

Alert Me An Android Application For Time Table Reminder System

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ABSTRACT

The Android application Alert me has been designed for students and professors to remind about the lecture hours. This system includes database. Database is used to store the data entered by the user and validate the user while making use of the application. The system is designed in such a way that it can be used by students as well as professors. The user has to register with the credentials. The application is user-friendly as the user can customize the application according to their needs. Users can select the number of days and sessions required and enter the details of lecture hour such as the timings, hall etc; Users are allowed to set the remainder as when required for every lecture hour. The remainder is given as a notification in the android device. The System is developed to ensure that the user interface is highly informative to the end-users.

Keyword: - Android, database, credentials, user-friendly, user interface, android application, validate ,customize

1. INTRODUCTION

Android devices has gained immense popularity in today's world as it has enabled to carry out our day-to-day tasks in an easier and efficient manner. Digitalization has been effectively implemented through the use of android applications. The smart phones are flooded with applications to transfer money online, enable shopping of commodities online, book tickets for transportation, movies etc;. This has ensured to be monetarily beneficial as well as it saves time for people.

It has become very difficult to attend the lectures at the scheduled time due to the hectic life. There are lot of possibilities to miss the sessions, forget the lecture hall etc; Alert me is an Android application developed to ensure that the user is given a notification with details specifying the time of the lecture, lecture hall etc;. The application is developed using Android Studio IDE. Mysql is the database used to store the credentials of end-users. Different Activities are embedded in the application to get the necessary details, and give prior notice by sending notification in the android device.

1.1 LITERATURE SURVEY

This system is used to by the students and professors to remind about their lecture hours by sending the notification to their mobile phone.

Jianye Liu et al., [1] introduced the Android platform and the features of Android applications, gave a detailed description of Android application framework from the prospective of developers.

S. Barnett et.al., [2] present a mobile app development conceptual model comprising six key concepts that impact quality. Using two case studies, showed that these interrelated concepts influence the architectural decisions of mobile apps and their tradeoffs need to be well considered.

Lukas Samuel et al., [3] solved the time table problem using the Genetic Algorithm and Heuristic Search Case Study.

App Inventor [4] is an open-source web application which allows newcomers to computer programming to create software applications for the Android operating system (OS).

M. E. Joorabchi et al., [5] proposed an overview of the current challenges faced by mobile developers in practice, such as developing apps across multiple platforms, lack of robust monitoring, analysis, and testing tools, and emulators that are slow or miss many features of mobile devices.

2. PROPOSED SYSTEM

The proposed system is a conceptual model that defines a structure, behaviour and more views of a system. It aims at developing an android application for students and professors to remind them about their lecture hours. The user can customize the timetable according to their needs and the notification will be sent to the user accordingly.

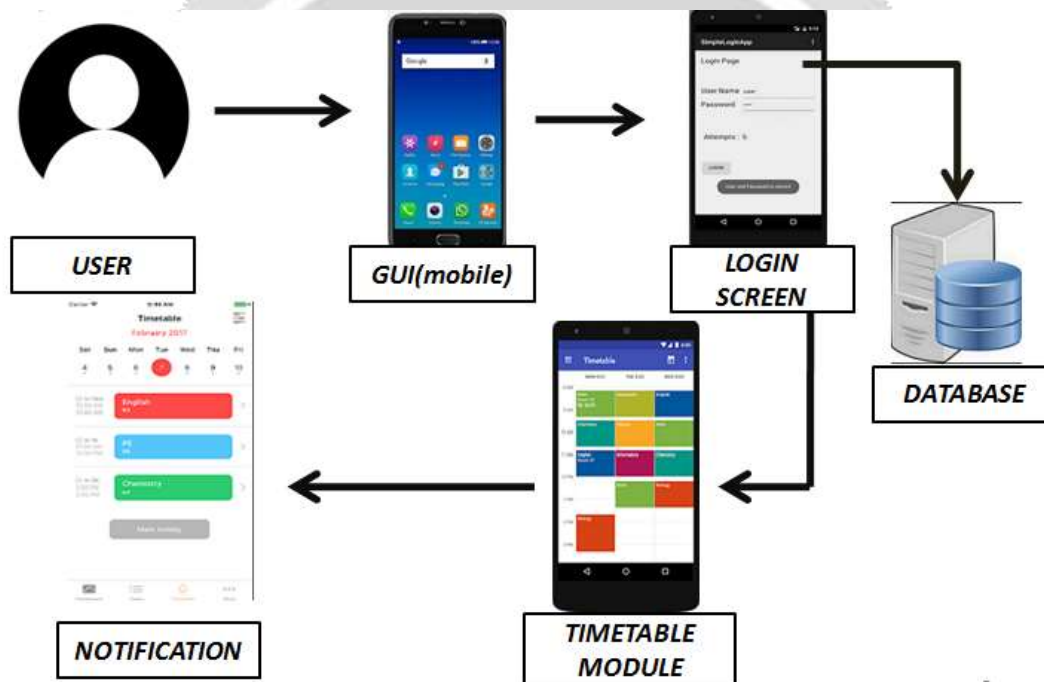


Fig -1:proposed system design

3. SYSTEM REQUIREMENTS

3.1 Hardware Requirements

- RAM: 3GB minimum requirement+1GB for emulator
- Disk space :500MB for android studio
- 1.5GB for SDK, emulator.
- Screen resolution:1280*800 is the minimum screen resolution

3.2 Software Requirements

- OS version: windows 7 or later

- Java version:JDK8
- Android studio(IDE) version 2.3.3
- MySql

4. IMPLEMENTATION

In the implementation part the user is directed into the login screen in that module the user need to provide their credentials to login to the app. Then the user have to give the information about their number of working days and number of sessions. They also have to enter the time interval of each session. According to the information given by the user a time table layout is generated. Now the user have to enter the details of the each lecture and set the time for the notification. The user will be notified accordingly before the lecture.



Fig -2:splash screen



Fig -3:login screen



Fig -4:Session Screen



Fig -5:Pop-Up Screen



Fig -6:Time-Table Screen

5. CONCLUSIONS

In this work, we have successfully implemented the Alert Me Android Application for users to enter the details of their respective lecture hours and get alert notifications accordingly. The project mainly focuses on students and professors to efficiently manage time and attend the lectures accordingly. The application has been developed using Android Studio IDE and the database used is MySQL which has been utilized to store the user's credentials.

The application enables the user to login with their details after the splash screen. The application has been developed to ensure that it is user-friendly and highly customizable in nature as end-user can select the specific number of days and sessions required. The prior notification is then made visible in the android device. The application can be used by students as well as professors to attend the lectures in the scheduled hour. The application has been built in such a way to accommodate the changes in future and to cater to the needs of future requirements. Later, the application can be further developed and extended to efficiently deploy it and utilize it as a reminder system.

6. REFERENCES

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