

# STUDENT SUPPORTING CHATBOT

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**Abstract** - This project aims to develop a Student Supporting Chabot that answers any queries post by students like college details, course-related questions, location of the college, fee structure etc. The Student Supporting Chatbot project is built using machine learning algorithms that analyse user's queries and understand the user's message. This System is a web application that provides answers to the query. Any individual just has to query through the bot. The answers are appropriate to what the user queries. The User can query any college-related activities through the system. The user does not have to personally go to the college for enquiry. The System analyses the question and then answers to the user. The user can also give their suggestions through the suggestion box. The system replies using an effective Graphical User Interface which implies that as if a real person is talking to the user.

**Key Words:**appointment scheduler, ASP.NET, Hospitals, Website.

## 1.INTRODUCTION

A person, animal or other creature which holds conversations with humans. This could be a text based (typed) conversation, a spoken conversation or even a non-verbal conversation. Chat bot can run on local computers and phones, though most of the time it is accessed through the internet. Chat bot is typically perceived as engaging software entity which humans can talk to. It can be interesting, inspiring and intriguing. It appears everywhere, from old ancient HTML pages to modern advanced social networking websites, and from standard computers to fashionable smart mobile devices. Chat bots talk in almost every major language. Their language (Natural Language Processing, NLP) skills vary from extremely poor to very clever intelligent, helpful and funny. The same counts for their graphic design, sometimes it feels like a cartoonish character drawn by a child, and on the other hand there are photo-realistic 3D animated characters available, which are hard to distinguish from humans. And they are all referred to as "chat bots". Chat bots typically provide a text-based user interface, allowing the user to type commands and receive text as well as text to speech response. Chat bots are usually a stateful services, remembering previous commands (and perhaps even conversation) in order to provide functionality. When chat bot technology is integrated with popular web services it can be utilized securely by an even larger audience.

## 2.OBJECTIVES

- Student Information Chat Bot System paves a way to introduce a system that makes its users to have their doubts by means of querying.
- To provide one to one response where the user is able to get quick solutions to their queries.
- To provide students with personalized feedback individually.
- To provide the student to be updated with college cultural activities.
- To provide appropriate answer to the query that has been asked by the user.
- To save time of the students through solving their queries online.
- To give basic lectures.
- To serve as virtual advisors, and that in the process they adapt to the abilities of the students.

## 3.SYSTEM STUDY

The study was carried out at students, faculties and department. The main purposed of the study was to find out how the process of recording student's data is carried out. The system that is currently being used in student , teachers and department is entirety manuals. When a student want to ask a query they may have more hesitation to ask it, there may have teachers availability and proper time maintenance of the teachers , hence the system includes all solutions of this problems.

### 3.1 SYSTEM REQUIREMENT

This section describes the hardware components and software requirements needed for effective and efficient running of the system.

Table: 3.4.1 Hardware and software Requirements

SOFTWARE REQUIREMENT	HARDWARE REQUIREMENTS
<ul style="list-style-type: none"> <li>Front End : html, css, js, bootstrap</li> <li>Back End : ASP.net, c#</li> <li>Database : MS SQL</li> <li>Operating System : Windows 10</li> </ul>	<ul style="list-style-type: none"> <li>Processor : Intel Pentium core i3</li> <li>Hard Disk : 1 TB</li> <li>RAM : 4 GB</li> <li>Others : Keyboard, Mouse, Printer</li> </ul>

### 3.2 SYSTEM DEVELOPMENT

The proposed software system consists of two major components-Front end and Backend.

#### 3.2.1 Front End (User Side):

HTML, CSS and JS these three tools dominate web development. Every library or tool seems to be centered on these tools. We have made use of them for creating portal pages and designing them and to make them responsive.

