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SRS AND GAMIFIED SRS-ANALYSIS FOR THE BETTERMENT OF STUDENT'S LEARNING

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Abstract: The Software is primarily used in schools and colleges for students and teachers evaluation. The system can generate Student Result and circular in easy way. Proposed as multi-user software, this Java programming language is used to build Student Result Processing System. The main goal of this project is to notify the students with their result score and to provide a user defined way to process the student scores and via GCM notification the results must be produced.

Keywords: Student Result management system, GCM

I.INTRODUCTION

The Student result management system is aimed at providing a new, quick and easy way of managing the results..The traditional approach where a teacher has to manually access roll number for each student to maintain his/her results and other necessary records is reduced here. An online system has been developed which aims to maintain the entire result process. Teachers will no longer have to carry any mark sheet or register student results. From the Database stored online the data can be retrieved to generate defaulters list and hence the whole process doesn't require any paper at all.

II.EXISTINGSYSTEM

In the traditional student result processing system, Server will be highly loaded because of, continue client request in time. This procedure consumes a lot of time, and it compromises only a single system and also servers gives response after a long time. Peculiarities. For example, in this template the head margin measure is proportionally more than is customary. This measurement and others \and not as an independent document. The current designation should not be revised.

Disadvantage:

- Take More time For response
- Must provide necessary information for expected result

III.PROPOSED SYSTEM

In proposed system user-friendly control can be provided by various methods. Over the mobiles details are assessed application, and It provides high level of security, and The risk of Data mismanagement is completely avoided. The overall result processing system is user-friendly, adjustable and requires less time to process. We Develop a web based Server for interact with all student and Stored Database. First that server provides Registration form page for Register all students, once Registration process Completed, Server maintains All Student information separately, for ease way to provide student result. We develop android application, that application is responsible for receive notification when server got missed call from some student Phone no and also update circular information in server.

Advantage:

- Ease to get Result, even unaware (Internet) people
- Take less Time For response
- Easy way to notify all information

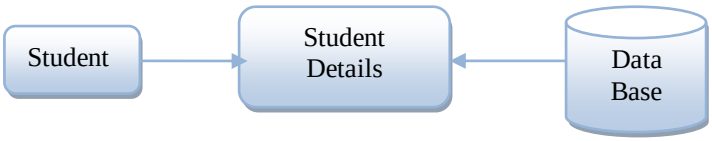
IV.MODULES

- Student Registration
- Android App GCM interface
- Android and Server Interface
- Receive Notification:

Module Description:

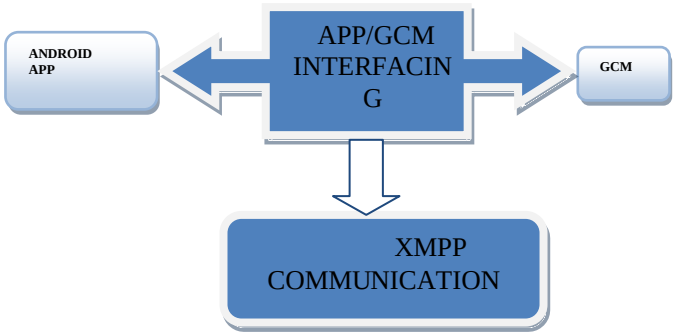
1**. Student Registration**

The details of the students are first stored in the database. Their details like Name, Contact number and the academic records are stored in the database. The details of the students are maintained individually. Their marks are updated regularly during each exam.



2. **Android App GCM interface**

The Android App is interfaced with GCM (Google Cloud Messaging).From an app server this server would receive messages and it would be sent to client app running on some device. Here we use Extensible Messaging and Presence Protocol (XMPP). In XMPP Communication is bidirectional—your server can send message to the device and vice-versa.



3. **Android and Server Interface**

The android mobile and the server should be interfaced. The server will be integrated with the database. The database has the details of the student records.

We create android application for all students for interface with main server. That application receive notification when post student marks or circular information in server

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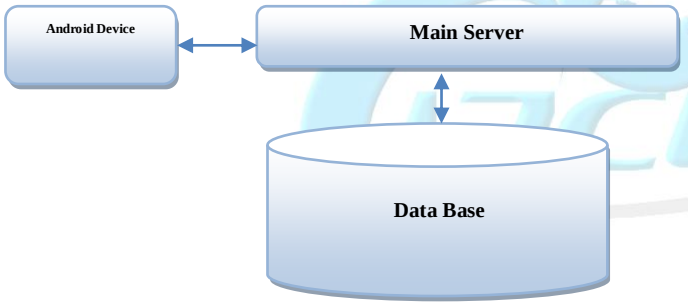
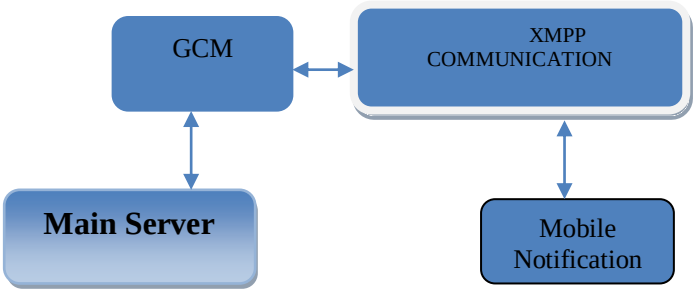
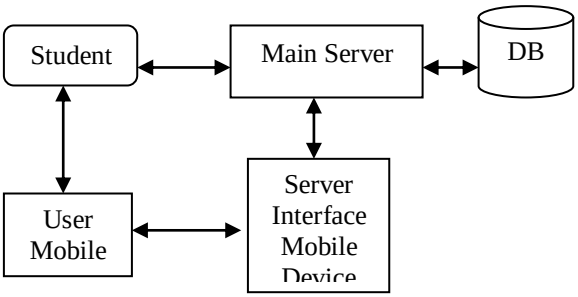


4. **Receive Notification:**

We used GCM (Google Cloud messaging) server for create interface between main server and client android phone. For receive notification first create in Google project in Google developer console. From this process we get server API key and project code, using this we can establish connection between main servers to Google server. All student Receive notification when perform updating in server.



