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Rewards System for Google Classroom

Sarthak Swain[1], Prarabdha Londhe[2], Jaikishan Patil[3], Prof. Shilpali Bansu[4]
Department of Computer Engineering, A. C. Patil College of Engineering, Kharghar, Navi Mumbai University of Mumbai

Abstract: Rewards system for college student, this abstract will explain about how group of 3 students will help student's finish their assignments and they get reward out of it (Pavlov experiment). This will help both the Teacher and student have their work done in time. Students will get reward for completing assignments this could be achieved using monetary system. Google ads Sens will help provide money in case if this is your doubt, also need of sponsors at early stages then it could be used in many ways as an extension for e.g.; In Google classroom, MS Teams, Toppr, or any other newer application.

I. INTRODUCTION

Rewards system is introduced to boost the performance of student in terms of academic. This indeed will help the teachers as well as student. The application will contain point system for student who all are attending lectures period, submitting assignments on time. This application will use various different approaches to give points "reward" to applicable student. The following application is built for eliminating indolent writing of assignment or lab practical. Rewarding students leads to greater student-teacher engagement, which increases retention and helps create positive overall workplace, leading to many benefits to college as well as to student like increased productivity. Appreciation is certainly an essential human need that should never be discounted

A. Scope

The design of application as well as its uses would be used in any rewards system using rewards system poorly performing students can be turned into more smarter ones.

B. Motivation

Motivation behind creating such app is that students will be provoked by the sweet rewards other than marks, they will have something for which if he/she completes assignment they will get Handsome rewards. In order to create a thriving workplace, praise and recognition are going to be fundamental elements

C. Organization of Report

1) *Introduction:* This section includes the overall view of the project i.e., the basic problem definition and the general overview of the problem which describes the problem in layman terms. It also specifies the software used and the proposed solution strategy.
2) *Literature Survey:* This section includes study of previous approaches to reward system for google classroom.
3) *Description:* In this section proposed system is mentioned as well as methods and overall Architecture and algorithm
4) *Design Approach:* This section includes design of the system. The Data collection phase as well as usage of data in the application.
5) *Implementation:* This section speaks about the overall implementation of the project. It contains information about all the software and modules used. Also, it gives an idea about the specification required to run the system.
6) *Testing and Result:* This section includes black box testing, white box testing, unit testing and beta testing also snapshots of application in use.
7) *Conclusion and Future Work:* This is the final section of the report. It contains the conclusion of the project and also talks about the future work that is to be done on the project to make it better

II. LITERATURE SURVEY

1) *Credit Card Company Give Rewards Using Three Perspectives:* (27September 2014, At: 14:46 Publisher: Routledge) customer involvement customer loyalty credit card reward program [1].

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2) *Dopaminergic Rewards System:* (Arias-Carrio´n et al.International Archives of Medicine 2010). Among the endogenous molecules that participate in the consolidation of memory, including the drug-seeking reward, considered as a form of learning, is dopamine • The behavioral definition of reward attributes also certain of non-alimentary and nonsexual functions, such as gambling [2].
3) *Gamification Rewards System:* (MIPRO 2019, May 20-24, 2019, Opatija Croatia) In the last couple of years, gamification has been increasingly used in education in order to motivate and encourage student engagement and interaction in class lectures, but also E- learning. The paper presents analysis of extrinsic and intrinsic student motivation from Both groups and provides correlation analysis of gamification results with students' final grade and survey elements regarding student motivation Perception and the importance of receiving a re- ward after the game [3].
4) *Android Rewards System:* (Proc. of 2017 4th Int. Conf. on Information Tech., Computer, and Electrical Engineering (ICITACEE), Oct 18-19, 2017, Semarang, Indonesia) Reward in a learning process is needed to increase motivation to learn its existence. That is easy to implement and very enjoyable for the students The purpose of this research is to produce an android-based reward system application that can be used to store and display the acquisition of rewards students and know the feasibility applications [4].

A. Existing System

Currently there are Reward Systems available for different purposes. Mainly they are designed for the companies or banks. These systems are used in companies to enhance the productivity of the employees and indirectly of the company. A bank reward system thus refers to a financial services loyalty program designed to provide modern banks the competitive edge in customer retention. Some of the best performing bank rewards programs offer higher interest on savings account, discount on loan, lower ATM usage fee etc., as rewards to attract customers. But there is no such reward system particularly for students. Also, there is no system that uses google classroom API for reward system.

