



Android Application for Student - Faculty Interaction

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Abstract: This work is aimed at developing an Android Application for student-faculty interaction, which is very important in any educational institution. This system will be useful for both students and faculty members for effective communication. Students and staff can access the system to share their knowledge. Faculty members can upload technical information like lecture notes, tutorial sheets and online course details through which students can improve their knowledge. Using this system student can be aware of Workshops, training programs and conference organized in the educational institution. Student can also use this system to search the current location of the faculty members, download lecture notes, and participate in the discussion forum. The main objective of the work is to provide an effective interaction system between students and faculty members.

Keywords: MobileApp, student- faculty interaction

I. INTRODUCTION

Student- Faculty Interaction System is an android application that handles various academic and non academic related activities of an educational institution in an effective way. This system can be accessed by every students and faculty members of the educational institution through mobile devices. Before accessing the system both student and faculty should register themselves. This system can be accessed by giving valid username and password. Every user will have a customized home page with profile management facilities. User can access different options of the system assigned to him. The architectural diagram of the proposed system is shown in figure 1.

links in the home page for accessing admin module, faculty module, and student module. Once clicking any one of the links provided, the respective login page will be displayed, and Admin module contains all the information such as login details, student details and staff details. Faculty members and Students can login by giving their user name and password. Administrator is responsible for maintaining the database.

III. TECHNOLOGIES USED

For user interface, Eclipse android application development software will be used. XML will be used for designing the Graphical User Interface (GUI). Java will be used for connecting various components of user interface to database system. MYSQL is used as a database at the web server and PHP is used to fetch data from the database. Application will communicate with the PHP page with necessary parameters and PHP will contact MYSQL database and will fetch the result and return the results to application requesting it.

II. METHODOLOGY

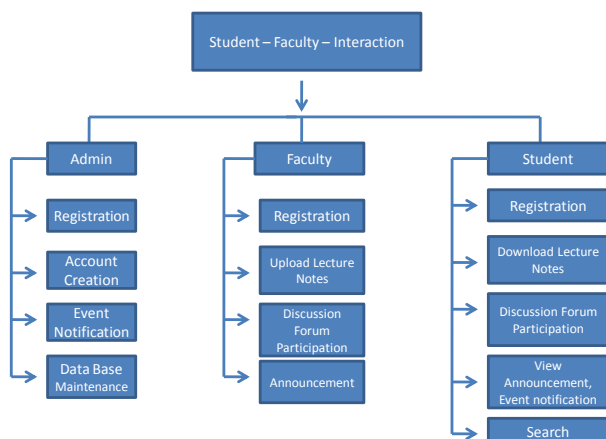


Fig.1 Architectural diagram for Student- Faculty Interaction

This work mainly deals with three modules namely Admin module, Faculty and Student Module. There will be three

IV. REQUIREMENTS SPECIFICATION

A. Functional Requirements

i) Student / Faculty Authentication

The system can be accessed by only authenticated users.

Inputs: Inputs include username and password submitted by the user.

Processing: Username and passwords are checked against the database to ensure valid user.

Output: Valid users are allowed to access the homepage.

ii) Admin Authentication

Admin module can be accessed by only valid administrator.

Inputs: Inputs include username and password submitted by the Administrator.



Processing: Username and passwords are checked against the database to ensure valid admin.

Output: Valid administrator only is allowed to access the admin page where he can create accounts for users.

iii) Discussion Forum

It allows the administrator, Faculty and student to share their knowledge and post query.

Inputs: Inputs include query posted by students, answers submitted by faculty members.

Processing: both query posted by student (with his/her name, register no. details) and answers submitted faculty members (with name, designation and department details) are stored in the database.

Output: It can then be viewed by the all the users.

iv) Announcement

It allows the faculty members and Administrator to upload academic/non academic announcement to students.

Inputs: Input includes academic/non academic information to all students.

Processing: The academic/non academic information is stored in the database.

Output: It can then be viewed by all the users.

v) Lecture Notes

It allows the faculty members to upload lecture notes which can help to students to enhance their knowledge.

Inputs: Input includes Lecture notes/ Technical information to all students.

Processing: The Lecture notes/ Technical information are stored in the database.

Output: It can then be viewed by all the users.

vi) Search

It allows the student to search the location of faculty member for getting faculty guidance immediately.

Inputs: Inputs include name and department of the faculty.

Processing: Details of the faculty are fetched from the database.

Output: The faculty current location details are then displayed.

vii) Event Notification

It notifies the students about the events such as workshop, guest lectures, sports meet, training and conference to be conducted.

Inputs: Input includes event name, place, description and date.

Processing: event details are stored in the database.

Output: It can then be viewed by all the users.

B) Non - Functional Requirements

i) Performance of the system

Response time is very good for given piece of work. The system will support multi user environment.

ii) Reliability of the system

The system will be highly reliable and it generates all the updates information in correct order. Data validation and verification is done at every stage of activity. System recovery will also be speed.

C) Behavioral Attributes

- 1) **Security** - The system is developed in java and extends security features of web browsers.
- 2) **Availability** - The system will be available 24X7.
- 3) **Maintainability** - The system will be able to meet new requirements (additions/ deletions).
- 4) **Portability** - This application will be portable on any system and can be opened in any browser.

V. 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.

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