

CLASS RATE REVIEW APPLICATION

Project report submitted in fulfillment of the requirement for the degree
of Bachelor of Technology

in

Computer Science and Engineering/Information Technology

By

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Candidate's Declaration

We hereby declare that the work presented in this report entitled “ **Social Media Application using Bachelor of Technology in Computer Science and Engineering/Information Technology** submitted in the department of Computer Science & Engineering and Information Technology, Jaypee University of Information Technology Waknaghat is an authentic record of our own work carried out over a period from August 2018 to December 2018 under the supervision of **(Mr. Arijit Das) (Assistant Professor (CSE))**.

The matter embodied in the report has not been submitted for the award of any other degree or diploma.

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This is to certify that the above statement made by the candidates is true to the best of my knowledge.

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Dated:10th May ,2019

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We are also obliged to staff members of JUIT College, for the valuable information provided by them in their respective fields. We are grateful for their cooperation during the period of our assignment.

Lastly, we thank almighty, our parents and our classmates for their constant encouragement without which this projects would not have been possible.

ABSTRACT

The era of mobile technology opens the windows to the android app. The websites are vanishing and the mobile phones are emerging. It's the time to change from conventional websites to apps, which has become the part of our daily routine . We are introducing “Class Rate Review Application for JUIT ” the android application software.

It gives us more comfort and a better user interface for socially interacting in college . Individual accounts can be created for students. It provides an App identity by respective usernames when you create an account. Students can enter the ratings for the different classes attended during regular curriculum. The android app is work on a static database. The application gathers data about class ratings from each student and helps the teachers to recognize the reviews using different login database.

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Chapter 1

Introduction

We are a team of two 4th year Computer Science students .As part of our course ,we have been working on our final year project . This project aims to introduce new Android concepts i.e. Class Rate Review app particularly designed for campus.

1.1 Problem Statement

The increasing need to identify the benefits of a good curriculum in working leads to the creation and use of new systems that help us classify the same on the basis of reviews provided by the people under charge . Leaving co-curricular activities aside , the main task left is to properly identify the benefits of the academics , it's working over the period of each semester and to create aspect on how to improve it's working. The difficulty arises in the collection of the databases and maintaining records about the ratings.

However, additional benefits are provided by the use of advanced technology reducing physical work payload and creating ease through the use of android technology .The main idea is to create an more accessible system so that data can be accessed online and review can be matched dynamically ,by collecting years full of data instead of using paper filled forms to maintain regular records .The application we suggest is the key to the advancement in the field of collecting reviews and we hope that the work done fulfills the dire need to the most expectations .

1.2 Project Profile

The project is distributed into two parts : android technology and the use of a database .For our convenience we have used a static database that would create a handful of reviews because creating a large database of all the branches and all curriculums would have taken a lot of time . Further we didn't had the required devices so that we could implement the machine learning techniques in our app . Leaving this aside the other part consists of android .

We have used Android Studio as the platform for building our Class Rate Review Application .Though it was not a difficult task but we have concluded our project without much styling and have implemented only the required functionality .It consists of a login profile, database that handles the profiles with a database that collects reviews and stores them .

1.2.1 Project Overview

Project Title	Class Rate Review Application
Type of Project	Providing Class Reviews particularly for JUIT curriculum
Project Guide	Mr. Arijit Das
Operating System	Windows
Languages	Java , XML
Back-end Tools	MYSQL
RAM	4GB

1.3 Modules

The project is divided into different modules and each module is an independent working system that together combined act as an interface that implements the required functionality of our application. The following segment discusses the modules implemented in our android application :

1.3.1 Client side Module:-

- **Registration Module:** In request to enlistment the client needs to fill the enrollment structure with essential subtleties
- **Login Module:** When enlistment process is finished at exactly that point client can login with explicit username and secret phrase.
- **Forget secret word:** In this module when client overlooked secret key at that point there is a choice of reset their secret phrase.
- **Edit profile module:** In this module client can alter their profile. For instance :change secret key ,and so on.

1.4 Methodology

We started our project from creation of the android platform. By collecting various interfaces together and creating them as a single layout we further implemented a database to associated the login data and credentials and handle the ratings provided by the students .Further the implementation of the two platforms together took a little time for we are not much experts in handling databases but somehow we implemented the interfaces to it's true sense so that it performs the required functionality .

The use of Android Studio was not much of a difficult task and to create dynamic android pages didn't took much time by itself .The working starts from the enter of credentials ,that lead to a static page that provides us options about details of the semester, batch and branch of the particular user. Further on submission of these details a pop-up displays that helps us to choose from the subjects that are under the current academic session .After which comes the review page that helps the user to submit the ratings in the form of feedback .

Chapter 2

Literature Review:

RESEARCH

- ⦿ Wikipedia
- ⦿ Classroom Assessment Scoring System (Class) Forms, Infant
- ⦿ Authors : [Bridget Hamre](#), [Karen La Paro](#), [Jennifer Locasale-crouch](#), [Robert Pianta](#)

The need for Class Rating apps has become tremendous in the age of advancing technologies and for maximizing the benefits of the provided teaching system. The main focus is on following the behavior of an optimized teaching system that leads to benefit of the student to the maximum . Some key points to follow are :

- Effective teacher child interactions for social and academic development of the university as well as student.
- Properly designed implementations network and development strategies that maximize the benefit to both the teacher and student.
- Principal evaluation techniques that are easily implementable and can be handled with ease.
- Creation of a scalable and autonomous application.

The advent of using class rate reviews applications leads to an up rise to the existing benefits and existence of the teaching system. Also the use of technology helps to create a work life balance and professional equity between student and teacher. A very helpful application in the modern economy in academic profile that brings about a stability with the aspect of development to the

fullest through improvement in the teaching system by the relaying of data collected through the application itself and maintaining ,reviewing and comparing datasets from students that are currently and have been under the college and university curriculum . The payload is functional and using an updated version that we might suggest as an upgrade could lead to a much more socially secure application that has huge functionality.

What we are implementing is nothing but a concept that displays some features of Android , it's functionality at the most basic level and how the most minor details and small yet interesting thoughts combined with a proper logic can lead to the development of what we call something useful.

The partner that supports the implementation of Android is SQLite that is a database engine. The main use of databases is to provide access , storage and manipulation over large or small datasets gathered via different adverts . The use of SQLite provides our application a creative implementation that which is easy o understand and simple in it's own complexity .

From what we've understood is that creating an android application is not a difficult task but it's usage and working is the main focus where we want to go head on as without it mere layouts are just two cups coffee and some typing in the laptop. What we thought and wanted to create was a fully functional application that would work over the entire university system but we stopped the work just for Bachelor degree aspirants so that it would not become more complex.

Also to make implementation easy and accessible to the user itself we used SQLite with Android.

Nowadays the market is full of social applications embedded with the use of No SQL databases and so we changed our implementation to a much more easier implementation so that we can work through with it as time goes by. This is our first application and thus we aim to hide complex functionality and deliver it as a future scope so that the idea provided by us would at a later point in the university campus be held as work life balance and a call of duty for the aspirants involved . The mobile devices being utilitarian, user-friendly, accessible has made it the

most popular and indispensable expedient for human essentials from the past few years. Mobile Programming designers are headed to discharge programming on schedule and inside spending plan. Programming estimation assumes a significant job in giving the most exact measuring figure for structure trust in engineers and partners relationship . Numerous methodologies utilized for estimation of conventional programming are adjusted for portable application. The testing period of customary programming advancement continues through extra life cycle called Software Testing Life Cycle (STLC). Versatile programming testing are set of exercises for portable applications on cell phones by debilitating unmistakable programming test methods and apparatuses so as to affirm quality in usefulness, execution, and QoS, just as highlights, similar to portability, ease of use, interoperability, network, security and protection. The fundamental periods of the testing procedure incorporate test arranging, test planning, test execution and test investigation).

Chapter 3

Introduction to Android and SQLite

3.1 WHAT IS ANDROID:

Android was developed starting from the earliest stage empower engineers to make convincing versatile applications that exploit each of the a handset brings to the table. It was worked to be genuinely open. For instance, an application can endless supply of the telephone's center usefulness, for example, making calls, sending instant messages, or utilizing the camera, enabling engineers to make more extravagant and increasingly durable encounters for clients. Android is based on the open Linux Kernel. Moreover, it uses a custom virtual machine that was intended to streamline memory and equipment assets in a portable domain. Android is open source; it tends to be generously reached out to join new bleeding edge advances as they develop. The stage will keep on advancing as the designer network cooperates to assemble imaginative portable applications.

3.2 CHARACTERISTICS OF ANDROID

3.2.1 GENERAL

Messaging

SMS and MMS are accessible types of informing, including strung content informing and Android Cloud To Device Messaging (C2DM) and now improved variant of C2DM, Android Google Cloud Messaging (GCM) is likewise a piece of Android Push Messaging administrations.

Auto Correction and Dictionary

Android Operating System has an intriguing component called Auto Correction. At the point when any word is incorrectly spelled, at that point Android prescribes the significant and right words coordinating the words that are accessible in Dictionary. Clients can include, alter and expel words from Dictionary according to their wish.