#### 3.2.2 Back End (Admin Side):

The backend describe the data access layer, server and other computational logic of the system. The backend of the proposed system was designed with ASP.net, C# for scripting. SQL is used for developing system's Database. The Sign up form in Figure 3.7.2 was designed using Bootstrap Modal function with properform controlling using JavaScript to ensure user details are captured correctly. It also provides notification if the user details had been registered before so as to prevent conflicting credentials on the database

## 4.RESULTS

### 4.1 System Interfaces

All System interfaces in this chapter were created in ASP.NET and C# code while creating ASP and Visual Studio 2012 Integrated Development Environment (IDE) interfaces.

### 4.2 Login Form for the Different Users

Only authorized admin with the right user name and password has right to access the services to particular department as like HOD . When wrong user name and password is used the System rejects access to the services.

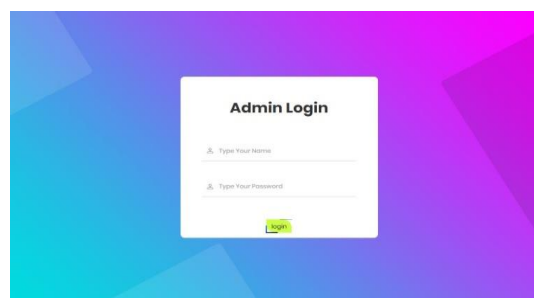
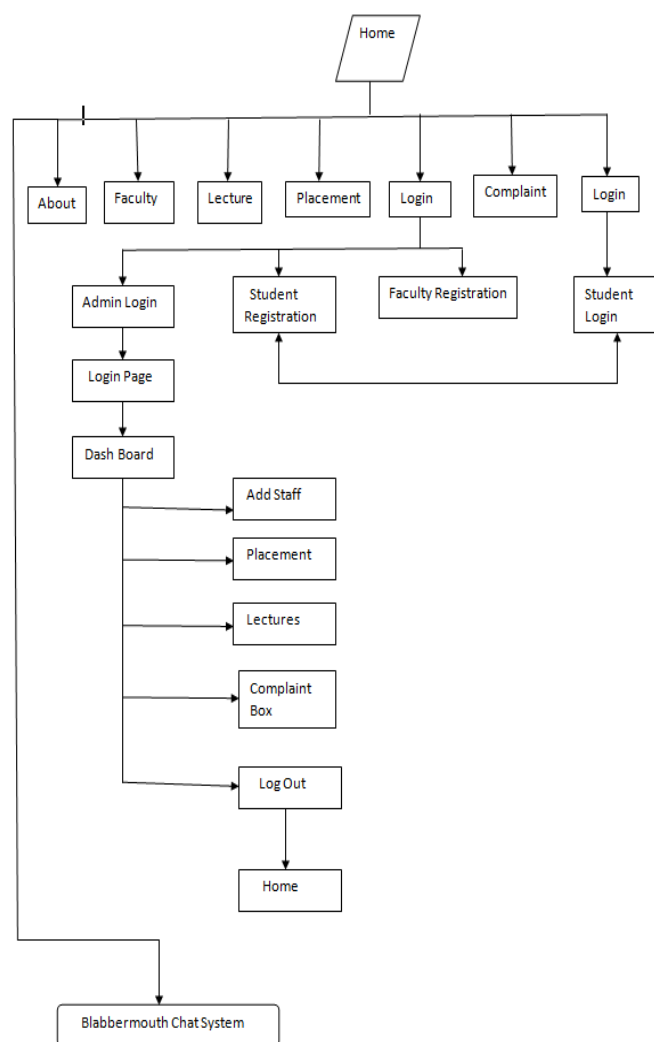


Fig: 4.2.1 Admin login

This page in fig 4.2.1 is where the admin can login through and access the control over portal.



The table above shows software requirements recommended to enable the system to run as required for using Online Appointment and scheduling System.

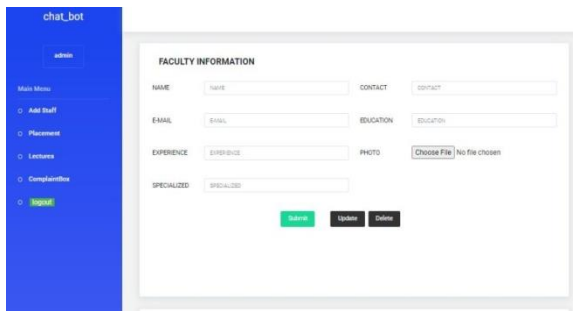


Fig: 4.2.2 Admin Dashboard

This page includes inserting the faculty details, placement details, past lecture videos and he can see the complaints of students in complaintbox.

