): String - Returns cached response if available

6. Additional Supporting Classes

Class: Course

Description: Represents a specific instructional course that can be scheduled across multiple batches.

Attributes:

- ❖ title: String - Course name
- ❖ description: String - Course overview and objectives
- ❖ batchSchedules: List<BatchSchedule> - Scheduled instances of this course

Methods:

- ❖ `getScheduledBatches(): List<Batch>` - Retrieves batches offering this course

Class: CommunityPost

Description: Represents an individual discussion message within batch community forums.

Attributes:

- ❖ `content: String` - Message text
- ❖ `postDate: DateTime` - When message was created
- ❖ `author: User` - Creating user
- ❖ `parentPost: CommunityPost` - Thread parent message
- ❖ `replies: List<CommunityPost>` - Response messages
- ❖ `likes: Integer` - Positive reaction count
- ❖ `dislikes: Integer` - Negative reaction count
- ❖ `batchCommunity: BatchCommunity` - Containing forum

Methods:

- ❖ `addReply(content, author): CommunityPost` - Creates response to this post
- ❖ `recordReaction(user, reactionType): void` - Updates like/dislike counts

2.3.9 Logic Model

1. Inputs (Resources & Data Structures)

Human Resources

- ❖ Students
- ❖ Tutors
- ❖ Admins

Digital Resources

- ❖ User Accounts & Student Profiles
- ❖ Learning Structure: Modules, Lessons
- ❖ AI Interaction Data: Question - answer logs, free conversations, AI cache
- ❖ Batch Management: Courses, Batches, Schedules, Instructors, Enrollments, Attendance
- ❖ Community System: Posts, comments, attachments

- ❖ Payment & Certification System
- ❖ Notifications & Feedback

System Resources

- ❖ LLM / AI model
- ❖ Scheduling rules
- ❖ Payment gateway

2. Activities (What the System Does)

User & Profile Activities

- ❖ Register / login users
- ❖ Create and update student learning profiles
- ❖ Setting goals and constraints

AI-Driven Learning Activities

- ❖ Generate personalized learning plans
- ❖ Build modules and lessons per profile
- ❖ Store interactions with AI (questions, answers, free chat)
- ❖ Use AI cache to optimize repeated prompt responses

Learning Engagement Activities

- ❖ Deliver lessons
- ❖ Track lesson completion
- ❖ Unlock modules dynamically

Batch/Class Activities

- ❖ Create courses
- ❖ Create batches with start/end dates
- ❖ Assign instructors
- ❖ Schedule classes
- ❖ Enroll students
- ❖ Mark attendance

Community Activities

- ❖ Students and tutors post in batch community
- ❖ Threaded replies

- ❖ Upload attachments
- ❖ Like/dislike interactions

Notifications & Feedback Activities

- ❖ Send notification alerts
- ❖ Collect user feedback & ratings

Payments & Certification

- ❖ Payment processing for batch enrollments
- ❖ Generating receipts
- ❖ Generating certificates after course completion

3. Outputs (System Deliverables)

Learning Outputs

- ❖ Student learning plans
- ❖ Ordered modules and lessons
- ❖ Stored AI interaction logs

Operational Outputs

- ❖ Active batch lists
- ❖ Attendance records
- ❖ Batch schedules
- ❖ Instructor assignments

Social Outputs

- ❖ Community posts
- ❖ Comment threads
- ❖ File attachments
- ❖ Interactions (likes, dislikes)

Administrative Outputs

- ❖ Notifications delivered
- ❖ User feedback reports

Business Outputs

- ❖ Payment records
- ❖ Completed transactions

4. Outcomes (Benefits & Impact)

Short-Term Outcomes

- ❖ Accurate student profiling
- ❖ Personalized learning content
- ❖ Increased student engagement through lessons and conversations
- ❖ Efficient class and batch management
- ❖ Improved communication via community
- ❖ Transparent payment tracking

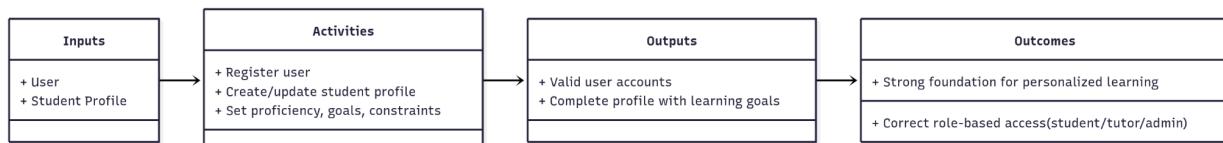
Intermediate Outcomes

- ❖ Better tutor - student interaction
- ❖ Faster content creation using AI
- ❖ Higher course completion rates

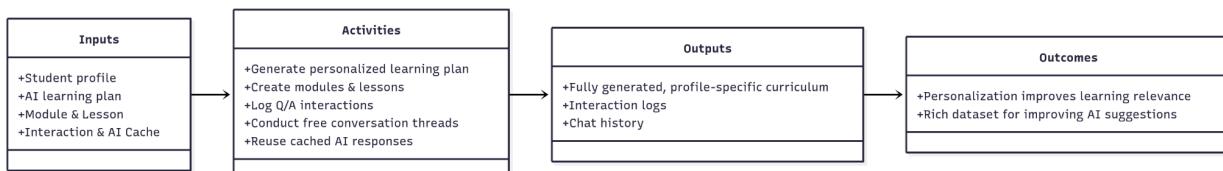
Long - Term Outcomes

- ❖ Scalable, AI-driven language learning ecosystem
- ❖ Consistent student language improvement
- ❖ Higher retention and revenue
- ❖ Strong learning community
- ❖ Improved teaching efficiency and quality

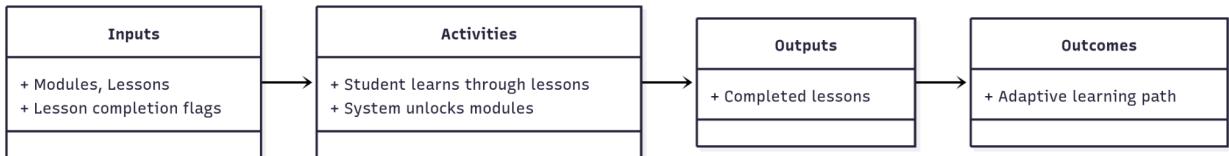
1. User & Profile Management Logic Model



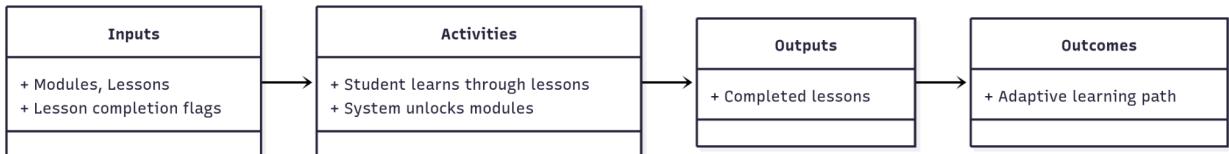
2. AI - Driven Learning Plan & Content Logic Model