Internet browser

The internet browser accessible in Android depends on the open-source Blink (already WebKit) format motor, combined with Chrome's V8 JavaScript motor. At that point the WebKit-utilizing Android Browser scored 100/100 on the Acid3 test on Android 4.0 ICS; the Blink-based program presently has better gauges support. The program is fluidly known as 'Android Browser', 'AOSP program', 'stock program', 'local program', and 'default program'. Beginning with Android 4.4 KitKat, Google has commanded that the default program for Android appropriate be Google Chrome Since Android 5.0 Lollipop, the WebView program that applications can use to show web content without leaving the application has been isolated from the remainder of the Android firmware so as to encourage separate security refreshes by Google.

Voice-based highlights

Google look through voice has been accessible since introductory release. Voice activities for calling, messaging, route, and so on are upheld on Android 2.2 onwards. As of Android 4.1, Google has extended Voice Actions with capacity to argue and peruse answers from Google's Knowledge Graph when questioned with explicit commands. The capacity to control equipment has not yet been executed.

Multi-contact

Android has local help for multi-contact which was at first made accessible in handsets, for example, the HTC Hero. The component was initially incapacitated at the part level (potentially to abstain from encroaching Apple's licenses on contact screen innovation at the time). Google has since discharged an update for the Nexus One and the Motorola Droid which empowers multi-contact natively.

Performing multiple tasks

Performing multiple tasks of uses, with interesting treatment of memory designation, is available.

Screen catch

Android underpins catching a screen capture by squeezing the power and home-screen catches at the equivalent time. Prior to Android 4.0, the main strategies for catching a screen capture were through maker and outsider customizations (applications), or generally by utilizing a PC association (DDMS engineer's device). These elective strategies are as yet accessible with the most recent Android.

Television recording

Android TV bolsters catching video and replaying it.

Video calling

Android does not bolster local video calling, however a few handsets have a tweaked form of the working framework that underpins it, either by means of the UMTS organize (like the Samsung Galaxy S) or over IP. Video calling through Google Talk is accessible in Android 2.3.4 (Gingerbread) and later. Gingerbread enables Nexus S to put Internet calls with a SIP account. This takes into consideration upgraded VoIP dialing to other SIP accounts and even telephone numbers. Skype 2.1 offers video bringing in Android 2.3, including front camera support. Clients with the Google+ Android application can perform video talk with other Google+ clients through Hangouts.

Various language support

Android bolsters different languages.

Openness

Worked in content to-discourse is given by TalkBack to individuals with low or no vision. Improvements for individuals with hearing challenges are accessible, as are different guides.

3.2.2 CONNECTIVITY

Android underpins availability innovations including GSM/EDGE, Bluetooth, LTE, CDMA, EV-DO, UMTS, NFC, IDEN and WiMAX.

Bluetooth

Supports voice dialing and sending contacts between telephones, playing music, sending records (OPP), getting to the telephone directory (PBAP), A2DP and AVRCP. Console, mouse and

joystick (HID) support is accessible in Android 3.1+, and in prior renditions through producer customizations and outsider applications.

Tethering

Android bolsters tying, which enables a telephone to be utilized as a remote/wired Wi-Fi hotspot. Before Android 2.2 this was upheld by outsider applications or producer customizations.

3.2.3 MEDIA

Gushing media support

RTP/RTSP spilling 3GPP PSS, ISMA), HTML dynamic download (HTML5 <video> tag). Adobe Flash Streaming (RTMP) and HTTP Dynamic Streaming are upheld by the Flash module. Apple HTTP Live Streaming is bolstered by RealPlayer for Android, and by the working framework since Android 3.0 (Honeycomb).

Media support

Android underpins the accompanying sound/video/still media designs: WebM, H.263, H.264, AAC, HE-AAC (in 3GP or MP4 holder)

External storage

Most Android gadgets incorporate microSD card openings and can peruse microSD cards arranged with the FAT32, Ext3 or Ext4 document frameworks. To permit utilization of outside capacity media, for example, USB streak drives and USB HDDs, some Android gadgets are bundled with USB-OTG links. Capacity organized with FAT32 is taken care of by the Linux Kernel vFAT driver, while outsider arrangements are required to deal with some other document frameworks, for example, NTFS, HFS Plus and exFAT.

Java support

While most Android applications are written in Java, there is no Java Virtual Machine in the stage and Java byte code isn't executed. Java classes are gathered into Dalvik executables and keep running on utilizing Android Runtime or in Dalvik in more established forms, a particular virtual machine planned explicitly for Android and enhanced for battery-controlled cell phones with constrained memory and CPU. J2ME backing can be given by means of outsider applications.

Handset formats

The stage works for different screen sizes from cell phone sizes and to tablet estimate, and can possibly associate with an outside screen, for example through HDMI, or remotely with Miracast. Representation and scene introductions are bolstered and more often than not exchanging between by turning. A 2D illustrations library, 3D designs library dependent on OpenGL ES 2.0 particulars is utilized.

Storage

SQLite, a lightweight social database, is utilized for information stockpiling purposes.

Native

Android applications are facilitated on a particular site way and burden rather than the site itself. They are part-applications and burden in a flash without the requirement for an establishment. One of the first applications being created with such usefulness is the B&H app.[

3.3 CHARACTERISTICS OF DATABASE:

Database refers to any kind of set of related data and the way it is formally organized .To access this dat we use a Database Management System (DBMS) which can be further defined as a set of computer integrated software that help us to deal with more than a single database itself and the data stored in these databases .It also helps us to manipulate these databases and derived data according to our needs.

A database can be classified into four functional groups:

- 1) Data Definition: Creation, modification and removal of definitions that define the organization of the data.
- 2) Data Manipulation: Deals with the basic functions that can manipulate the databse that is : insertion , modification , and deletion of the actual data .
- 3) Data Retrieval: This functionality provides information in a form directly usable or for further processing by other applications.
- 4) Data Administration: Registering and monitoring users, dealing with data security issues , performance measurement , maintenance of data integrity and dealing with recovery issues .

There are different types of databases based upon the type of functionality provided such as :

- Relational Database
- Navigational Database
- Integrated Database

Other than this there are Databse Languages which are special purpose languages that cover the aspect of performing one of the following defined tasks:

- Data Definition Language : For creation ,alteration and relationships amongst the data elements in a database
- Data Control Language (DCL): Provides controls access to data
- Data Manipulation Language (DML): Performs task such as insertion ,update or

deletion from a database.

- Data Query Language (DQL) : Allows searching for information and computing derived information .

Some types of company integrated databases are SQL , SQL Lite , OQL ,Oracle , etc.

3.4 TECHNOLOGIES USED IN PROJECT :

Basically android is used to create a dynamic and interactive apps. So crate we app mainly technology is used by development team.

Android studio: It is utilized for coding. Android Studio is the authority coordinated improvement condition for Google's Android working framework, based on JetBrains' IntelliJ IDEA programming and structured explicitly for Android advancement. It is accessible for download on Windows, macOS and Linux based working frameworks.

SQL Lite : SQL Lite is a social database the executives framework contained in a C programming library.It implements most of the SQL standard and follows PostgreSQL syntax.It is a fast and reliable ,featured and small database engine that holds the following properties :

- It follows ACID properties that is atomic , consistent ,isolated and durable.
- No setup is needed and works on zero configuration.
- Open source
- Supports relational database.
- Databases are stored on a single cross platform file.
- Large size database support .
- Small code footprint.

- Simple and easy to use with commented source code.
- Free for anybody to use.

Because of its lightweight configuration and easy implementation it is used to support database management tasks in Android application . SQLite itself is developed over an android based platform and supports it . It can be used to execute a series of multiple database queries to fetch and store records at any time. Although there are other development platforms and database engines such as Firebase that support both navigational and relational databases and work in a better equity over linkage facility than SQLite , the features of the SQLite provide its implementation and manifestation with use with Android a much more good functionality than Firebase .

Firestore is a cloud service and all the data management that is access ,storage and manipulation all are distributed tasks over the cloud which makes its implementation greedy for more resources are required such as a working Internet Connection while SQLite is an on-device platform that can work offline and is much more easier to cooperate and manage.

SQLite is an opensource SQL database that stores information to a content record on a gadget. Android comes in with implicit SQLite database execution.

SQLite bolsters all the social database highlights. So as to get to this database, you don't have to build up any sort of associations for it like JDBC,ODBC

Database - Package

The main package is android.database.sqlite that contains the classes to manage your own databases

Database Creation

we can make table or addition information into table utilizing execSQL strategy characterized in SQLiteDatabase class. Its sentence structure is given beneath

```
SQLiteDatabase mydatabase = openOrCreateDatabase("your database name",MODE_PRIVATE,null);
```

Database Creation

we can make table or addition information into table utilizing execSQL strategy characterized in SQLiteDatabase class. Its sentence structure is given beneath

```
mydatabase.execSQL("CREATE TABLE IF NOT EXISTS TutorialPoint(Username VARCHAR,Password VARCHAR);");  
mydatabase.execSQL("INSERT INTO TutorialPoint VALUES('admin','admin');");
```

Database Fetching

We can recover anything from database utilizing an object of the Cursor class. We will call a strategy for this class called rawQuery and it will restore a resultset with the cursor indicating the table. We can push the cursor ahead and recover the information.

```
Cursor resultSet = mydatabase.rawQuery("Select * from TutorialPoint",null);
```



```
resultSet.moveToFirst();  
String username = resultSet.getString(0);  
String password = resultSet.getString(1);
```

