

VERIFYING AND ACCESSING STUDENT PROJECT APPLICATION

Dr.R.Selvi
(Assistant Professor)
Department of
Information Technology
Dr. M.G.R. Educational
and Research Institute
Chennai, India
rcelve@gmail.com

DR.M Kiruthiga Devi
(Associate Professor),
Department of
Information Technology
Dr. M.G.R. Educational
and Research Institute
Chennai, India
Kiruthiga.it@drmgrdu.ac
.in

Swati Kumari
Reg No. 201121101077
Student
Department of
Information Technology
Dr. M.G.R. Educational
and Research Institute
Chennai, India
Swatiroy2001@gmail.co
m

Surbhi Kumari
Reg No.201121101076
Student
Department of
Information Technology
Dr. M.G.R. Educational
and Research Institute
Chennai, India
Surbhi2592002@gmail.co
m

Abstract — This abstract presents a conceptual overview of an application design to verify and accessing the project the student project using which maintain the information about the project present in the system that contains project documentation, report, code and so on. It is difficult to maintain and search all this information manually in an Organization as it takes lot of time to do. The proposed app aims to overcome the manual search to avoid difficulty in searching. Owing to the advancement of technology, this project offers a holistic solution to enhance the validation and approval process for project development by students. By fostering collaborations, improving communication, and facilitating efficient workflows, the app aims to elevate the quality of software development outcomes while reducing project timeline and costs. It is potential to transform how project validation is conducted makes it a valuable tool for modern software development teams and organizations.

1.INTRODUCTION

In recent years, the education sector has witnessed a significant shift towards digital platforms and online learning. As a result, the assessment and evaluation of student projects have also adapted to the evolving technological landscape. Traditional methods of project evaluation often rely on manual grading, which can be time-consuming and subjective. To address these challenges, this project proposes the implementation of machine learning techniques to verify and assess student projects efficiently and objectively. Traditional methods of evaluating student projects involve manual assessment by instructors, which can lead to inconsistencies and bias. Additionally, with the growing number of online courses and remote learning, there is an increased need for scalable and automated solutions to manage the evaluation process. Machine learning, a subset of artificial intelligence, offers the potential to revolutionize the assessment process by automating tasks such as plagiarism detection, project verification, and grading. This project aims to leverage machine learning algorithms to enhance the accuracy, speed, and fairness of evaluating student projects.

2.EXISTING SYSTEM

In the existing educational systems, the verification and assessment of student projects typically rely on manual methods conducted by instructors or teaching assistants. These methods often involve reading through written content, analyzing code, and assessing other project components to determine the quality and originality of the work. While some institutions may use plagiarism detection tools, the overall evaluation process remains labor-intensive, subjective, and prone to inconsistencies.

Disadvantage:

It takes too long time to process the data with less efficiency.

3.PROPOSED SYSTEM

The proposed system introduces machine learning (ML) techniques to automate and enhance the process of verifying and accessing student projects.

The key components of the project system:

Project verification: Utilizing tools to assess the authenticity and originality of student projects.

Implementing plagiarism detection algorithms to identify similarities with existing works.

Objective Grading: Developing models to objectively grade student projects based on predefined criteria.

Analyzing code and quality content and title and other things.

Scalability and efficiency: Designing the System to handle a large volume of projects, ensuring scalability for both traditional classrooms and online learning platforms.

Integrating automation to significantly reduce the time and effort required for project work.

Advantage:

It gives convenience to identify and compare the data.

4.LITERATURE SURVEY

3.1 TITLE: Design of an Agile Training System Based on Wireless Mesh Network

AUTHOR: Enpu Wang, Lu Xu Han, Baohua Tan, Lina Luo

YEAR: 2022

PAPER EXPLANATION:

Given the problems of using traditional training methods and insufficient funds in college sports agility training, the agility training System Based on wireless MESH Network is developed. The lower computer realizes the automatic network, and describes the networking process, inter-group communication and network management of the MESH network in detail. When the number of network layers is 2, the node response time is about 300ms, and the packet loss rate is close to 0, it is proved that the Wireless MESH Network can transmit network data in real-time. The upper computer adopts the software design based on Android can view agility based on Android, which can view the agility training time of each point in the movement.

3.2 TITLE: A study on the Suitability of Visual Languages for Non-Expert Robot Programmers

AUTHOR: Jose Maria Rodriguez Corral, Ivan Ruiz-Rube; Anton Civit Balc

YEAR: 2019

PAPER EXPLANATION :

A visual programming language allows users and developers to create programs by manipulating program elements graphically. Several studies have shown the benefits of visual languages for learning

purposes and their applicability to robot programming .however,at present ,there are not enough comparative studies on the suitability of textual and visual languages for this purpose. In this paper , we study if ,as with a textual language, the use of a visual language could also be suitable in the context of robot programming and ,if So, what the main advantage of using a visual language would be.

3.3 TITLE: Enabling Adaptability in Web Forms Based on User Characteristics Detection Throught A/B Testing and Machine Learning

AUTHOR: Juan Cruz-Benito, Andrea Vazquez-Ingelmo, Jose Carlos S

YEAR: 2017

PAPER EXPLANATION:

This paper presents an original study with the aim of improving users performance in completing large questionnaires through adaptability in web forms .Such adaptability is based on the application of machine -learning procedures and an A/B testing approach. To detect the user preferences, behavior and the optimal version of the forms for all kinds of users ,researchers built predictive models using machine -learning algorithm(trained with data from more than 3000 user who participated previously in the questionnaires) ,extracting the most relevant factors that describe the models , and clustering the user based on their similar characteristics and these factors.