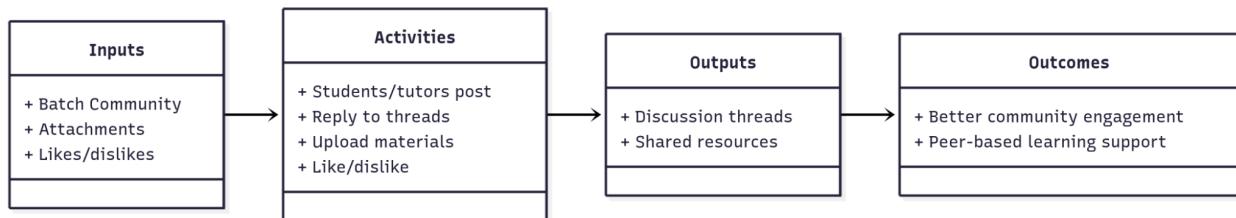
3. Learning Engagement Logic Model



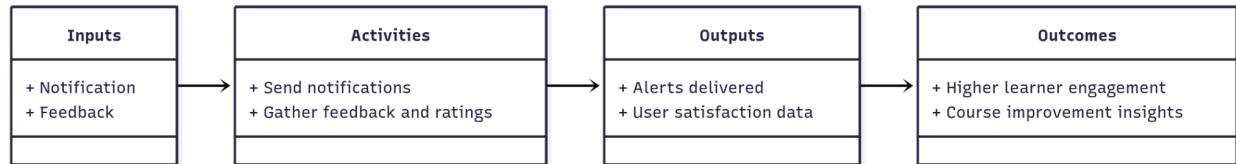
4. Batch Management Logic Model



5. Community & Social Logic Model



6. Notifications & Feedback Logic Model



2.4. Non-Functional Requirements

1. Reliability & Availability

NFREQ1.1: Data Integrity

- ❖ The system shall enforce referential integrity across all database relationships.
- ❖ All financial transactions shall be ACID-compliant.
- ❖ The system shall prevent data inconsistency during concurrent operations

2. Security Requirements

NFREQ2.1: Data Protection

- ❖ All user passwords shall be securely stored using industry-standard hashing techniques.

- ❖ Sensitive data shall be encrypted both at rest and in transit.

NFREQ2.2: Access Control

- ❖ Role-based access control shall be enforced at both UI and API levels.
- ❖ Sensitive operations shall require authenticated and authorized requests.

3. Usability Requirements

NFREQ3.1: User Experience

- ❖ The user interface shall be intuitive and easy to use for non-technical users.
- ❖ The system shall provide a responsive UI suitable for mobile and web platforms.

4. Maintainability & Extensibility

NFREQ4.1: Code Quality

- ❖ API documentation shall be automatically generated and kept up to date.
- ❖ The codebase shall follow standardized coding conventions.

NFREQ4.2: Modularity

- ❖ AI integration components shall be modular and replaceable.
- ❖ Core business logic shall remain independent of AI service providers.

5. Compatibility Requirements

NFREQ5.1: Platform & Browser Support

- ❖ The web system shall support modern browsers (Chrome, Firefox, Safari, Edge).
- ❖ The mobile application shall support recent Android and iOS versions.

NFREQ5.2: External Integration

- ❖ The system shall integrate with AI provider APIs for real-time content generation.
- ❖ The system shall integrate with payment gateways using secure APIs.
- ❖ The system shall support translation services for multilingual content.

6. Data Management & Performance

NFREQ6.1: Storage & Query Performance

- ❖ Database schemas and indexes shall be optimized for high read performance.

- ❖ Cached AI responses shall reduce repeated processing and improve response time.

7. Internationalization

NFREQ7.1: Localization & Language Support

- ❖ The system shall support Unicode for multilingual content.
- ❖ The system shall be designed to support future language localization.
- ❖ Users shall be able to select their preferred language for learning materials.

8. Ethical AI & Transparency

NFREQ8.1: AI Explainability

- ❖ The system shall provide simple explanations for AI-generated feedback.
- ❖ Users shall understand why corrections or scores were given.

9. Auditability & Logging

NFREQ9.1: Activity Logging

- ❖ The system shall log critical activities such as payments, logins, and admin actions.
- ❖ Logs shall be securely stored for audit purposes.

10. Performance Under Load

NFREQ10.1: Load Handling

- ❖ The system shall maintain acceptable performance under peak usage.
- ❖ Background tasks shall not block user interactions.

11. Sustainability & Cost Efficiency

NFREQ11.1: Resource Optimization

- ❖ AI requests shall be optimized to minimize computation cost.
- ❖ The system cached results where possible.

2.5. System Requirements

System requirements define the minimum and recommended resources needed to develop, deploy, and use the AI-powered web and mobile English learning system.

2.5.1.Hardware Requirements

Component	Specification	Description
CPU	Intel core i5/AMD Ryzen 5(minimum)	Required for efficient processing of development tools, backend services, and AI operations.
RAM	8 GB(minimum),16 (Recommend)	Supports smooth multitasking during development, testing, and runtime operations.
Storage	256 GB SSD	Provides fast data access for source code, databases, and system files.
Graphics(GPU)	Integrated or dedicated GPU	Enhances performance for AI model processing and emulator execution.
Server hardware	2-4 Virtual core	Supports backend services, AI modules, and multiple concurrent users.
Server RAM	4-8 GB	Ensures stable server-side application and database performance.
Internet connectivity	Broadband(3G/4G/Wi-Fi)	Enables online learning, video conferencing, and real-time system interaction.
Client Device	Android smartphone PCs	Allows students, tutors, and administrators to access the system.
Camera and microphone	Built-in or External	Required for live online classes and AI-based speaking evaluation.
Backup storage	Minimum 50 GB	Used for system data backup and recovery.

Table: Hardware Requirements

2.5.2 Software Requirements

Component	Specification	Description
Operating system	Window 10+, Linux(Ubuntu)	Provides a development and deployment environment.
Mobile development framework	React Native	Used to develop and test the mobile application.
Web development technologies	React	Used to build the web-based user interface.
Backend framework	Fast API	Implements business logic, APIs, and system services.
Database management system	MySQL	Stores user information, learning data, and transactions.
AI and Langchain libraries	LLM model	Used for speech recognition, grammar checking, and AI feedback.
Web server	Uvicorn	Hosts web application and backend services.
Version control system	Git, GitHub	Manages source code and team collaboration.
API testing tools	Postman	Used to test and validate backend APIs.
UI/UX design tool	Figma	Used for designing system interfaces and user experience.
Security tools	Authentication libraries	Ensures secure communication and data protection.
Client software	Web Browsers, Android OS	Enables users to access the system via web and mobile platforms.

Table: Software Requirements

2.6 Key Abstraction with CRC Analysis

1. User Management Abstractions

Authentication Principal (User)

Class: User Responsibilities:

- ❖ Authenticate users (email/password)
- ❖ Manage role-based permissions (admin/student/tutor)
- ❖ Track account lifecycle (soft delete)
- ❖ Serve as central identity for all system actions

Collaborators:

- ❖ StudentProfile (for student details)
- ❖ Notification (receives alerts)
- ❖ BatchInstructor (as tutor role)
- ❖ Attendance (participates in batches)

Learner Profile (StudentProfile)

Class: StudentProfile Responsibilities:

- ❖ Store personalized learning preferences
- ❖ Generate AI learning plan
- ❖ Set learning goals and constraints
- ❖ Serve as root for personalized content tree

Collaborators:

- ❖ Module (has many personalized modules)
- ❖ FreeConversation (owns chat history)
- ❖ BatchEnrollment (joins batches)
- ❖ User (belongs to user)

2. Learning Content Abstractions

Curriculum Hierarchy (Module ---> Lesson ---> Interaction)

Class: Module Responsibilities:

- ❖ Organize lessons into logical units
- ❖ Control progression (locking/unlocking)
- ❖ Maintain display order
- ❖ Personalize to student profile

Collaborators:

- ❖ StudentProfile (owned by)
- ❖ Lesson (contains many)

Class: Lesson Responsibilities:

- ❖ Deliver content
- ❖ Track completion status
- ❖ Host structured AI interactions

Collaborators:

- ❖ Module (belongs to)
- ❖ Interaction (has many questions and answers)

Class: Interaction Responsibilities:

- ❖ Record structured AI questions and answers
- ❖ Track learning dialogue
- ❖ Support lesson-specific queries

Collaborators:

- ❖ Lesson (belongs to)

AI Conversation Manager (FreeConversation)

Class: FreeConversation Responsibilities:

- ❖ Manage unstructured AI dialogues
- ❖ Thread conversations
- ❖ Store chat history