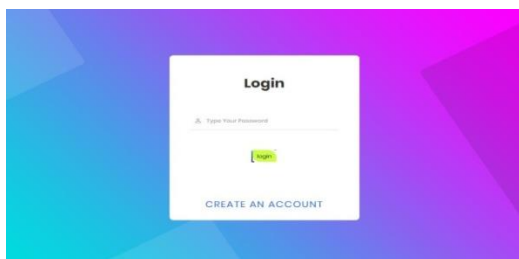


Fig: 4.2.3 User login

In order to enter the query, student has to create an account on portal by providing the details like their name, contact number and alternate number, address, relative's name, email id etc.



Fig: 4.2.4 Home Page

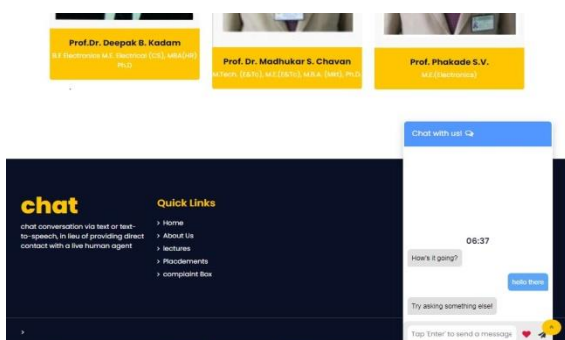


Fig: 4.2.5 Blabbermouth chat

Blabbermouth is name of our chatbot. In Blabbermouth we have added some answers of common questions regarding department which are stored in database.



Fig: 4.2.6 Chat with Faculty Page

On chat with faculty page, there are photographs of teachers with their name & qualification. By clicking on photograph it opens the page of that respective faculty which contains all information of that faculty.

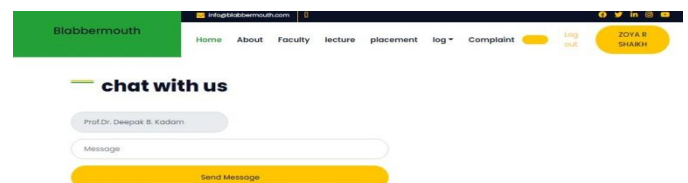


Fig: 4.2.7 Chat with faculty

On the faculty information page, there is chat with us option where student can enter the query and that query is sent to faculty on their mail as well as SMS.

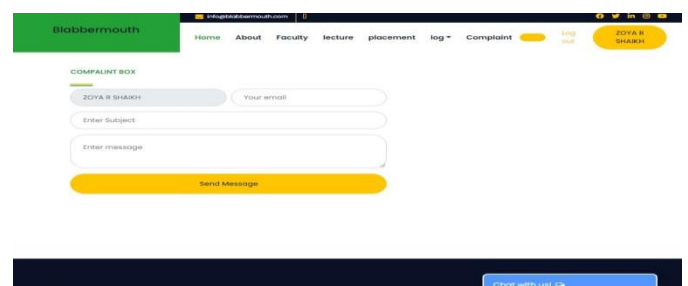


Fig: 4.2.8 Complaint page of student

This is the complaint page of students, where student can submit their complaint directly to HOD.

## 5. CONCLUSIONS

The goal of the system is to help the students to stay updated with their college activities. .Net and C# are the fastest growing technologies everywhere in the world. With the help of .Net, C# and knowledgeable database, we can make the transformation in the pattern matching and virtual assistance. This system is developing chat bot based on

android system. So with the combination of .Net, C# and virtual assistance, we can develop such chat bot which will make a conversion between human and machine and will satisfy the question raised by user. The main motive of the project is to reduce the work load on the department's staff and reduce the response time to a user's query.

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