Database Helper Class

For dealing with every one of the activities identified with the database , an aide class has been given and is called SQLiteOpenHelper. It consequently deals with the creation and update of the database. Its sentence structure is given beneath

```
public class DBHelper extends  
SQLiteOpenHelper {  
  
    public DBHelper(){  
  
        super(context,DATABASE_NAME,null,1);  
  
    }  
  
    public void onCreate(SQLiteDatabase db) {}  
  
    public void onUpgrade(SQLiteDatabase database, int oldVersion, int newVersion) {}  
  
}
```

Chapter 4

System Development

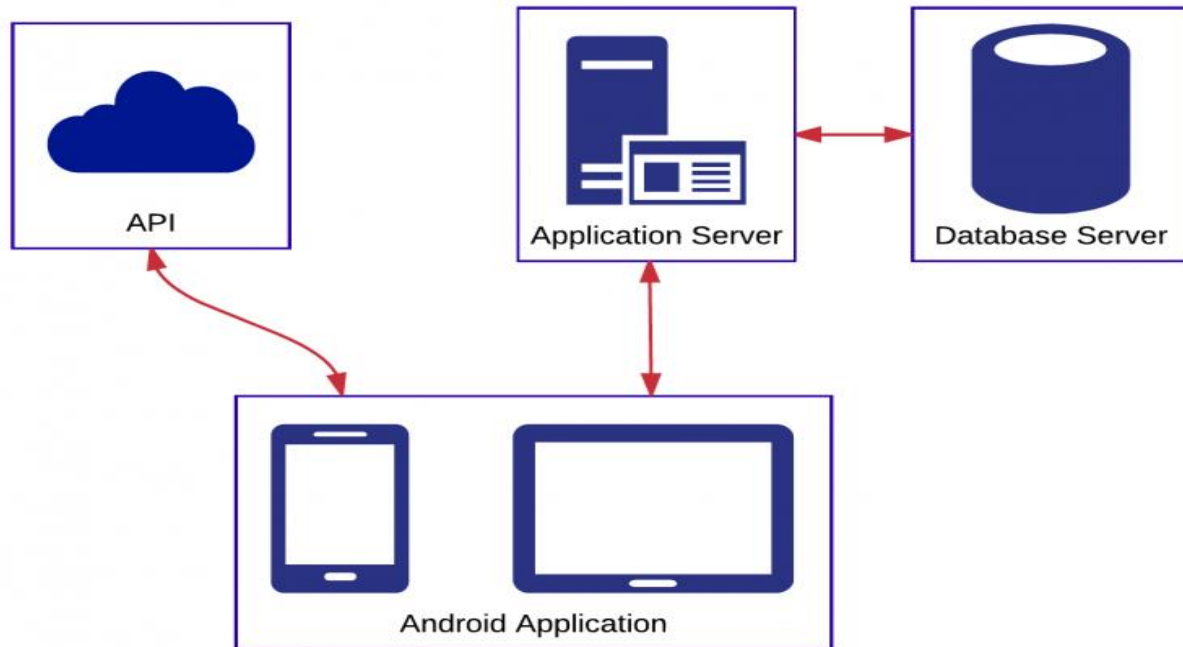
4.1 Front end

A front-end framework is a piece of a data framework that is legitimately gotten to and associated with by the client to get or use back-end capacities of the host framework. It empowers clients to access and demand the highlights and administrations of the basic data framework. The front-end framework can be a product application or the blend of equipment, programming and system assets.

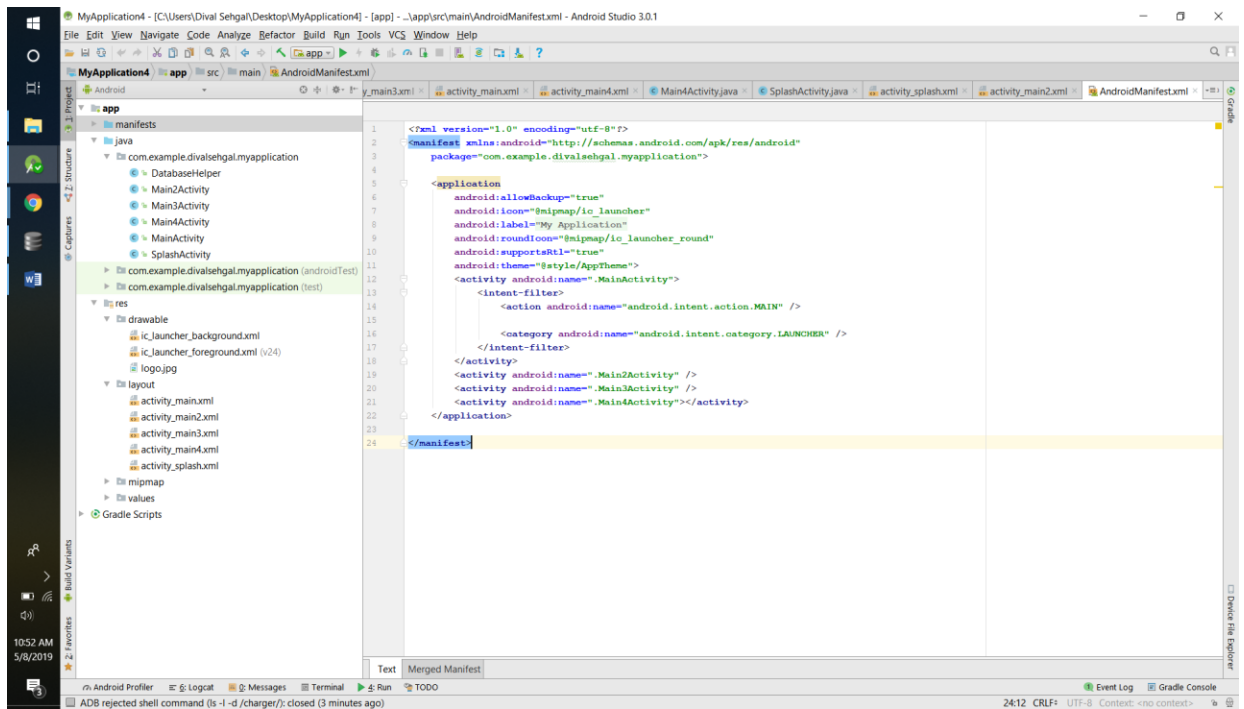
The essential target of a database front-end is to give an interface to bring, store and show information put away inside the database. A database front-end normally works autonomously of its back-end. The database front-end and back-end are normally associated with one another through an application program interface (API) or are arranged for direct access.

The two applications can be of various merchants or programming stages. For instance, Microsoft Access can fill in as a front-end that is associated with a back-end made in Microsoft SQL Server or a comparable programming. This empowers the database's proprietor to change the front-end stance

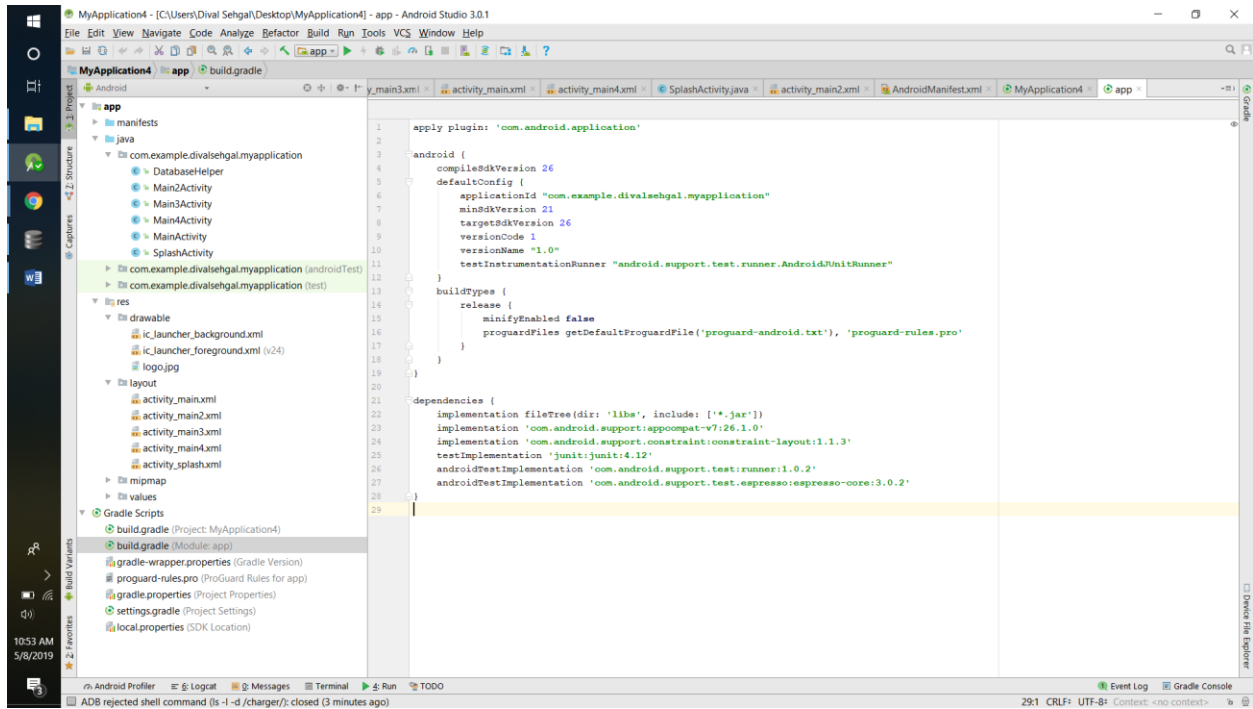
System Architecture Layout



The following diagram describes the workflow of the android application . Connected to a database server the application collects data by use through online application server and the API stores the information after submission of the required details .