Collaborators:

- ❖ StudentProfile (owned by)
- ❖ Self-referential (threaded conversations)

3. Batch Management Abstractions

Batch system

Class: Batch Responsibilities:

- ❖ Define class cohort (level, dates, capacity)
- ❖ Manage enrollment limits
- ❖ Track status (upcoming/active/completed)
- ❖ Set fee amount

Collaborators:

- ❖ BatchEnrollment (has many students)
- ❖ BatchInstructor (has many tutors)
- ❖ BatchSchedule (has many schedules)
- ❖ BatchCommunity (has forum)

Scheduling System (BatchSchedule ---> Schedule ---> Attendance)

Class: BatchSchedule Responsibilities:

- ❖ Link batches with time slots
- ❖ Coordinate course delivery schedule
- ❖ Serve as attendance session anchor

Collaborators:

- ❖ Batch (belongs to)
- ❖ Schedule (uses time template)
- ❖ Course (teaches specific course)
- ❖ Attendance (records presence)

Class: Schedule Responsibilities:

- ❖ Define reusable time slots
- ❖ Manage day/time patterns

Collaborators:

- ❖ BatchSchedule (used by)

Class: Attendance Responsibilities:

- ❖ Record class participation
- ❖ Track student/tutor presence
- ❖ Monitor punctuality

Collaborators:

- ❖ BatchSchedule (for specific session)
- ❖ User (who attended)

Enrollment Management (BatchEnrollment ---> Payment ---> Certificate)

Class: BatchEnrollment Responsibilities:

- ❖ Manage student enrollment lifecycle
- ❖ Track enrollment
- ❖ Link to payment and certification

Collaborators:

- ❖ StudentProfile (who enrolled)
- ❖ Batch (enrolled in)
- ❖ Payment (payment record)
- ❖ Certificate (completion proof)

Class: Payment Responsibilities:

- ❖ Process enrollment fees
- ❖ Track transaction status
- ❖ Store payment receipts

Collaborators:

- ❖ BatchEnrollment (for enrollment)

Class: Certificate Responsibilities:

- ❖ Generate completion certificates
- ❖ Store results and certificates

Collaborators:

- ❖ BatchEnrollment (certifies completion)

4. Community & Support Abstractions

BatchCommunity

Class: BatchCommunity Responsibilities:

- ❖ Facilitate group discussions
- ❖ Support threaded conversations
- ❖ Manage likes/dislikes
- ❖ Handle file attachments

Collaborators:

- ❖ Batch (belongs to cohort)
- ❖ User (posted by)
- ❖ CommunityAttachment (has attachments)

Notification System

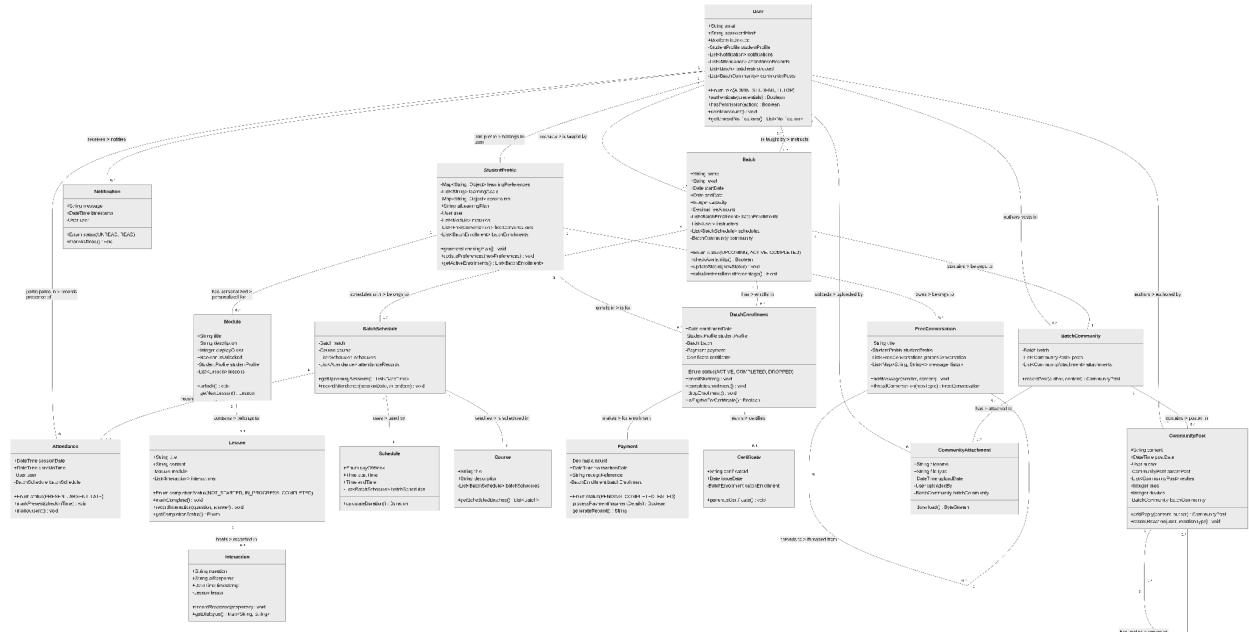
Class: Notification Responsibilities:

- ❖ Deliver message alerts
- ❖ Track read/unread status

Collaborators:

- ❖ User (notifies)

2.6.1 Conceptual Modeling: Class Diagram



Relationship, Multiplicity and Role Analysis

1. User Management Relationships

User <---> StudentProfile

- ❖ **Relationship:** One-to-One Association
- ❖ **Multiplicity:** User(1) ---> StudentProfile(0..1)
- ❖ **Roles:**
 - > User ---> StudentProfile: "has profile"
 - > StudentProfile ---> User: "belongs to user"

User <---> Notification

- ❖ **Relationship:** One-to-Many Association
- ❖ **Multiplicity:** User(1) ---> Notification(0..*)
- ❖ **Roles:**
 - > User ---> Notification: "receives"
 - > Notification ---> User: "notifies"

2. Learning Content Relationships

StudentProfile <---> Module

- ❖ **Relationship:** One-to-Many Composition

- ❖ **Multiplicity:** StudentProfile(1) ---> Module(0..*)
- ❖ **Roles:**
 - StudentProfile ---> Module: "has personalized"
 - Module ---> StudentProfile: "personalized for"

Module <---> Lesson

- ❖ **Relationship:** One-to-Many Composition (Lessons are part of Module)
- ❖ **Multiplicity:** Module(1) ---> Lesson(1..*)
- ❖ **Roles:**
 - Module ---> Lesson: "contains"
 - Lesson ---> Module: "belongs to"

Lesson <---> Interaction

- ❖ **Relationship:** One-to-Many Composition
- ❖ **Multiplicity:** Lesson(1) ---> Interaction(0..*)
- ❖ **Roles:**
 - Lesson ---> Interaction: "hosts"
 - Interaction ---> Lesson: "recorded in"

StudentProfile <---> FreeConversation

- ❖ **Relationship:** One-to-Many Composition
- ❖ **Multiplicity:** StudentProfile(1) ---> FreeConversation(0..*)
- ❖ **Roles:**
 - StudentProfile ---> FreeConversation: "owns"
 - FreeConversation ---> StudentProfile: "belongs to"

FreeConversation <---> FreeConversation

- ❖ **Relationship:** Recursive Association (Self-referential)
- ❖ **Multiplicity:** FreeConversation(1) ---> FreeConversation(0..*)
- ❖ **Roles:**
 - FreeConversation ---> FreeConversation: "threads to"
 - FreeConversation ---> FreeConversation: "threaded from"

3. Batch Management Relationships

Batch <---> BatchEnrollment

- ❖ **Relationship:** One-to-Many Association
- ❖ **Multiplicity:** Batch(1) ---> BatchEnrollment(0..*)

❖ **Roles:**

- Batch ---> BatchEnrollment: "has"
- BatchEnrollment ---> Batch: "enrolls in"

Batch <---> User (as Instructor)

❖ **Relationship:** Many-to-Many Association

❖ **Multiplicity:** Batch(0..) <---> User(0..)