B. Problem Statement

To stay competitive in the studies and increase marks in academics, we need to have efficient and effective strategies in different areas of operation. Productivity and success of the students depends a lot on the determination and motivation. A comprehensive reward system is an effective management tool for motivating students particularly low performers, but also increasing marks particularly of high achievers.

However, due to differences in personalities and personal preferences, some students are more motivated by extrinsic rewards while others prefer intrinsic rewards. Academic development of students should be also taken into consideration. Moreover, adequate rewards create a feeling in students that they are valuable, and their efforts are recognized and appreciated by the colleges.

The foremost implication of this study is that traditional approaches to maximize productivity are effective in learning environment. Thus, it is important for colleges to constantly retain and improve students' motivation which requires an efficient reward system for all workforce, as student motivation and student performance varies and may decline with passage of time. Therefore, this study is focused on the rewards system and its impact on student academics.

This project works on three main areas. First, the purpose of the project is to look upon the students to submit their assignments on time. As it was mentioned, the impact of a reward system on student performance is strong which in turn, influences the whole class performance, therefore reward systems can be used as tools to maximize productivity of students and gain competitive advantage in the classroom. Secondly, this project aims to increase the awareness of students towards the practical's that they perform. Particularly on their individual knowledge will increase so as to becoming good in real life situations. Reward system is likely to motivate students to develop personally, grow professionally and help in good career.

Finally, the aim of the project is to make the job easy for the professors to boot their students and gradually also get their term work done smoothly. Reward system will increase the number of students responding to the work given and also increase their efficiency.

III. DESCRIPTION

1) Rewards will be provided according to marks obtained
2) It could be used anywhere or any platforms
3) Self-sustenance

The System created would provide certain points which could be redeemed as part of these application rewards system.

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Advantages of using the Application

- Submission of Write-ups would be quicker
- Student would overcome their barriers physical/mental.
- More enthusiasm in writing.
- Acquisition of Rewards.
- Relation of student and teacher will be much stronger

Reward System in which student work individually towards personal reinforces. Classroom reward system is one of the small parts in the mechanism of positive learning environment. Here student initially create account by filling some information also teacher can create an account by the same way. Admin also has account with some specific features. When student's login into account with appropriate student ID and password, student will enter into student dashboard, it has multiple options like reward section Redeem point, Quiz Menai assignment submission, logout option etc. Student can get the Event news and notice related to activities perform by the college. They also get latest software update link. It encourages the student to attending the online lecture as well as completing the assignment and do submission on given time stamp. When student submitted assignment or experiment teacher gets a notification in a teacher's dashboard. Now teachers' job is to check the submitted Assignment of student and gives a mark to the assignment. Such a marks will be stored in a teachers database as well as student database and also it will be stored in admin database. Now admins job is to give an appropriate reward to the students who are be in the criteria which is set by admin. Those students will get the reward whose marks come under such criteria. Rewards will be provided according to marks obtained. Student while redeeming the point he/she has to enter the password for validation after that this request goes to admin then admin provide reward basis on some criteria then admin response to request of student and then student get reward on its mail with unique coupon id of particular voucher. Rewards like Biju's subscriptions, canteen coupons and a library coupon, etc. Student can redeem point in between the course or valid for the 3 months after the course complete. In a week there is quiz competition after winning the quiz that point also add to student to reward points that also stored in teacher as well as admin database. In such a way whole project will be work. Such project is useful to make student more attentive in classrooms, improve the competition level of all the student by making small competition to get the rewards. However, some student will get more benefit from it from others.

A. Proposed System

In reward system for a google classroom projects we are making connection between google classroom and API. An API is a software which can be used by other software, to communicate with other software or even hardware. It acts as of bridge between different software and devices. When we are making connections, we can fetch all the information which we want to be used in our software for e.g., Marks, submission date, etc. And we are storing all the information in my SQL database. All the information which we are stored in MySQL database we have to fetch for that we are making connection between MySQL and eclipse IDE or java. We are using XAMPP for making server connectivity to my SQL. We are writing all the source code by using Java programming language in eclipse IDE.

