RELY

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ABSTRACT

The project is based on the learning aspect which requires much more in depth analysis which can be acquired only through student to student relationships. The goal of our project is to emphasize each and every knowledge needs of the users by connecting the One in need to the One who knows.

Suppose a student is fluent in a particular subject and expects to earn a quick buck for helping his needs, he can register as a teacher on the platform provided by us. The required details will be like Name, Course etc. but most importantly it will be what subject he is good at and his level of proficiency. Now consider a student who wants to understand that particular subject. He can login to the platform as a student and input the subject he needs help in. What we will do is show him the one who can teach in that particular area so that they can meet and help each other's educational needs. One of the major needs for this project is because we know that knowledge increases by sharing it. Moreover, it will have a hub for the help with the ongoing projects where a person can pitch his/her idea and demand help with the section they need it with and the interested person can contact the pitcher and help in whatever way acceptable.

Keyword : - *Teaching help, brainstorming, intranet based application, project help.*

1.INTRODUCTION: -

The most popular forms of coding in these days is the generation of applications or apps, that can easily run on our mobile phones on any environment like android, windows or IOS. Now a days, the technology is improving drastically. It is being used in every sphere of life. None of the field is left untouched by the growing influence of these mobile applications. The hardware and software capabilities of phones have been improving fastly. We are able to think that the current mobile phones are as strong as computers and even they are able to compete with computers. Features of our application are as follows: -

- Our application mainly focuses on providing a student help with the subject in lowest time possible.
- It enables a student to earn some pocket money by sharing knowledge.
- Application is quite helpful for revision as well as it will need the student to have a particular subject necessary before reproducing it.
- The application also helps the students who are stuck in middle of some project and needs help with a particular section of it.

OBJECTIVE: -
- It provides the students who need the knowledge with the students who have that knowledge.
- It provides help with the ongoing project developments.

IDENTIFICATION OF NEED: -
- Rely is very convenient to implement, easy to understand and also easy on implementation. The need of designing such Software is to provide the youth a better way for knowledge gaining by sharing their wisdom. It will also help with project in projects section where in a student will propose the project and/or the aspect of what he needs help with. The one with proficiency will be helped with approaching the one in need.

2.2 FEASIBILITY STUDY: -
Feasibility studies aim to objectively and rationally uncover the strengths and weaknesses of the existing system or proposed venture. In its simplest term, the two criteria to judge feasibility are cost required and value to be attained. As such, a well-designed feasibility study should provide historical background of the project. Generally, feasibility studies precede technical development and project implementation. The assessment of feasibility study is based on the following factors:
      1) Technical Feasibility
      2) Operational Feasibility

2.21 TECHNICAL FEASIBILITY: -
Generally, feasibility studies precede technical development and project implementation. The assessment is based on a system requirement in terms of Input, Processes, Output, Fields, Programs, and Procedure. This can be quantified in terms of volumes of data, trends, frequency of updating, etc., in order to estimate whether the new system will perform adequately or not.
Technological feasibility is carried out to determine the capability, in terms of software, hardware, personnel and expertise, to handle the completion of the project.

2.22 OPERATIONAL FEASIBILITY: -
Operational feasibility is a measure of how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development.
The operational feasibility of the system can be checked as it solves the problems and reduces the complications occurring in the paper-pencil test.

CONCLUSION OF FEASIBILITY STUDY: -
      1) Technical Feasibility: The system can be implemented using computer software & hardware.

      2) Operational Feasibility: The system efficiently operates & helps by giving last minute help to a student by providing one with proficiency.

2. THEORY: -

This application is basically the destination from where the students can withdraw any required help for the academics. Detailed features of this app will contain or allow following things: -

PROFILE: -

Tutor: Every student who is willing to register as a teacher will provide with general details like name, college, department, and most importantly the subject he/she is proficient in along with an ID-proof for verification.

Student: Every student will have a profile in which the public information section would contain- name, class, and enrollment no., semester.

 USERS: -

Tutors: Tutors will be allowed to see a limited amount of information about the student. This information will only be what is needed and nothing more in order to protect the privacy.

 Students: Students will also be allowed to see a limited amount of information about the tutor. This information will only be what is needed and nothing more in order to protect the privacy.

TUTORING SYSTEM: -

Whenever required, a student can seek help from the application related to the academics.

PROJECT HELP: -

All the ongoing projects will be displayed along with the section of it in which the help is needed. A student can login and propose help if he is able to provide it.

1.1 EXISTING SYSTEM

The existing system shows teachers in a particular area and help with the homework.

1.2 PROPOSED SYSTEM

The proposed system helps to get a help from another system in short amount of time for a particular domain and also helps with the project development.
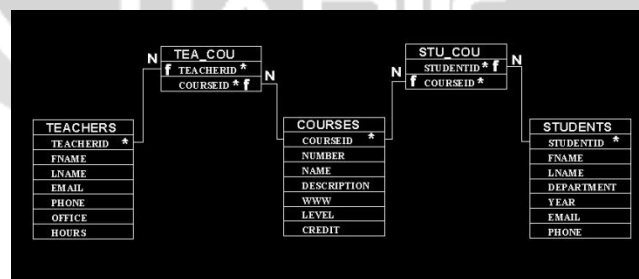
3. DATABASE STRUCTURE

Fig -1Database Structure

3.1 MODULES

Any interested user can use this application to find the desired result of his/her query. It eradicates the problem of searching each and every Tutors in whole college.

3.2 NUMBER OF MODULES

After careful analysis the system has been identified to have the following modules: -

- Registration
- Admin
- Student/Tutors
- Project help

REGISTRATION

This module is used to new user/student can add their details in the form. Students and tutors can register their personal details in the system

ADMIN MODULE

The initial step which is handled by the admin module is to create a unique user account for each student and Tutors member in the organization. This module handles the administrative functions of the system and is used by the head of the department.

ADVANTAGES

1. Quick Learning.
2. Help with pocket money.
3. Revision.
4. To increase knowledge, share knowledge.

4. CONCLUSIONS

The aim of this project is to make a community of a students in which they can share the knowledge they have with others in order to help each other.

5. ACKNOWLEDGEMENT

BIOGRAPHIES

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