❖ **Roles:**

- Batch ---> User: "is taught by"
- User ---> Batch: "instructs"

Batch <---> BatchSchedule

❖ **Relationship:** One-to-Many Association

❖ **Multiplicity:** Batch(1) ---> BatchSchedule(1..*)

❖ **Roles:**

- Batch ---> BatchSchedule: "schedules with"
- BatchSchedule ---> Batch: "belongs to"

Batch <---> BatchCommunity

❖ **Relationship:** One-to-One Composition

❖ **Multiplicity:** Batch(1) ---> BatchCommunity(1)

❖ **Roles:**

- Batch ---> BatchCommunity: "contains"
- BatchCommunity ---> Batch: "belongs to"

BatchSchedule <---> Schedule

❖ **Relationship:** Many-to-Many Association

❖ **Multiplicity:** BatchSchedule(1..) <---> Schedule(1..**)

❖ **Roles:**

- BatchSchedule ---> Schedule: "uses"
- Schedule ---> BatchSchedule: "used by"

BatchSchedule <---> Course

❖ **Relationship:** Many-to-One Association

❖ **Multiplicity:** BatchSchedule(0..*) ---> Course(1)

❖ **Roles:**

- BatchSchedule ---> Course: "teaches"

- Course ---> BatchSchedule: "is scheduled in"

BatchSchedule <---> Attendance

- ❖ **Relationship:** One-to-Many Association
- ❖ **Multiplicity:** BatchSchedule(1) ---> Attendance(0..*)
- ❖ **Roles:**
 - BatchSchedule ---> Attendance: "records"
 - Attendance ---> BatchSchedule: "belongs to"

Attendance <---> User

- ❖ **Relationship:** Many-to-One Association
- ❖ **Multiplicity:** Attendance(0..*) ---> User(1)
- ❖ **Roles:**
 - Attendance ---> User: "records presence of"
 - User ---> Attendance: "participates in"

BatchEnrollment <---> StudentProfile

- ❖ **Relationship:** Many-to-One Association
- ❖ **Multiplicity:** BatchEnrollment(0..*) ---> StudentProfile(1)
- ❖ **Roles:**
 - BatchEnrollment ---> StudentProfile: "is for"
 - StudentProfile ---> BatchEnrollment: "enrolls in"

BatchEnrollment <---> Payment

- ❖ **Relationship:** One-to-One Association
- ❖ **Multiplicity:** BatchEnrollment(1) ---> Payment(1)
- ❖ **Roles:**
 - BatchEnrollment ---> Payment: "makes"
 - Payment ---> BatchEnrollment: "for enrollment"

BatchEnrollment <---> Certificate

- ❖ **Relationship:** One-to-One Association
- ❖ **Multiplicity:** BatchEnrollment(1) ---> Certificate(0..1)
- ❖ **Roles:**
 - BatchEnrollment ---> Certificate: "earns"
 - Certificate ---> BatchEnrollment: "certifies"

4. Community & Support Relationships

BatchCommunity <---> CommunityPost

- ❖ **Relationship:** One-to-Many Composition (Posts are part of Community)
- ❖ **Multiplicity:** BatchCommunity(1) ---> CommunityPost(0..*)
- ❖ **Roles:**
 - BatchCommunity ---> CommunityPost: "contains"
 - CommunityPost ---> BatchCommunity: "posted in"

BatchCommunity <---> CommunityAttachment

- ❖ **Relationship:** One-to-Many Composition (Attachments are part of Community)
- ❖ **Multiplicity:** BatchCommunity(1) ---> CommunityAttachment(0..*)
- ❖ **Roles:**
 - BatchCommunity ---> CommunityAttachment: "has"
 - CommunityAttachment ---> BatchCommunity: "attached to"

CommunityAttachment <---> User

- ❖ **Relationship:** Many-to-One Association
- ❖ **Multiplicity:** CommunityAttachment(0..*) ---> User(1)
- ❖ **Roles:**
 - CommunityAttachment ---> User: "uploaded by"
 - User ---> CommunityAttachment: "uploads"

CommunityPost <---> User

- ❖ **Relationship:** Many-to-One Association
- ❖ **Multiplicity:** CommunityPost(0..*) ---> User(1)
- ❖ **Roles:**
 - CommunityPost ---> User: "authored by"
 - User ---> CommunityPost: "authors"

CommunityPost <---> CommunityPost

- ❖ **Relationship:** Recursive Association (Self-referential)
- ❖ **Multiplicity:**
 - Parent: CommunityPost(1) ---> Child: CommunityPost(0..*)
 - Child: CommunityPost(0..1) ---> Parent: CommunityPost(1)
- ❖ **Roles:**
 - Parent ---> Child: "has replies"
 - Child ---> Parent: "replies to"

Class Relationship Summary Table

Relationship	Multiplicity	Role Description
User ---> StudentProfile	1:1	User has one StudentProfile
User ---> Notification	1: $*$	User receives many Notifications
StudentProfile ---> Module	1: $*$	StudentProfile has many Modules
Module ---> Lesson	1: $*$	Module contains many Lessons
Lesson ---> Interaction	1: $*$	Lesson hosts many Interactions
Batch ---> BatchEnrollment	1: $*$	Batch has many Enrollments
Batch <---> User (Instructor)	*: $*$	Batch taught by many Users
BatchSchedule ---> Course	*:1	BatchSchedule teaches one Course
BatchEnrollment ---> Payment	1:1	BatchEnrollment makes one Payment
BatchEnrollment ---> Certificate	1:0..1	BatchEnrollment may earn one Certificate
BatchCommunity ---> CommunityPost	1: $*$	BatchCommunity contains many Posts
CommunityPost <---> CommunityPost	1: $*$	Post can have many Replies

2.6.2 Identifying Change Cases

The following outlines several potential change cases for the platform. High-impact opportunities include expanding to additional languages, integrating advanced AI capabilities (like emotion detection and predictive analytics), implementing adaptive learning paths using real-time performance data, and adopting premium speech-recognition APIs for improved accuracy. Medium-impact improvements involve

enabling third-party school management system integrations, adding gamification features to boost engagement, and supporting multi-teacher classroom environments. Most items have a medium likelihood of implementation, except multi-teacher support and premium speech APIs, which are considered less likely.

1. Expansion to Other Languages

- ❖ Extend the platform beyond English to support additional languages.
- ❖ **Likelihood:** Medium
- ❖ **Impact:** High

2. Advanced AI Features

- ❖ Integrate deeper AI capabilities such as emotion detection, predictive analytics, and deep learning-based recommendations.
- ❖ **Likelihood:** Medium
- ❖ **Impact:** High

3. Adaptive Learning Paths based on real-time performance analytics

- ❖ Dynamically adjust learning content and recommendations based on continuous performance data.
- ❖ **Likelihood:** Medium
- ❖ **Impact:** High

4. Third-Party School Management System (SMS) Integration

- ❖ Enable data sync with external institutional platforms (e.g., SMS, LMS).
- ❖ **Likelihood:** Medium
- ❖ **Impact:** Medium

5. Multi - Teacher Classrooms

- ❖ Support team-teaching models where multiple tutors co-host a live session.
- ❖ **Likelihood:** Low
- ❖ **Impact:** Medium

6. Gamification

- ❖ Incorporate game-like elements to boost engagement and motivation.
- ❖ **Likelihood:** Medium
- ❖ **Impact:** Medium

7. Premium Speech Recognition APIs (Google Speech, Amazon Transcribe)

- ❖ Replace or supplement free speech recognition with commercial APIs (Google Speech, Amazon Transcribe) for higher accuracy.
- ❖ **Likelihood:** Low
- ❖ **Impact:** High

Chapter Three: System Design

3.1 Architectural Design

3.1.1 Component modeling

Component modeling describes the major functional units of the proposed system and how they interact with one another. The **FidelAI (Learning Language with AI)** platform, integrated with an Online English Learning System, is designed using a **modular, service-oriented architecture** to ensure scalability, maintainability, and ease of integration.