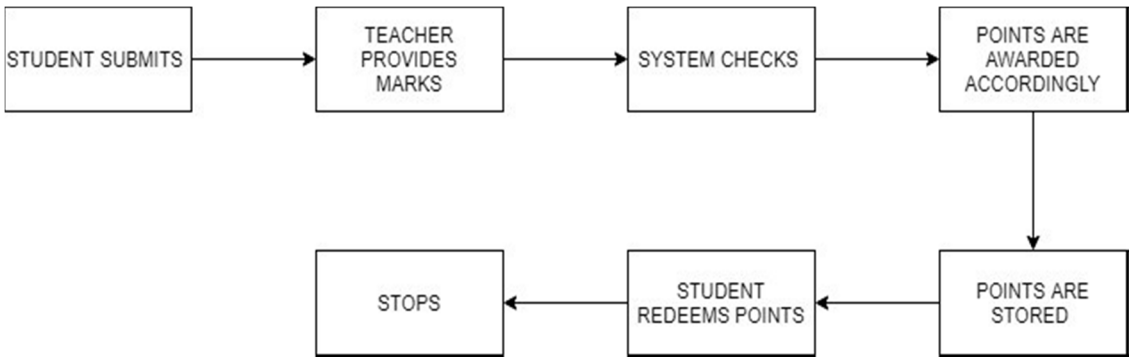


Fig 3.1 Proposed System

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B. Algorithm and Architecture

Modules and Libraries used for software development:
Google appscripts development- v2 library
Clasp react.js
sheet DB
MySQL and google sheets, google appscripts, google API, etc.

1) Flow chart (Client side)

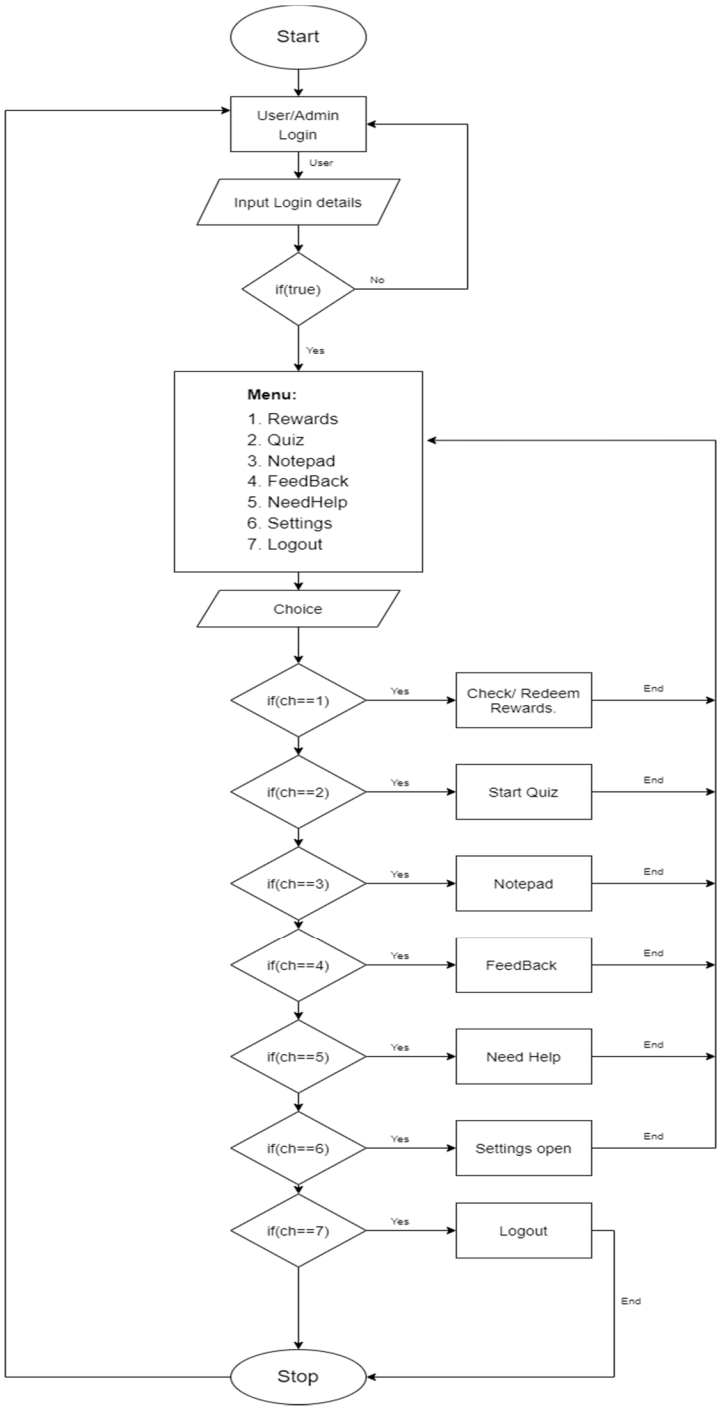


Fig 3.2 Client-side Flow chart

2) Flowchart (Admin side)