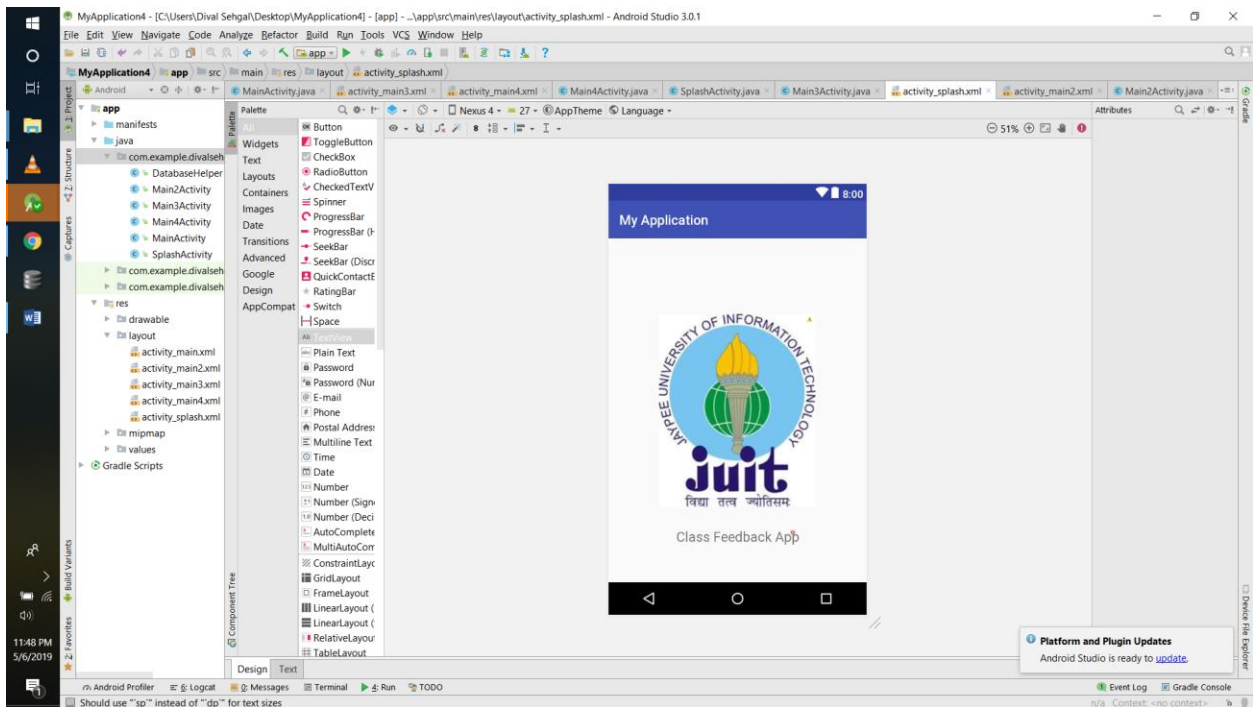
The above image Android Manifest XML file it consists of all the activity included in the project along with all details of icon , label and theme. The show presents basic data about the application to the Android framework, data the framework must have before it can run any of the application's code.



Gradle is a custom form apparatus used to assemble android bundles (apk documents) by overseeing conditions and giving custom form rationale. An apk document gets marked and pushed to the gadget utilizing ADB (Android Debug Bridge) where it gets executed.

```
1 package com.example.divalsegal.myapplication;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6
7     public static int splash=1000;
8     protected void onCreate(Bundle savedInstanceState) {
9         super.onCreate(savedInstanceState);
10        setContentView(R.layout.activity_splash);
11        new Handler().postDelayed(() -> {
12
13            SharedPreferences pref=getSharedPreferences("My pref", mode: 0);
14            String x=pref.getString("Token", "");
15
16            if(x.equalsIgnoreCase("anotherString"))
17            {
18                Intent i=new Intent( packageContext: @SplashActivity.this,MainActivity.class);
19                startActivity(i);
20                finish();
21            }
22            else
23            {
24                Intent i=new Intent( packageContext: @SplashActivity.this,MainActivity.class);
25                startActivity(i);
26                finish();
27            }
28
29        }, splash);
30    }
31
32
33
34
35
36
37
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44
45
46
```

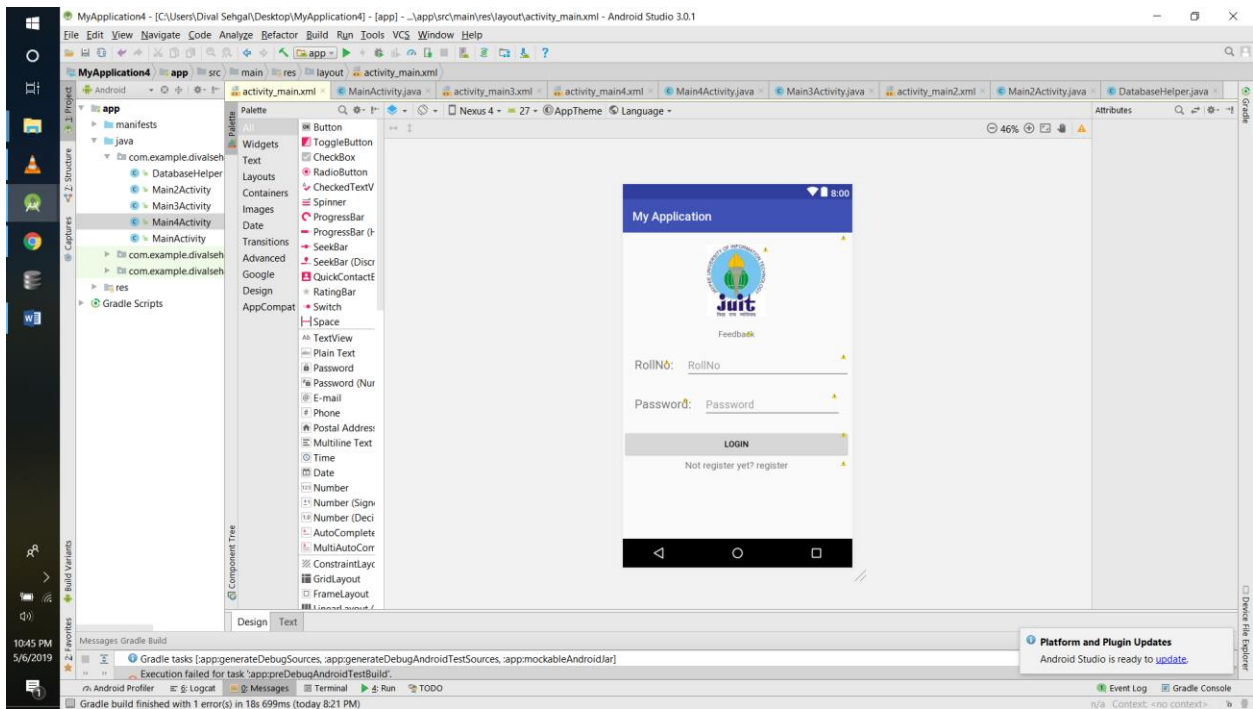
The above image is the java code for the splash activity that leads to the pop up home page of our application .



The image above shows the splash activity that is the basic pop up start page of the application that consists a markup of the University logo that depicts the application is made for the university description .

```
1 package com.example.divalseghal.myapplication;
2
3 import ...
4
5 public class MainActivity extends AppCompatActivity {
6     EditText rollno, password;
7     Button login;
8     DatabaseHelper db;
9     TextView forregister;
10    Context context;
11
12    @Override
13    protected void onCreate(Bundle savedInstanceState) {
14        super.onCreate(savedInstanceState);
15        setContentView(R.layout.activity_main);
16        rollno = (EditText) findViewById(R.id.et_rollno);
17        password = (EditText) findViewById(R.id.et_pass);
18
19        login = findViewById(R.id.bt_login);
20        forregister = findViewById(R.id.link_signup);
21
22        context = MainActivity.this;
23
24        login.setOnClickListener(new View.OnClickListener() {
25            @Override
26            public void onClick(View view) {
27                String s1 = rollno.getText().toString();
28                String s2 = password.getText().toString();
29
30                String pass = db.searchpass(s1);
31                if (s2.equals(pass)) {
32                    Intent i = new Intent(packageContext, Main3Activity.class);
33                    startActivity(i);
34                }
35            }
36        });
37    }
38
39
40
41
42
43
44
45
```