The system is composed of the following main components:

a) Web Application Component

This component provides browser-based access for students, instructors, and administrators. It supports:

- ❖ Course management
- ❖ Lesson delivery
- ❖ Assessments and evaluations
- ❖ Communication and collaboration
- ❖ Progress monitoring
- ❖ Administrative operations

b) Mobile Application Component

The mobile application enables learners to:

- ❖ Access learning materials on smartphones and tablets
- ❖ Perform AI-based speaking and writing practice
- ❖ Receive instant feedback
- ❖ Track learning progress

It enhances learning flexibility and supports **offline content caching**.

c) Application Server Component

This component implements the core business logic of the system. Its responsibilities include:

- ❖ User authentication and authorization
- ❖ Course enrollment management
- ❖ Assessment processing
- ❖ Progress tracking
- ❖ Notification management
- ❖ Secure communication with the AI engine via APIs

d) AI Engine (FidelAI) Component

The AI engine delivers intelligent language-processing services, including:

- ❖ Grammar correction
- ❖ Vocabulary evaluation
- ❖ Personalized learning recommendations

This component enables autonomous learning without continuous tutor involvement.

e) Database Component

The database stores and manages:

- ❖ User profiles
- ❖ Learning content
- ❖ Assessment results
- ❖ Progress records
- ❖ Business rules
- ❖ Transaction data

It ensures **data integrity, consistency, and reliable retrieval**.

f) Communication and Notification Component

This component manages both real-time and asynchronous communication, including:

- ❖ In-app messaging
- ❖ Email notifications
- ❖ SMS alerts
- ❖ System announcements

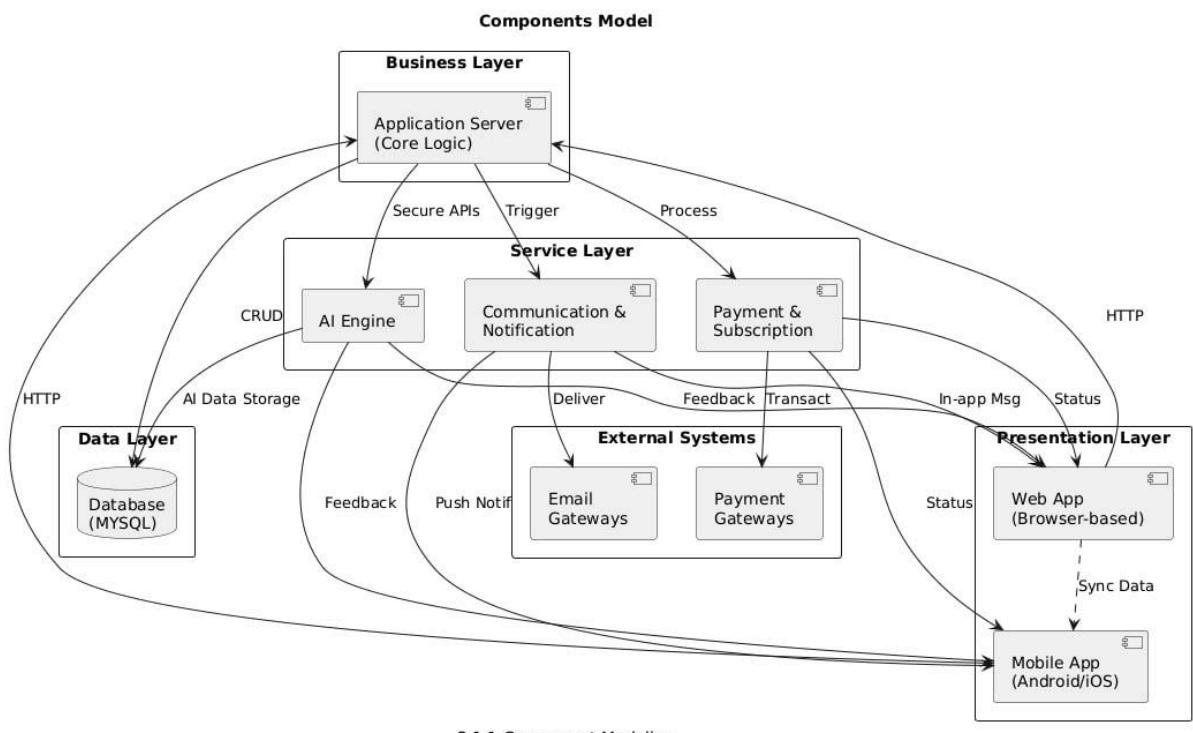
g) Payment and Subscription Component

This component handles:

- ❖ Course payments

- ❖ Subscription management
- ❖ Transaction validation
- ❖ Receipt generation

All financial operations are conducted using **secure online payment gateways**.



3.1.1 Component Modeling

3.1.2 Deployment Modeling

Deployment modeling describes the physical distribution of system components across the hardware and network infrastructure. The proposed system adopts a **multi-tier deployment architecture** to ensure high availability, optimal performance, and robust security.

Client Tier

This tier represents end-user access points and includes:

- ❖ Web browsers running on desktops and laptops
- ❖ Mobile devices operating on Android or iOS

All client devices communicate with backend services using **secure HTTPS connections**.

Web Server Tier

The web server is responsible for:

- ❖ Hosting the web-based user interface
- ❖ Serving static resources (e.g., HTML, CSS, JavaScript, media files)
- ❖ Forwarding service requests to the application server

Application Server Tier

The application server executes the core business logic of the system. Its responsibilities include:

- ❖ Handling API requests
- ❖ Enforcing business rules
- ❖ Managing user authentication and authorization
- ❖ Coordinating communication between users, the database, and the AI engine

AI Processing Server Tier

This tier hosts the **FidelAI** models and natural language processing services. It performs:

- ❖ Speech recognition and pronunciation analysis
- ❖ Text evaluation and grammar assessment
- ❖ Feedback generation and learning recommendations

Database Server Tier

The database server stores all persistent system data, including:

- ❖ User profiles and authentication data
- ❖ Learning content and course materials
- ❖ Assessment results and progress records

It is secured using access control mechanisms and regular backup processes to ensure data integrity and availability.