3.4 TITLE: Android based application to ordering food.

AUTHOR: B Kurniawan ,M F Abdul.

YEAR: 2019

PAPER EXPLANATION:

In this paper, it presents a system for ordering food or automatic drinks in the restaurant. With observations at the Time TV Coffee restaurant, it turns out that this system is comfortable, effective and easy, improving the performance of restaurant staff, will provide quality service and customer satisfaction. The overall conclusion is this is an extraordinary food ordering system for the restaurant sector, created by combining base smartphone technology on Android and Wireless

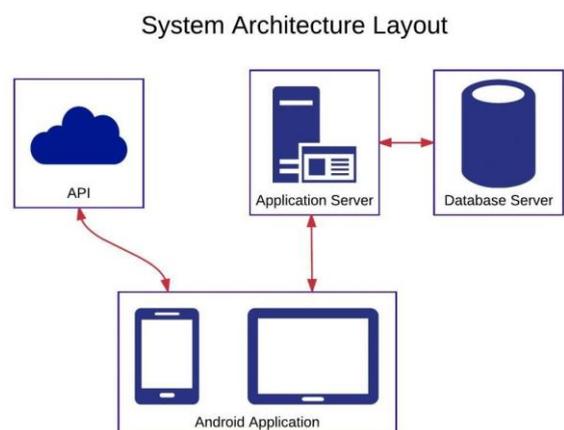
5.METHODOLOGY

Data Collection : Gather a of student project to train and validate machine learning models include Project from different academic domains to ensure model robust ness feature.

Extraction: Identify relevant features from the projects, such as code structure, content and formatting to be used as input for machine learning models .

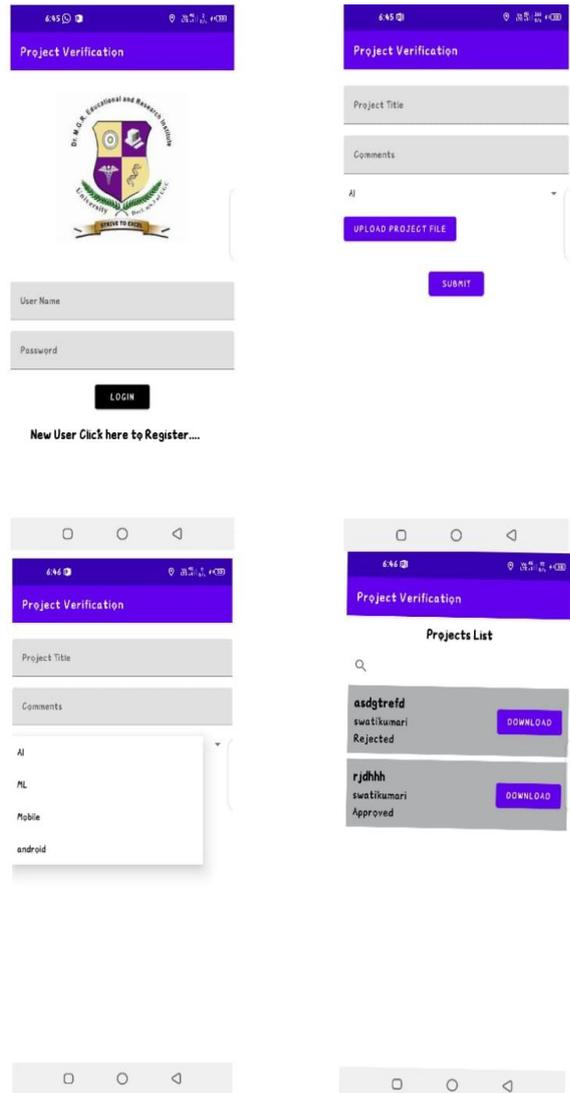
Model Training: Train machine learning models ,such as natural language processing models for text analysis and computer vision models for image-based projects , to learn patterns and characteristics indicative of high-quality work Integration with popular LMS platforms to the system within educational institutions.

5.1Architecture Diagram



6.RESULT

In this implementation of the project to use application access and verify the student details and also upload a different type of project teacher also access and see all student project and also review the project . accessing the project the student project using which maintain the information about the project present in the system that contains project documentation, report, code and so on. It is difficult to maintain and search all this information manually in an Organization as it takes lot of time to do. The proposed app aims to overcome the manual search to avoid difficulty in searching. Owing to the advancement of technology, this project offers a holistic solution to enhance the validation and approval process for project development by students. By fostering collaborations, improving communication, and facilitating efficient workflows, the app aims to elevate the quality of software development outcomes while reducing project timeline and costs. It is potential to transform how project validation is conducted makes it a valuable tool for modern software development teams and organizations.



7.CONCLUSION

In conclusion, the proposed Android-based system for verifying and accessing student projects in the field of machine learning holds great promise for revolutionizing the educational assessment process. It embodies innovation, accessibility, security, and efficiency, serving as a valuable tool for educators and students alike. This system not only streamlines project verification and access but also fosters a dynamic and supportive learning environment, contributing to the growth and success of students in the realm of machine learning. As technology continues to advance, this project stands as a testament to the transformative power of machine learning and mobile technology in education.

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