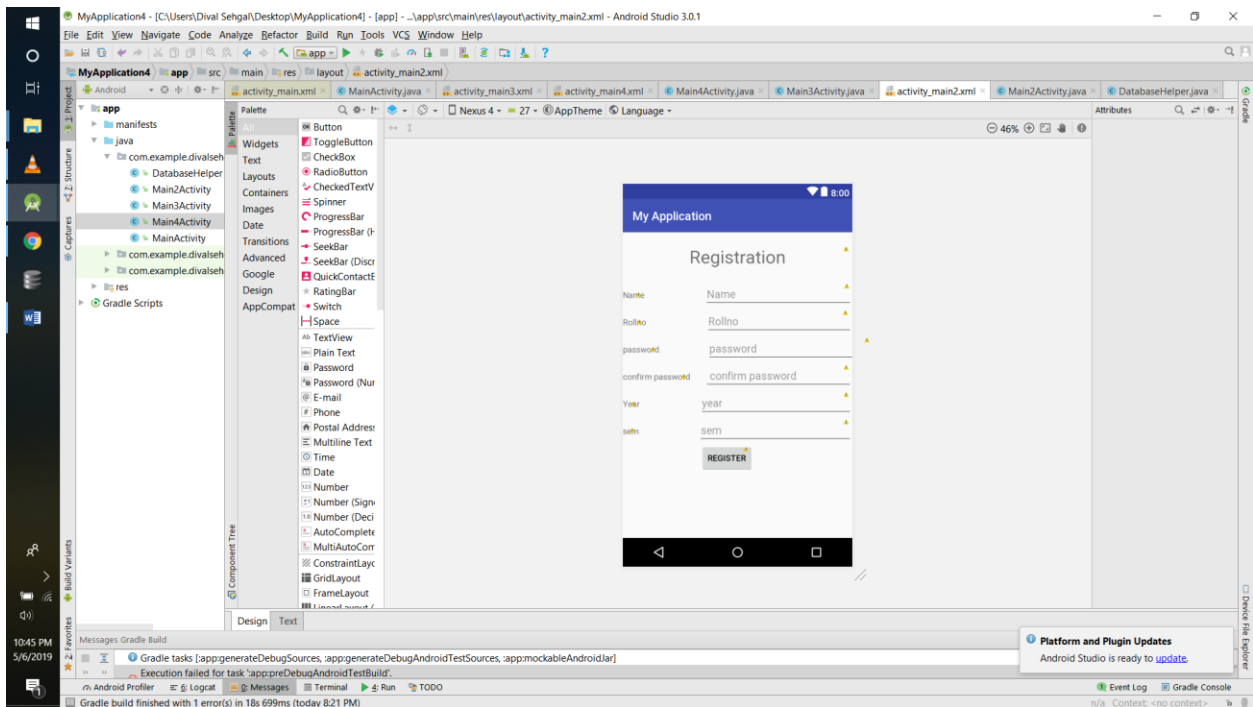
The above image shows the java and android code for the login module .It consists of definition about the username and credentials of the particular user . Submission of the user credentials further leads to their relation check in the database server that we have created .The code accepts the user name and password and tells us what would happen when we click on the login button . A simple and the most essential of activity without which the application would succumb to failure of its usage .



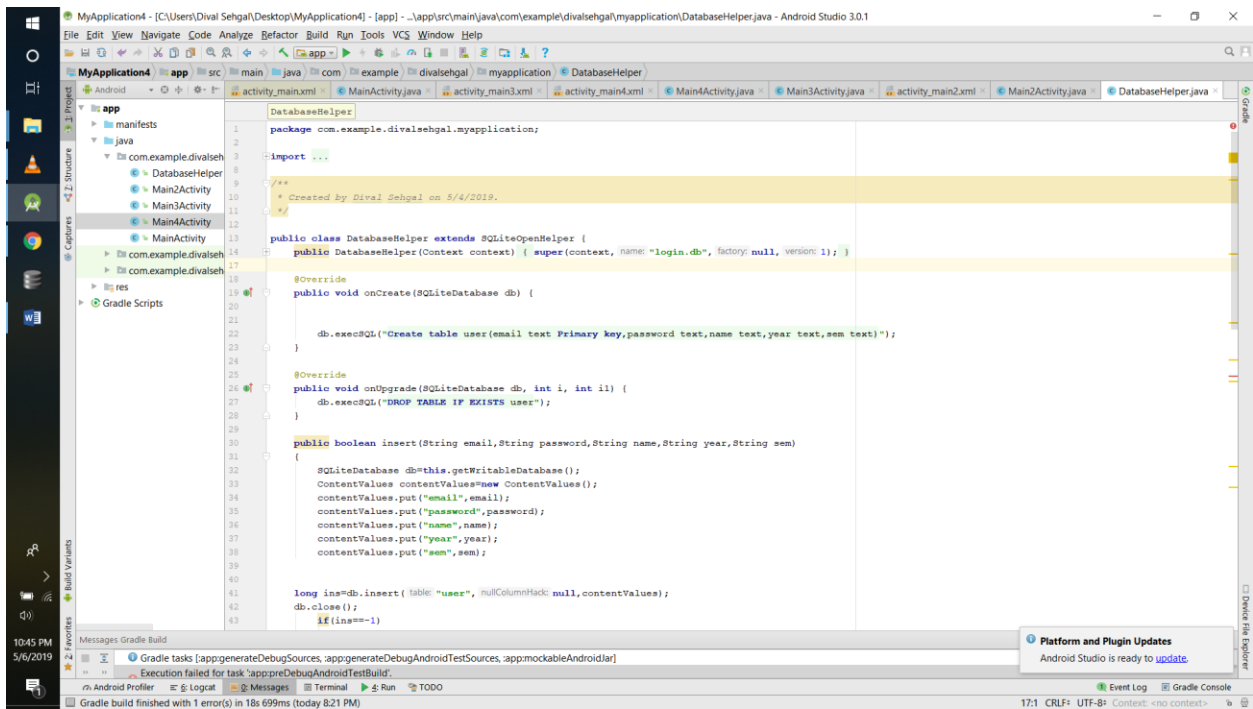
The above image shows the basic layout of the login module . It is as of now fully functional and needs only a single evaluation from our point of view .The user will enter his or her login credentials and jump up to the home page . If the user is not already registered the user will jump to the activity described in the next page.

```
MyApplication4 - [C:\Users\Dival Sehgal\Desktop\MyApplication4] - [app] - ...app\src\main\java\com\example\divalsehgal\myapplication\MainActivity.java - Android Studio 3.0.1
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
MyApplication4 app src main java com example divalsehgal myapplication MainActivity
activity_main.xml MainActivity.java activity_main3.xml activity_main4.xml MainActivity.java Main3Activity.java activity_main2.xml MainActivity.java DatabaseHelper.java
Main2Activity.java
1 package com.example.divalsehgal.myapplication;
2
3 import ...
4
5 public class MainActivity extends AppCompatActivity {
6     EditText e1, e2, e3, e4, e5, e6;
7     DatabaseHelper db;
8     Button b1;
9     TextView forregister;
10    Context context;
11
12    @Override
13    protected void onCreate(Bundle savedInstanceState) {
14        super.onCreate(savedInstanceState);
15        setContentView(R.layout.activity_main2);
16        db = new DatabaseHelper(context, this);
17        e1 = findViewById(R.id.editText);
18        e2 = findViewById(R.id.editText2);
19        e3 = findViewById(R.id.editText3);
20        e4 = findViewById(R.id.editText4);
21        e5 = findViewById(R.id.editText5);
22        e6 = findViewById(R.id.editText6);
23        b1 = findViewById(R.id.button2);
24
25        b1.setOnClickListener(new View.OnClickListener() {
26            @Override
27            public void onClick(View view) {
28                String s1 = e1.getText().toString();
29                String s2 = e2.getText().toString();
30                String s3 = e3.getText().toString();
31                String s4 = e4.getText().toString();
32                String s5 = e5.getText().toString();
33                String s6 = e6.getText().toString();
34                if (s1.equals("") || s2.equals("") || s3.equals(""))
35                {
36                    Toast.makeText(getApplicationContext(), "Fields are empty", Toast.LENGTH_SHORT).show();
37                }
38            }
39        });
40    }
41
42}
Messages Gradle Build
Gradle tasks [app:generateDebugSources, app:generateDebugAndroidTestSources, app:mockableAndroidJar]
Execution failed for task 'app:preDebugAndroidTestBuild'.
Android Profiler Logcat Messages Terminal Run TODO
Gradle build finished with 1 error(s) in 18s 699ms (today 8:21 PM)
Platform and Plugin Updates
Android Studio is ready to update.
```