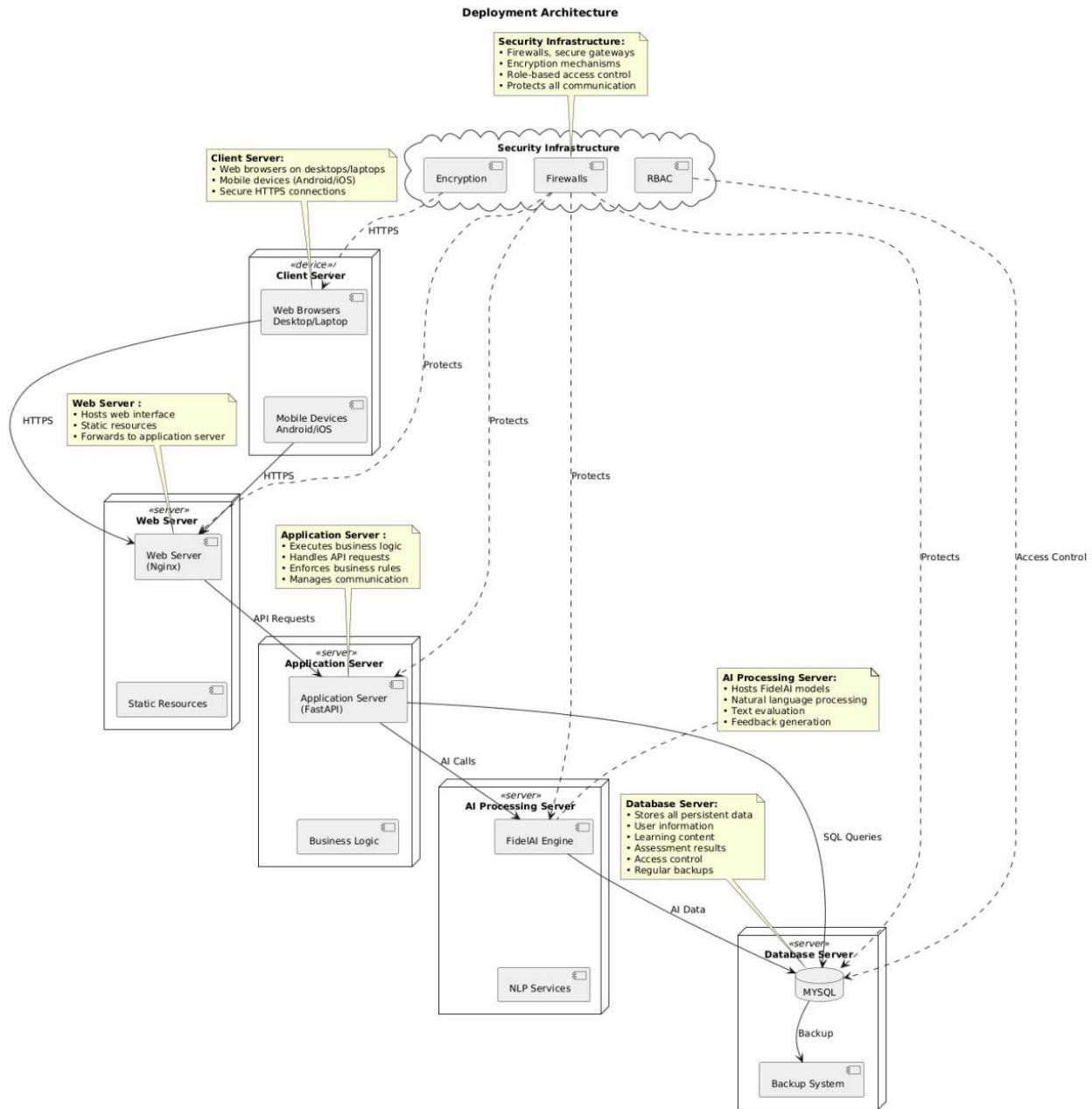
Network and Security Infrastructure

This layer provides system-wide protection and includes:

- ❖ Firewalls and secure gateways
- ❖ Encryption mechanisms for data in transit

- ❖ Role-based access control (RBAC) to restrict access to sensitive resources

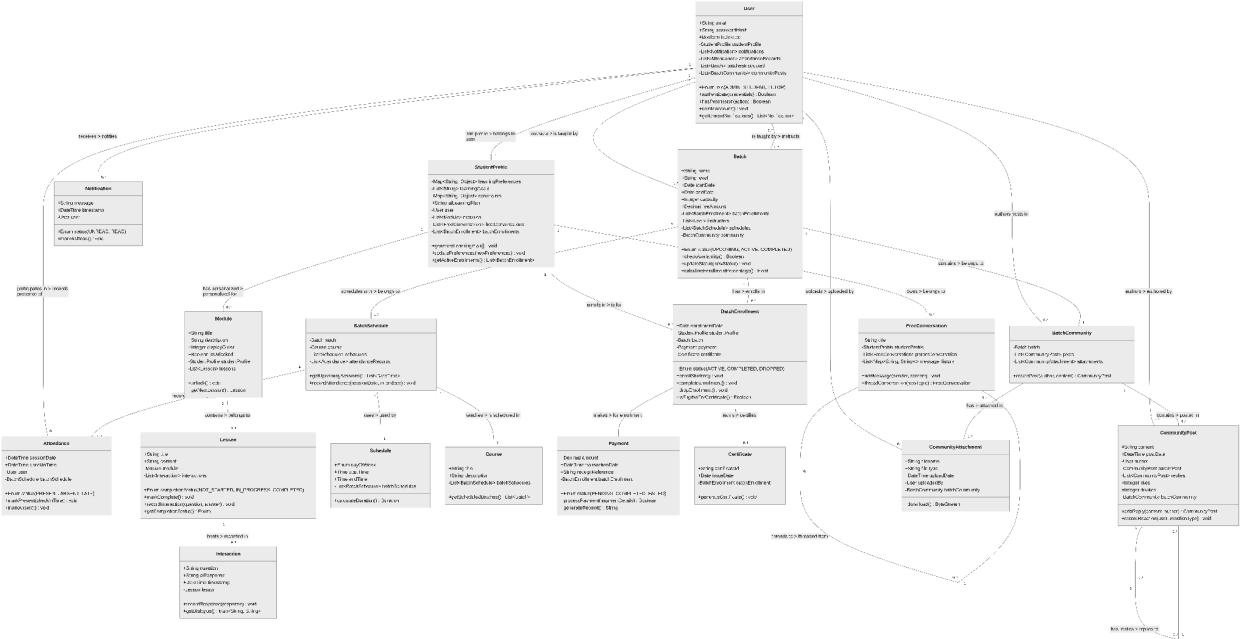
This deployment architecture ensures scalability, reliability, and secure operation of the AI-integrated online English learning system.



