Student-Faculty Interaction System
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Abstract:
Many applications are available in the market for helping tourists for reaching their destinations efficiently. But these applications suffer from many shortcomings including limited functionality, accuracy and features. In order to overcome these limitations, Our APP has been developed to provide the tourists with accurate and reliable information along with the ability to customize the application to suit their requirements. In addition to providing general information, Our APP is capable of segmenting the industry into multiple groups based on specific requirements. Also, this application has been developed and hosted on multiple platforms, so that it can be accessed using any device available with the prospective client. It is suitable for visually impaired person to guide the nearest tourist places based on their current location.

1. INTRODUCTION
Faculty Interaction System is an android application that handles various educational and non educational connected activities of an academic establishment in an effective means. this method may be accessed by each students and school members of the academic establishment through mobile devices. Before accessing the system each student and school ought to register themselves. this method may be accessed by giving valid username and parole. each user can have a made-to-order home page with profile management facilities. User will access completely different choices of the system assigned to him.

2. LITERATURE REVIEW
[1] “Attandance Management System G.Gangagowri et al., this method is employed thanks to SMS software system. This software system is employed to send SMS simply to their parent’s. this method will store their knowledge concerning the scholars and people cares absent student details. it's Associate
[2] “Online Student attending System”, P. N. Garad et al, during this project, we have a tendency to gave access to a few user i.e. Admin, Student, Others. This project relies on client-server. Here, the serve is tom and shopper is JSP. during this project lecturers or the admin are filling attending and causation message to the coed United Nations agency is absent.
[3] “Web based mostly coaching job Institute Management System”, MayuriKamble et al, “Coaching Institute Management System” software system developed for Associate in Android institute has been designed to attain most potency and scale back the time taken to handle the storing activity. it's designed to switch Associate in Android existing manual record system thereby reducing time taken for calculations and for storing knowledge.

3. EXISTING SYSTEM
The existing system isn't user friendly as a result of the retrieval of knowledge of information is extremely slow and data isn't maintained with efficiency. the prevailing leave Management system has several shortcomings related to it. Manually administered leave management programs square measure pricey to manage, tough to trace and sometimes end in errors. All calculations to get report is finished manually thus there's bigger probability of errors. Existing system needs ton of paper work. Loss of even one register/record LED to tough scenario as a result of all the papers square measure required to get the reports. each work is finished manually thus we have a tendency to cannot generate report within the middle of the session or as per the necessity as a result of it’s terribly time overwhelming.

DISADVANTAGES
Manual maintenance of information Searching for any correspondence is tough. Lack of SMS facility No attending proportion calculation Portability

4. PROPOSED SYSTEM
Our project on attending Management System relies on some ideas and methodologies that we have a tendency to devised throughout our initial study and visualisation of the project. Taking the attending on mobile phones rather than ancient approach is one discovery to property development. they tried to form Associate in Android application which will facilitate the teacher to require attending of the scholars through their own mobile device. the aim of developing attending management system is to computerised the tradition means of taking attending. Another purpose for developing this software system is to get the report mechanically at the top of the session or within the between of the session This Application is constructed for automating the process of attending. It additionally enhances the speed of the acting attending task simply. It additionally generates mark list reports to stay a check on the scholars United Nations agency square measure regular & United Nations agency aren't. a college has got to login to the system & then within the attending possibility they need to pick applicable category, semester and subject, thus this can show the list of the scholars United Nations agency square measure measured eligible to look during this session. this can add the chosen students as gift student in this specific session. this can add the
chosen students as gift student in this specific session. this method is extremely helpful to the staff additionally as a result of they will generate.

**Purpose/Objectives/justification of Project:**
The main objectives of the project is to provide the accurate guidance for the tourist places for the visually impaired person based on their current location.

5. SYSTEM DESIGN

System Architecture (Block diagram of overall function of system/project)

![System Architecture Diagram]

**FEASIBILITY STUDY**

The feasibility of the project is analyzed during this part and business proposal is place forth with a really general set up for the project and a few value estimates. throughout system analysis feasibility study of the planned system is to be administrated. this is often to make sure that the planned system isn't a burden to the corporate. For feasibility analysis, some understanding of the key necessities for the system is crucial.

Three key issues concerned within the feasibility

- **ECONOMICAL FEASIBILITY**
- **TECHNICAL FEASIBILITY**
- **SOCIAL FEASIBILITY**

**SYSTEM FUNCTIONAL SPECIFICATIONS**

**Android Architecture**

- **LibWebCore** – It is a web browser engine which powers both the Android browser and an embeddable web view
- **SGL** – This is the underlying 2D graphics engine

- **3D libraries** – The implementation is based on OpenGL ES 1.0 APIs the libraries use either hardware 3D acceleration (where available) or included highly optimized 3D software rasterizer
- **FreeType** – It bitmaps and vector font rendering
- **SQLite** – It is a powerful and lightweight relational database engine available to all applications

**Libraries**

Android includes of C/C++ libraries used by various components of the Android system. These are exposed to developers through the Android application framework. The core libraries are listed below:

- **System C library** – It is a BSD-derived implementation of the standard C system library (libc), tuned for embedded Linux-based devices
- **Media Libraries** – It is based on Packet Video’s Open CORE; these libraries support playback and recording of many popular audio and video formats, and as well as image files.
- **Surface Manager** – It access to the display subsystem and seamlessly composites 2D and 3D graphic from multiple applications

6. IMPLEMENTATION

**Module Description**

1. **Admin Module**
   This module is employed to login for Admin, it have whole rights to observe and manage the complete project, through this module, new info will be insert, update, read and delete.

2. **New User Registration Module**
   This module is employed to register the user info and it’ll be stored in DB. The information like name, password, date of birth, department, phone no and email id are collected. The collected details will be sent to the database for the aim of login.

3. **Login Module**
   This module is employed to login for the scholar profile home page and continues the other processes.

4. **Student Module**
   This module will be used for student for registration. The info such as name, reg-no, gender, course, department, e-mail, father’s name, mobile no. and address are collected and therefore the collected information is stored in the database.
5. SMS Module
This module will send SMS to their parents.

Admin

7. SYSTEM TESTING
The purpose of testing is to find errors. Testing is the method of attempting to find each conceivable fault or weakness during a work product. It provides some way to ensure the functionality of parts, sub assemblies, assemblies and/or a finished product Its the method of exercising software with the intent of ensuring that the Software system meets its needs and user expectations and doesn’t fail in an unacceptable manner. There are varied kinds of test. Each test type addresses a particular testing requirement.

8. CONCLUSION
The main objective of the system is to enhance the interaction between student-faculty in an educational institution. This system displays appropriate information to users according to the selected module. This system is very helpful for both student and faculty members for effective communication. Using this system student can gain technical knowledge and be aware of events organized in the educational institution. Deployment of this application will certainly help the educational institution to reduce unnecessary wastage of time in personally going to each department for gathering required information. Awareness and right knowledge is essential in any educational institution for both the development of student as well as faculty. This system provides the right purpose in achieving the desired requirements of both the communities.

9. FUTURE ENHANCEMENT
As of now the project is restricted to one particular city in the future we can implement it Worldwide.

10. REFERENCES