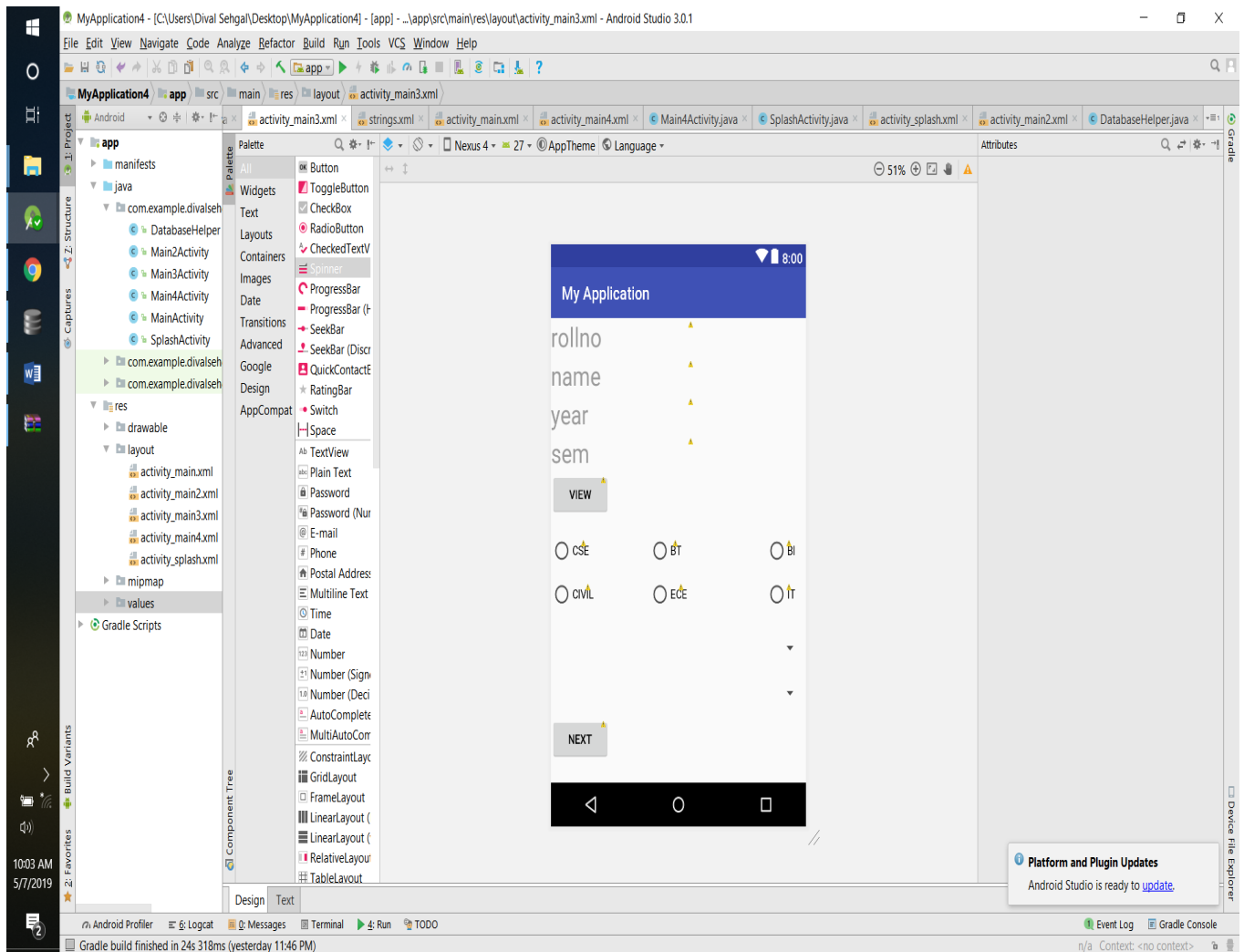
The following is the code for the third activity that is the registration module . The code is simple and was easily written . It did not take us much time to implement this activity . However the part where we had to connect and link the activity to the database so that we could store the information was a little tricky and it were not easy to get hands onto it but by hardwork and regular efforts we were able to complete it successfully.



The above image shows the layout for the registration module . It's nothing but a simple composition of five fields entangled together in a regular order that demand user information and a click on the register button that deems the information to be stored in the database for regular usage and cross reference for the login module .The page itself is fully functional and needs only a review as a feedback for the correct and essential working in its own functionality.

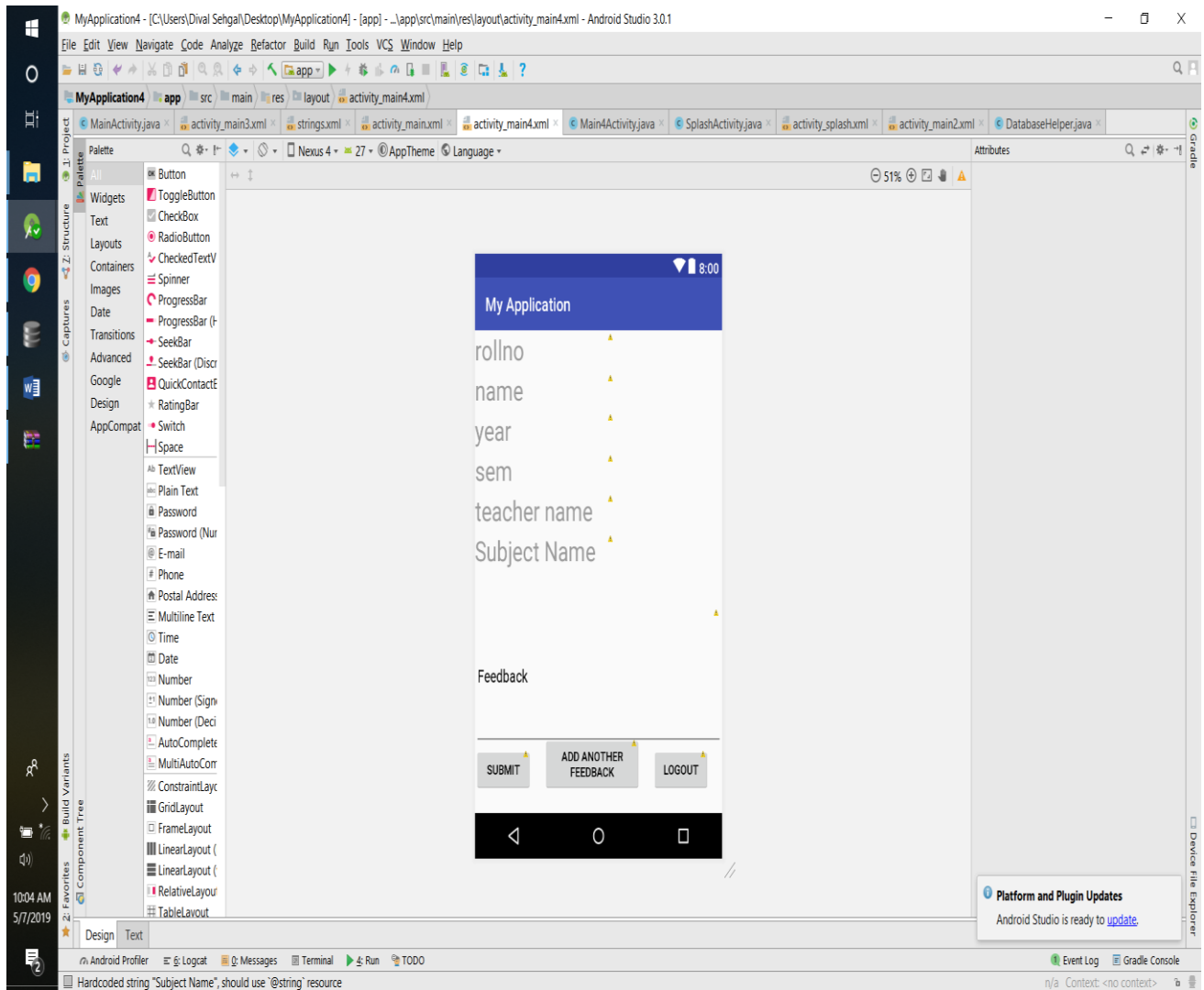


This image shows the code for the database server table number 1 that stores the login credentials of each user and relays data to the login module for usage of the application . The links are made so that the application server cross references the database server and can update and use data from this table itself.



This activity right here is basically our home page .The above four fields relayed in the activity that are *enrollment number* , *name* , *year* , *semester* are explicitly submitted by the login module and database table number 1 and displayed in this activity . Other than this there are radio buttons on the screen itself that enable us to select the current stream of the particular logger. Furthermore two more spinners (drop down menus) are attached that display the subject names and faculty names based on the stream selected by the user .

The functional payload were thought of as to be done and explained by using a database server but since we are using SQL Lite we were only able to maintain a static database . We were not able to implement the tables for subject wise faculty allotted or timing wise subject running but instead we chose to maintain the selection of the faculty and subject using spinner drop down menus that handle functionality of section form the xml files submitted in the android file of the application.

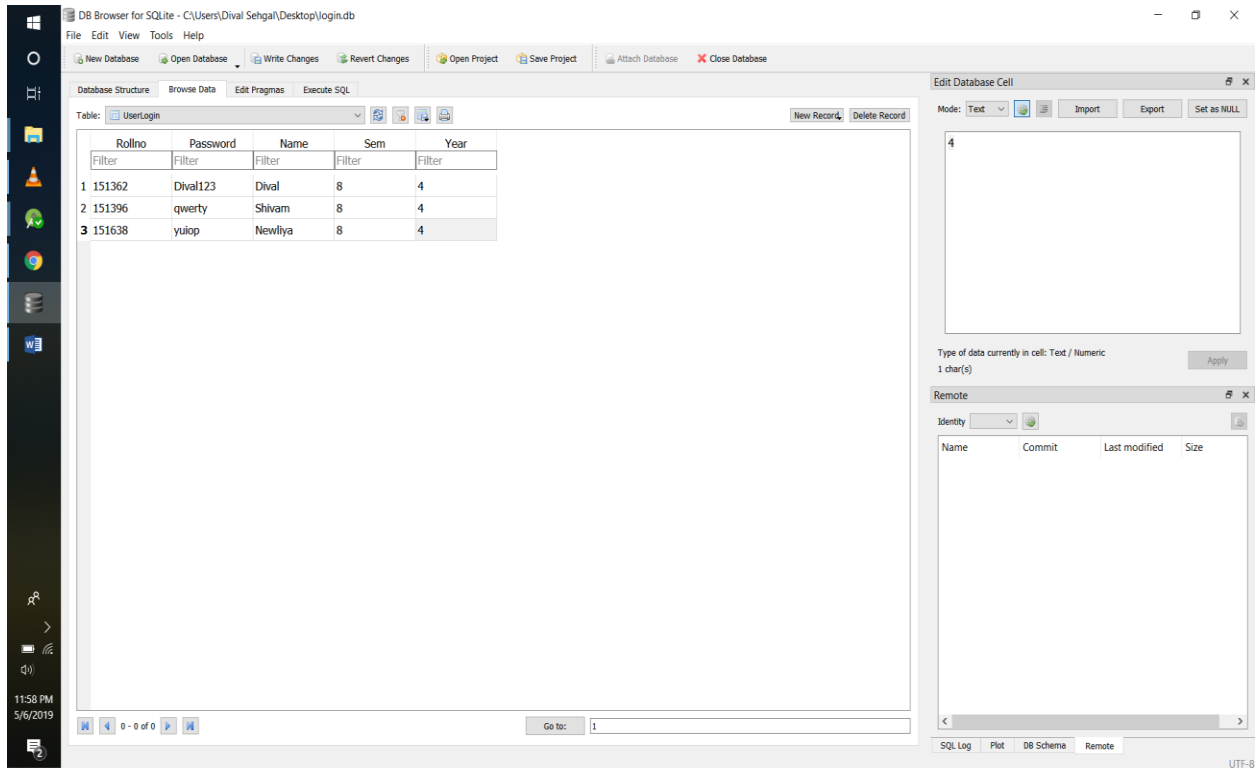


After selection from the previous activity the same fields and two more fields are further relayed on the screen in this section of the application where we ask the user to enter their feedback for the above displayed faculty and subject .