Block diagram:



V.SYSTEM DESIGN

Various UML (Unified Modeling Language) are required for the implementation of the project which is dealt by the Design Engineering. For any meaningful thing to be built the proper representation of its design is required. The translation of requirements into a software representation is carried out by the process Software Design. In software Engineering the quality is rendered in design. With the help of a proper design the customers requirement can be translated perfectly into finished products

VI.LITERATURE SURVEY

Titles: Identifying Hidden Patterns in Students" Feedback through Cluster Analysis

Author :*Anwar Muhammad Abaidullah, Naseer Ahmed, and Edriss Ali*

Year *:International Journal of Computer Theory and Engineering* vol. 7, no. 1, pp. 16-20, 2015.

The critical issue in the higher education community is to enhance educational environment and learning experience. To explore hidden information from student feedback data repositories the conventional method of analysis are not enough. In this paper we propose the assessment of students' feedback data applying k-means clustering algorithm for right decision to be made by educational community which for monitors and reviews the effectiveness of educational programs and improves the teaching quality and overall experience of students.

Disadvantages : Feedback based process so sufficient to explore the hidden information from the student feedback data repositories.

Titles: Applications of data mining in higher education

Author:*M. Goyal, and R.*

Year: *International Journal of Computer Science Issue, vol. 9, no. 2, 113-120, 2012.*

For decision support data analysis plays a major role irrespective of type of industry for examplemanufacturing and sales etc. Data mining plays major role in many domains. This paper proposes handling the data mining techniques for enhancement of higher education institution. To improve student's performance, their life cycle management, course selection, measuring retention rate and the grant fund management of an institution clustering, association and decision tree techniques can be applied. To examine the effect of using data mining techniques in higher education it would serve as a proper approach.

Titles: An empirical study of the applications of data mining techniques in higher education
Author:*V. Kumar, and A. Chadha,*

Year: *International Journal of Advanced Computer Science and Applications, vol. 2, no. 3, 80-84, 2011*
Incorporation of new technology was very limited and simple a few years ago. The process of transfer of information has become very complex as we enter into a world where technology has become an integral part .Now a days the exponential growth of educational data and to properly use this data for enhancing the managerial decision qualities. For meaningful knowledge extraction from huge data sets data mining analytical tools can be used. This paper considers the usage of data mining in educational domain for useful knowledge extraction from large data sets and provide analytical tool for viewing and using thedata for decision making by considering real life situation.

Titles: Mining Educational Data to Analyze Students' Performance
Author:*B. K. Baradwaj, and S. Pal,*
Year: *International Journal of Advanced Computer Science and Applications, vol. 2, no. 6, pp. 63-69, 2011.*
The main objective of higher education institutions is to provide quality education to its students. One way to achieve highest level of quality in higher education system is by discovering knowledge for prediction regarding enrolment of students in a particular course, alienation of traditional classroom teaching model, detection of unfair means used in online examination, detection of abnormal values in the result sheets of the students, prediction about students' performance and so on. The knowledge is hidden among the educational data set and it is extractable through data mining techniques. Present paper is designed to justify the capabilities of data mining techniques in context of higher education by offering a data mining model for higher education system in the university. In this research, the classification task is used to evaluate student's performance and as there are many approaches that are used for data classification, the decision tree method is used here. By this task we extract knowledge that describes students' performance in end semester examination. It helps earlier in identifying the dropouts and students who need special attention and allow the teacher to provide appropriate advising/counseling. Keywords- Educational Data Mining (EDM); Classification; Knowledge Discovery in Database (KDD); ID3 Algorithm.

Using Clickers in Physics Lectures with Predominant Minority Students
Pengfei Li a), Jonathan Lambright
(Received 5 January 2012; accepted 29 February 2012)
At Savannah State University (SSU), a Historical Black College and University (HBCU), For an algebra based introductory course, an in-class response system (clicker) was used by the students to answer the multiple choice question. Two types of clicker questions sequences were used to enhance students' involvement in class and help students grasp the physics concepts: "rapid fire" sequences and "easy-hard-hard". Attitude survey revealed that students preferred using clickers and felt deeply involved in lectures.

Using Socrative and Smartphones for the support of collaborative learning
Mohammad Awedh, Ahmed Mueen,BassamZafar, Umar Manzoor, King Abdulaziz University, Saudi Arabia, Jeddah
Application of new technologies in the educational system in educational system leads to a lot positive possibilities. Technologies like Student Response system have huge positive impact on student learning performance. In this research our primary goal is to analysis and assess the scorative combined with smart phones on learner's performance. The interaction between teacher and students is influenced in highly positive way. Using the data from a survey answered by students Information Technology associated degree the former relationships where tested in a typical community college class environment. The result reveals that the collaborative learning and engagement of students in a class has improved which implies the improvement in learning performance. Thereby these educational tools are is highly recommended to support learning process.

VII.CONCLUSION

Swing's ability to override the native host operating system (OS)'s GUI controls for displaying itself reflects its flexibility. Swing "paints" its controls with the usage of the Java 2D APIs, instead of calling a native user interface toolkit. The Java thread scheduler is very simple. All threads have a priority value which can be changed dynamically by calls to the threads setPriority() method . Implementing the above concepts in our project to do the efficient work among the Server.

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