3.1.2 Deployment Modeling

3.2 Detail Design

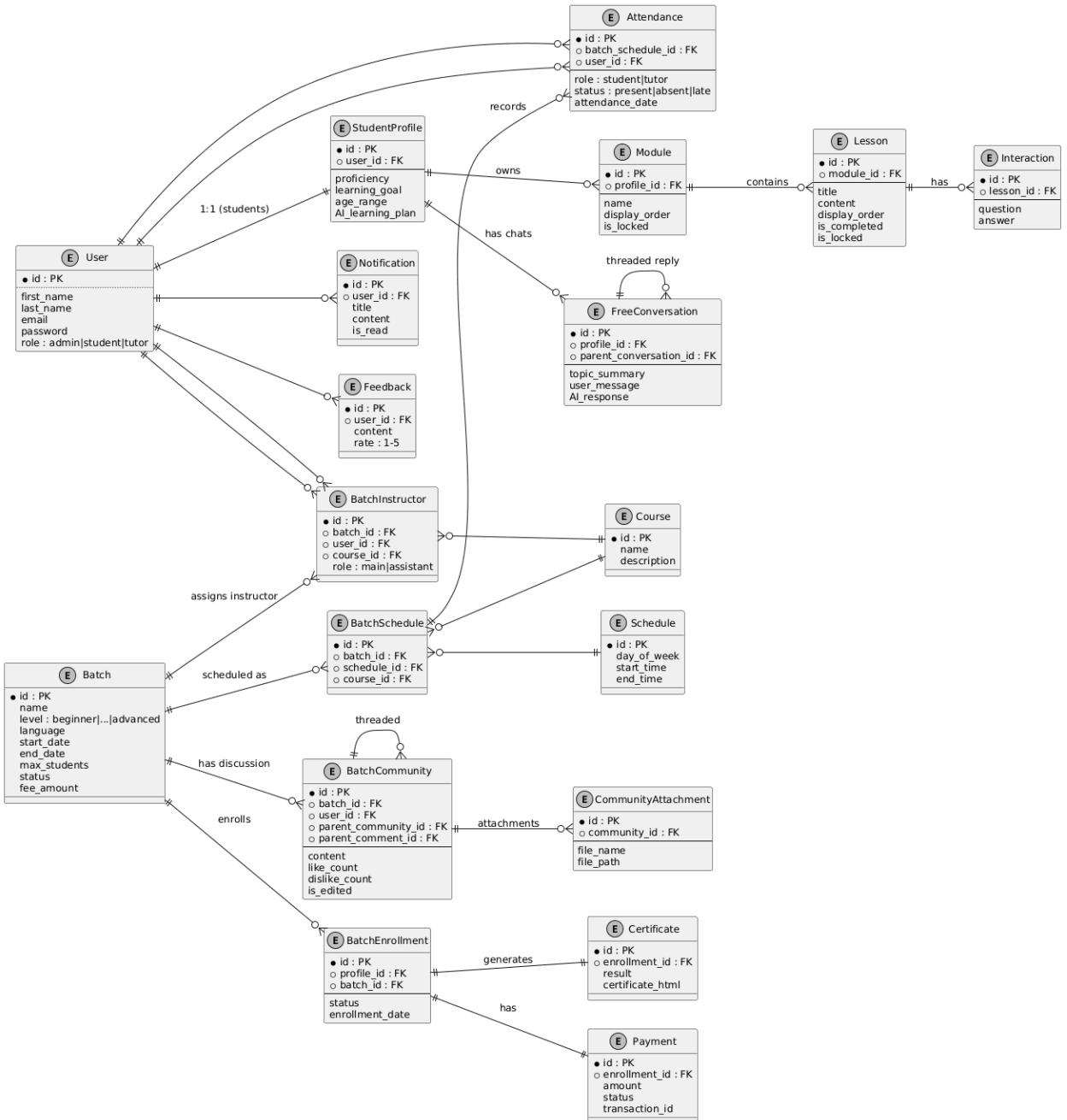
3.2.1 Design class model



- ❖ **User:** Represents a system account that can act as an admin, student, or tutor. Handles authentication, authorization, account lifecycle, and serves as the central link to profiles, notifications, attendance, teaching responsibilities, and community participation.
- ❖ **StudentProfile:** Stores all student-specific learning data and personalization. Manages learning preferences, goals, constraints, AI-generated learning plans, enrolled batches, modules, and free-form AI conversations tied to a single user.
- ❖ **Notification:** Represents system-generated messages sent to users. Tracks message content, delivery time, and read/unread status, allowing users to manage and acknowledge notifications.
- ❖ **Attendance:** Captures a user's attendance for a scheduled batch session. Tracks presence status, session date, and check-in time, and is linked to both the user and the batch schedule.
- ❖ **Module:** Defines a structured learning unit within a student's personalized curriculum. Controls lesson sequencing, unlock logic, and progression through associated lessons.
- ❖ **Lesson:** Represents an individual instructional unit within a module. Stores lesson content, completion status, and learning interactions between the student and the AI.

- ❖ **Interaction:** Records a single learning exchange within a lesson. Stores learner questions, AI responses, timestamps, and allows reconstruction of the dialogue history.
- ❖ **FreeConversation:** Supports open-ended, unstructured conversations between a student and the AI. Allows threaded discussions, message history tracking, and topic branching independent of formal lessons.
- ❖ **Batch:** Represents a scheduled cohort-based course offering. Manages enrollment capacity, lifecycle status, instructors, schedules, fees, and its associated community space.
- ❖ **BatchSchedule:** Defines how a batch is delivered over time. Links courses to concrete session schedules and maintains attendance records for each session.
- ❖ **Schedule:** Represents a reusable time slot definition. Defines recurring day-of-week and time ranges used by batch schedules.
- ❖ **Course:** Defines the academic or instructional content offered across batches. Acts as a template that can be scheduled multiple times via different batch schedules.
- ❖ **BatchEnrollment:** Represents a student's participation in a specific batch. Tracks enrollment status, payment, completion, and eligibility for certification.
- ❖ **Payment:** Handles financial transactions related to batch enrollment. Tracks payment amount, status, transaction details, and receipt generation.
- ❖ **Certificate:** Represents proof of successful batch completion. Issued upon meeting completion criteria and linked directly to a batch enrollment.
- ❖ **BatchCommunity:** Provides a collaborative discussion space for a batch. Manages posts and shared attachments associated with the batch.
- ❖ **CommunityPost:** Represents a discussion post within a batch community. Supports threaded replies, reactions (likes/dislikes), and author tracking.
- ❖ **CommunityAttachment:** Represents files shared within a batch community. Stores metadata about uploaded resources and provides download access.

3.2.2 Persistent model



Core Identity & Access

User: Represents any system actor (student, instructor, admin).

- ❖ Stores authentication and authorization data (email, password hash, role).
- ❖ Can optionally own a **StudentProfile**.
- ❖ Can instruct multiple **Batches**, receive **Notifications**, participate in **Attendance**, and author **CommunityPosts**.

Personalized Learning

StudentProfile: Represents a learner's personalized AI-driven learning context.

- ❖ Contains learning preferences, goals, constraints, and an AI-generated learning plan.
- ❖ Owns:
 - Modules (structured learning paths),
 - FreeConversations (open AI chat sessions),
 - BatchEnrollments (formal course participation).
- ❖ Linked one-to-one with a User.

Module: A structured learning unit within a student's personalized plan.

- ❖ Ordered and unlockable.
- ❖ Contains multiple Lessons.
- ❖ Scoped to a single StudentProfile.

Lesson: Represents a single learning unit.

- ❖ Tracks completion status.
- ❖ Contains multiple Interactions with the AI.

Interaction: Stores AI-student exchanges within a lesson.

- ❖ Includes question, AI response, and timestamp.
- ❖ Provides conversational learning traceability.

FreeConversation: Unstructured AI chat outside formal lessons.

- ❖ Belongs to a StudentProfile.
- ❖ Supports hierarchical (parent/child) conversations.
- ❖ Stores full message history.

Batch-Based Learning

Batch: Represents a cohort-based course offering.

- ❖ Defined by level, duration, capacity, fee, and status.
- ❖ Taught by one or more Users (instructors).
- ❖ Owns:
 - BatchSchedules
 - BatchEnrollments

- A dedicated BatchCommunity

Course: Defines reusable academic content.

- ❖ Can be scheduled across multiple batches via BatchSchedule.

BatchSchedule: Connects a Batch to a Course and time schedules.

- ❖ Tracks attendance per session.
- ❖ Uses one or more Schedule definitions.

Schedule: Defines recurring time slots (day and time).

- ❖ Reusable across multiple batch schedules.

Attendance: Tracks user participation in scheduled sessions.

- ❖ Linked to a User and a BatchSchedule.
- ❖ Includes session date, check-in time, and attendance status.

Enrollment, Payments & Certification

BatchEnrollment: Represents a student's enrollment in a batch.

- ❖ Links StudentProfile and Batch.
- ❖ Tracks enrollment status and date.
- ❖ Owns:
 - Payment
 - Optional Certificate

Payment: Stores transaction details for a batch enrollment.

- ❖ Includes amount, status, date, and receipt reference.

Certificate: Issued upon successful batch completion.

- ❖ Tied one-to-one with a BatchEnrollment.

Communication & Community

Notification: System messages sent to users.

- ❖ Tracks message content, timestamp, and read status.

BatchCommunity: Dedicated community space for a batch.

- ❖ Hosts CommunityPosts and CommunityAttachments.

CommunityPost: Represents discussion posts and replies.

- ❖ Supports nested replies (threaded discussions).
- ❖ Tracks likes and dislikes.
- ❖ Authored by a User and scoped to a BatchCommunity.

CommunityAttachment: Files shared within a batch community.

- ❖ Uploaded by a User.
- ❖ Linked to a BatchCommunity.