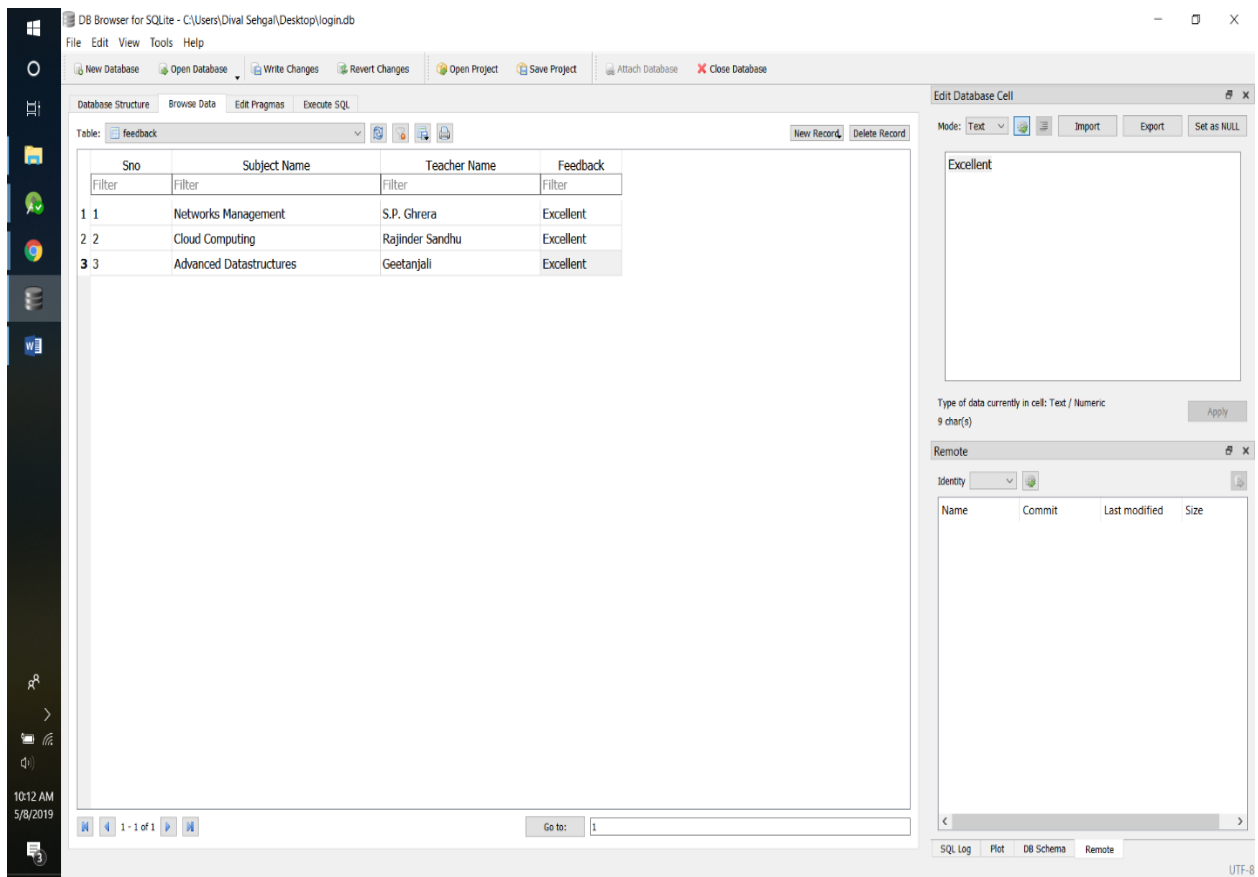
Although we know that there are different timings for a single subject under a single faculty member and the user could personally rate each lecture timing wise , it would have made the application more complex .

Furthermore we would have to make atleast four more tables for the proper usage of that functionality so instead we chose to remove that functionality and implemented a much more simpler user application interface that saves tiome and is efficient upto our hopes. The following module too is fully functional and the payload gathered uptill now is not much because we used only some dummy entries from our roommates and batchmates but if you want to use this application for the university curriculum it is best suited according to our devised methodology and knowledge about it's implementation.

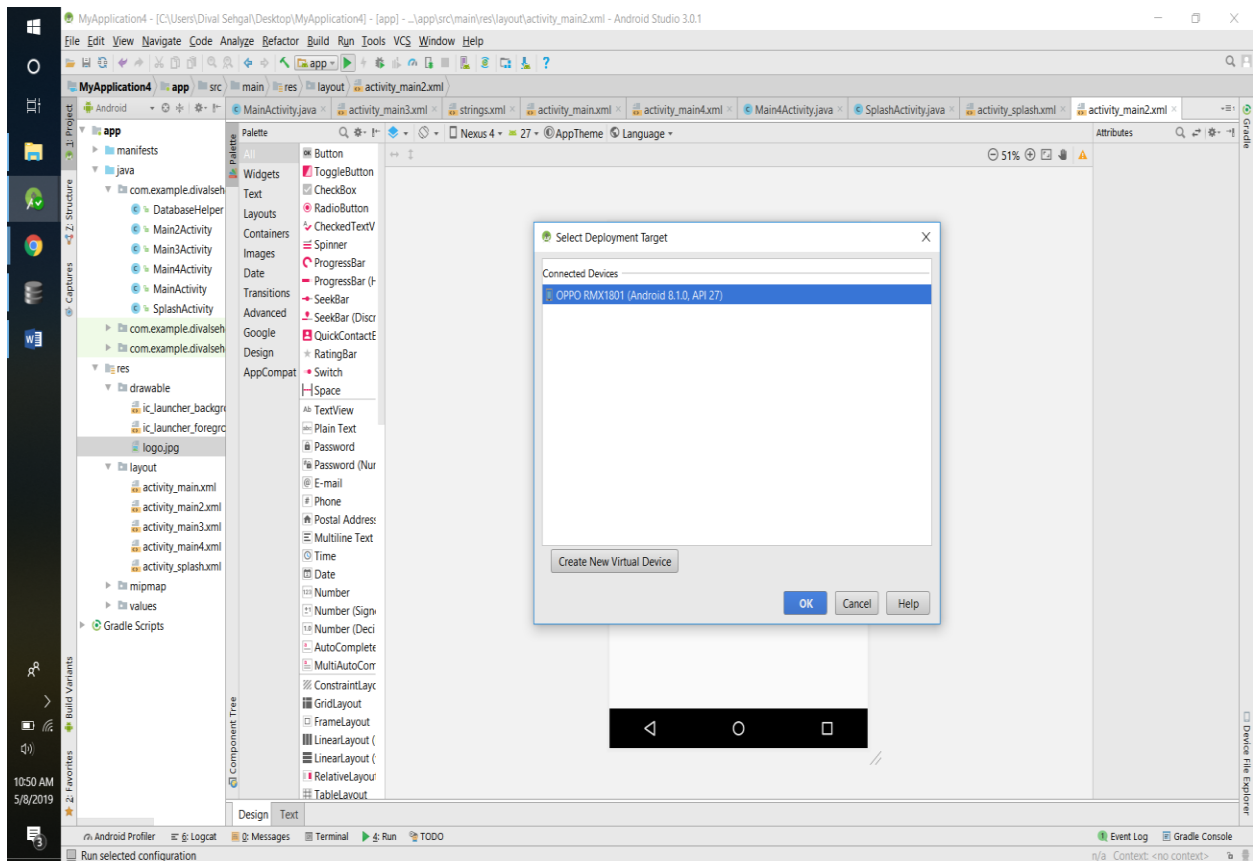
4.2 Back End



While the previous image displayed the code for the database , this one shows the structure of the database. It consists of five fields that is username , password , year , semester and enrollment number.