3.3 User Interface Design

The screenshot shows the TutorHub Admin Dashboard. On the left, there's a sidebar with navigation links: Dashboard, Students (which is currently selected and highlighted in black), Tutors, Courses, Payments, Sessions, Chat, Dark Mode, and Logout. The main content area is titled "Student Management" and has a sub-instruction "Manage and monitor all student accounts". It features a search bar with placeholder text "Search students by name or email...". Below the search bar is a table listing student information. The table columns are: Email, Phone, Courses, Assigned Tutors, Status, and Join Date. Each row contains a student's details, including their email, phone number, the number of courses they're taking, their assigned tutors (with names like Emma Martinez, Sarah Johnson, Michael Brown, Jessica Lee, Robert Wilson, and others), their status (active or inactive), and the date they joined. To the right of each row is a "Assign Tutor" button with a plus sign and a user icon. At the bottom of the table is a horizontal scrollbar.

Email	Phone	Courses	Assigned Tutors	Status	Join Date
alex@example.com	+1-555-0101	3	Vacation: Emma Martinez Business: Sarah Johnson	active	2024-01-15
sarah@example.com	+1-555-0102	2	Daily: Michael Brown	active	2024-02-20
mike@example.com	+1-555-0103	1	Advanced: Jessica Lee	inactive	2024-03-10
emily@example.com	+1-555-0104	4	Vacation: Robert Wilson	active	2024-01-25
john@example.com	+1-555-0105	2	Business: Emma Martinez Daily: Sarah Johnson	active	2024-04-05

Figure 27 Admin dashboard

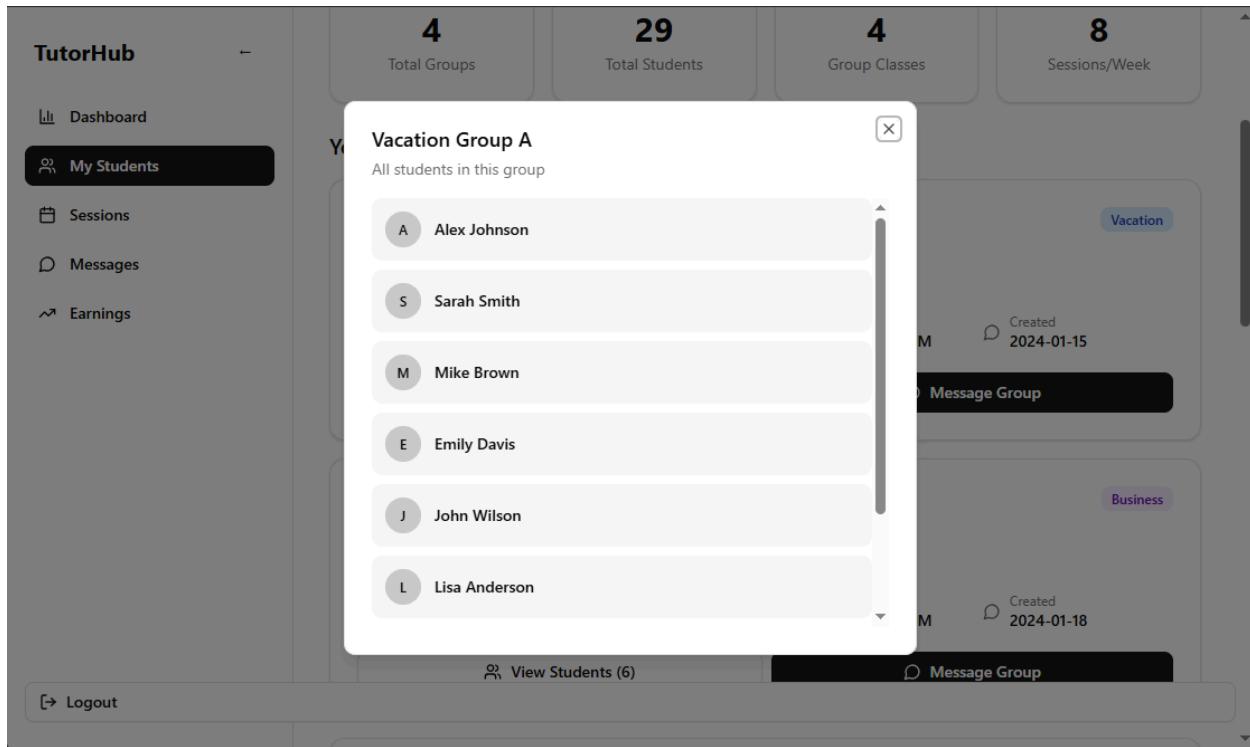


Figure 28 Tutor dashboard

3.4 Access control and security

The system enforces Role-Based Access Control (RBAC) to ensure that each actor can access only the functionality and data necessary for their responsibilities. This approach enhances security, prevents misuse, and ensures data privacy across the platform.

User Roles and Access Levels

The system defines three primary user roles:

a) Student

Students are end users who consume learning services.

Permitted Access

- ❖ Register, log in, and manage their own profile
- ❖ View and update personal learning goals
- ❖ Access AI-generated learning plans, lessons, quizzes, and exercises

- ❖ Participate in assigned batches and live classes
- ❖ Communicate within authorized batch communities
- ❖ Make payments and view their own payment history
- ❖ View certificates issued to them
- ❖ Submit feedback and receive system notifications

Restricted Access

- ❖ Cannot access other students' data
- ❖ Cannot modify learning content, batch configurations, or system settings
- ❖ Cannot access administrative reports or tutor earnings

b) Tutor

Tutors provide instructional services and interact with assigned students.

Permitted Access

- ❖ Register and manage their own tutor profile
- ❖ Define availability and view assigned schedules
- ❖ Access only the batches and students assigned to them
- ❖ Conduct live classes and mark attendance
- ❖ Upload supplementary learning materials (subject to administrator approval)
- ❖ View their own earnings and reviews

Restricted Access

- ❖ Cannot manage payments, users, or system configurations
- ❖ Cannot access student data outside their assigned batches
- ❖ Cannot approve content or issue certificates

c) Administrator

Administrators have full system oversight and governance authority.

Permitted Access

- ❖ Manage all users (students and tutors): create, update, suspend, and deactivate
- ❖ Approve or reject tutor registrations
- ❖ Create, update, and archive courses, batches, and learning content
- ❖ Assign tutors to batches
- ❖ Monitor system activity and generate reports
- ❖ View and manage all payment transactions

- ❖ Issue and verify certificates
- ❖ Send system-wide or targeted notifications
- ❖ Moderate community content and user feedback

Restricted Access

- ❖ No functional restrictions within the system scope (highest-privilege role)

Authentication and Authorization

- ❖ All users must authenticate using valid credentials (email or phone number and password).
- ❖ Passwords are securely stored using industry-standard hashing algorithms.
- ❖ After successful authentication, permissions are assigned based on the user's role.

Authorization checks are enforced at:

- ❖ Application level (API and UI access control)
- ❖ Database level (role-validated queries)

Data Access Control

- ❖ Users can access only their own data unless explicitly authorized by their role.
- ❖ Tutors can access student data only within their assigned batches.
- ❖ Administrators have full read and write access to all system data.
- ❖ Sensitive data (e.g., payments, personal information, voice recordings) is protected and never exposed to unauthorized roles.

Account Status Control

Each user account operates under one of the following statuses:

- ❖ **Active** – Full access according to assigned role
- ❖ **Suspended** – Login permitted, but access to learning and payment features is restricted
- ❖ **Deactivated** – No system access

Only administrators are authorized to change account status.

Security Mechanisms

The system implements multiple security measures, including:

- ❖ Limited login attempts to prevent brute-force attacks
- ❖ Temporary account locking after multiple failed login attempts
- ❖ Secure communication using HTTPS
- ❖ Role validation on every API request
- ❖ Audit logs for critical actions (e.g., payments, content updates, account status changes)
- ❖ Regular data backups with restricted restoration access (administrator-only)

References

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Appendix

Age group:

- Under 18
- 18–25
- 26–35
- 36+

Current English proficiency level:

- Beginner
- Intermediate
- Advanced

What are the main difficulties you face when learning English online?

- Lack of motivation
- Limited tutor access
- Payment issues

Rank the following features by importance:

- Live tutor sessions
- Community