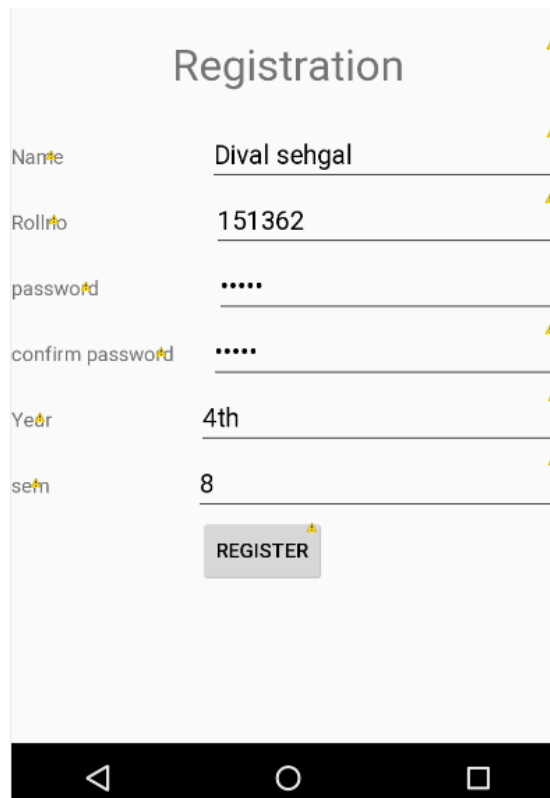


Here is the another table feedback which basically stored all the feedback of different teachers and their teaching subjects anonymously .Table consists of four fields Sno , Teacher name , Subject Name , Feedback.



Lets run your application. I expect you have associated your genuine Android Mobile gadget with your PC. To run the application from Android studio , open one of your undertaking's action documents and snap Run symbol from the device bar. Before beginning your application,Android studio will show following window to choose a choice where you need to run your Android application.

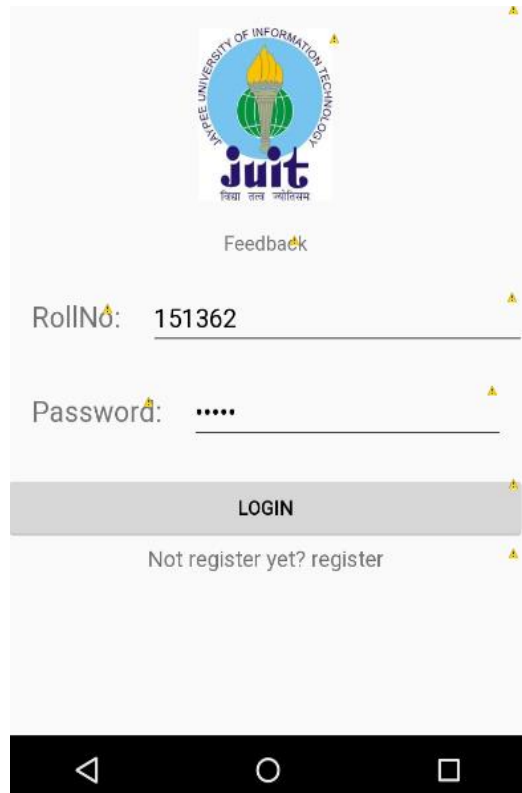
4.3 Example: Feedback



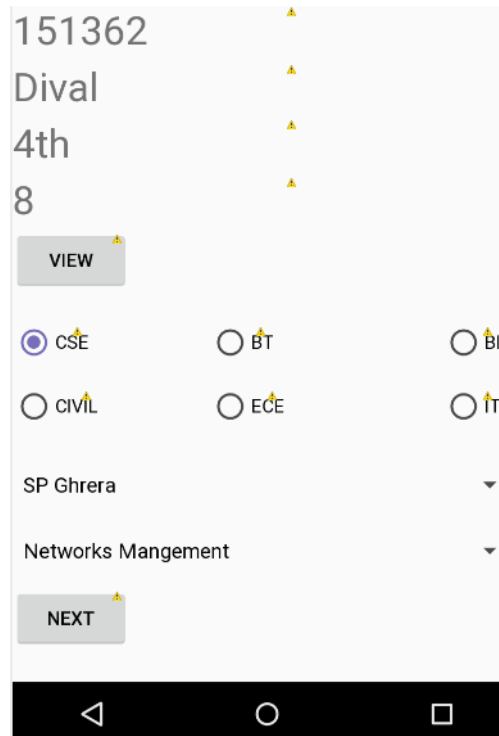
The screenshot shows a mobile application interface for a registration form. The title 'Registration' is centered at the top. Below the title, there are five input fields, each with a label on the left and a value on the right. A small yellow triangle icon is positioned to the right of each input field. At the bottom of the form is a 'REGISTER' button. The bottom of the screen shows the standard Android navigation bar with back, home, and recent apps icons.

Label	Value
Name	Dival sehgal
Roll no	151362
password
confirm password
Year	4th
sem	8

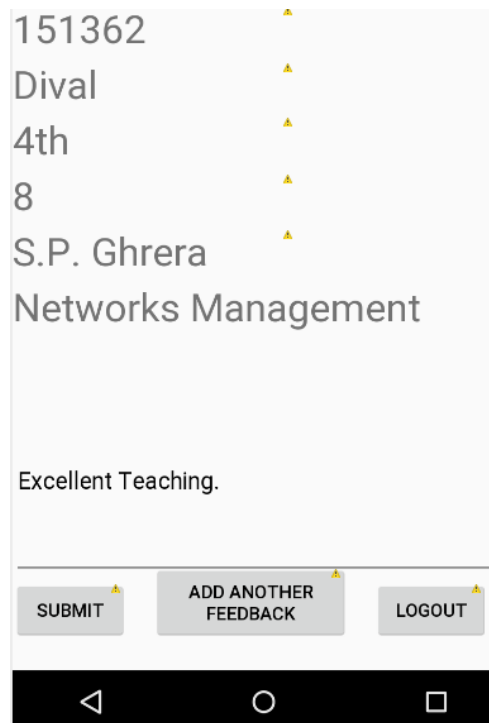
The following is the example of the use of the class rate review application where the user on clicking the splash reaches the login activity and registers the details in the registration module . The student enters the student details in the registration and the credentials are stored in the database.



After the saving of credentials in the database the control reverts back to the login activity where the user again has to enter his username and associated password in the login page.



After the login happens the user enters the desired home page of our application .Here the user enters the branch –CSE , selects the teacher from the spinner 1 i.e Brig. S.P. Ghrera and selects the subject from the second spinner i.e . Network Management and clicks on the next button .



This is the feedback page of the application where the user at last submits the feedback on selection of the particular teacher incharge and the associated subject . Here the user Dival Sehgal , 4th year , enrollment number 151362 has submitted a feedback of – Excellent Teaching for the teacher S.P. Ghrera for the subject he is teaching that is Network Management .

CHAPTER 5

FUTURE SCOPE AND APPLICATIONS

5.1 APPLICATIONS AND SCOPE

India is one of the quickest developing countries on the planet to the extent IT showcase is concerned which prognosticates the favorable extent of Android App Development in India in the coming years.

As indicated by NASSCOM, an exchange relationship of Indian IT and BPO industry, the IT area in India amassed incomes of USD 160 billion out of 2017, to which Android OS showcase has contributed essentially.

Starting at July 2017, the piece of the overall industry held by Android versatile OS in India is around 79.17 percent, revealed by statista statistical surveying. This domination of Android OS in the Indian cell phone advertise has helped numerous application designers to achieve their vocation objectives in the field of use advancement.

Android is an open source versatile working framework that gives application engineers an opportunity to utilize the source code and create vigorous and streamlined applications. To begin creating applications you simply need to download Android SDK which is free and there are no permitting expenses.

Adaptable User Interface

Applications that are based over Android are profoundly versatile and adaptable. There are different customization choices accessible for application engineers that empower them to offer shape to their inventive thoughts and convey streamlined applications to the android clients.

Huge Mobile App Market

Android portable application advertise isn't confined to just Google Playstore, there are different commercial centers too where you can convey android applications. A large portion of these application markets enable engineers to convey their application for nothing

.Future Scope:

The project can be further reduced to a much more simpler version but advanced methodology implementation is required for it .

1) First of all, the ratings would be based on a domain based system that is class intensity .

With each domain carrying a different feature such as rating based on:

- emotional support ,
- verbal vocabulary ,
- quality of material taught,
- the type of technology used in teaching
- classroom climate
- teacher sensitivity
- concept development
- Behavioural characteristics

Such domains are more successful in providing a much balanced review per faculty member and as per the allotted scheme the promotion to a better level and optimization of the regular efforts could be done in a much more simpler way , at the cost of larger data sets and more complex databases that would be handled by the university system.

- 2) The use of machine learning algorithms to evaluate the literary feedback as provided by the student to the application .For example :
 - word-search detection algorithms
- 3) An addition of a teacher login module that enables teachers to view the application data over the application instead of accessing the database file itself.
- 4) Use of Encryption techniques over the application to make it more secure for the use over the college curriculum.
- 5) We can also categorized data and stored data with even odd semester scheme.

5.2 References

i) Web References

- 1) <https://www.tutorialspoint.com>
- 2) <https://androidhive.com>
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- 5) <https://www.quora.com>
- 6) <https://www.sqlite.org>

ii) Book References

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- 2) CLASS (Classroom Assessment Scoring System) by University of Virginia, Curry School of Education and Human Development
- 3) Teacher Quality and Learning Outcomes Kindergarten ,The quarterly Journal of Economics
- 4) Head Start Professional Development and CLASS Initiative : Program Monitoring and Class Development
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Manual: Pre- K. Baltimore: Brookes

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