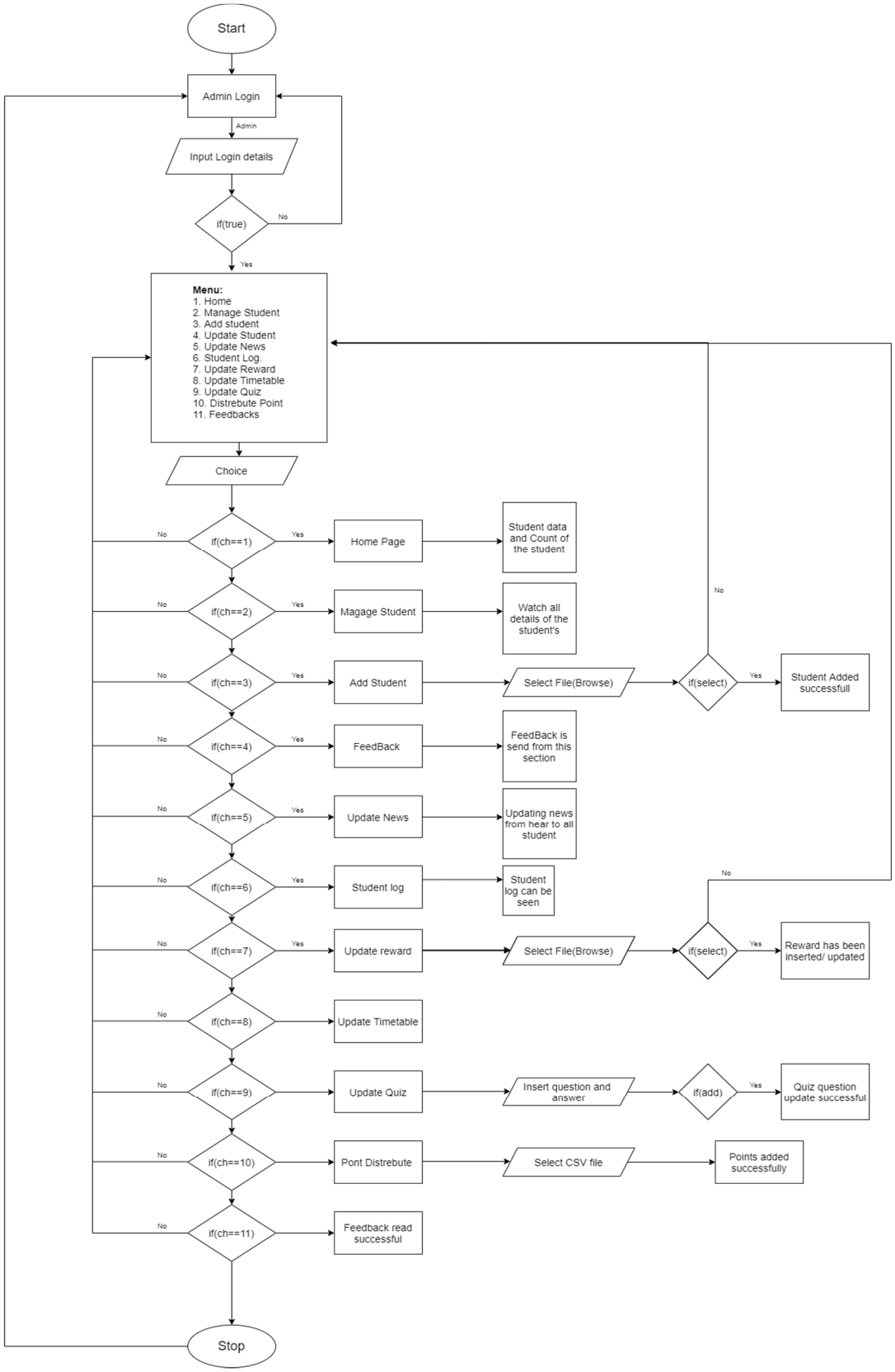


Fig 3.3 Admin-side Flow Chart

3) Use Case Diagram

In the Unified Modelling Language (UML), a use case diagram can summarize the details of your system's users (also known as actors) and their interactions with the system. To build one, you'll use a set of specialized symbols and connectors. An effective use case diagram can help your team discuss and represent:

- Scenarios in which your system or application interacts with people, organizations, or external systems
- Goals that your system or application helps those entities (known as actors) achieve
- The scope of your system

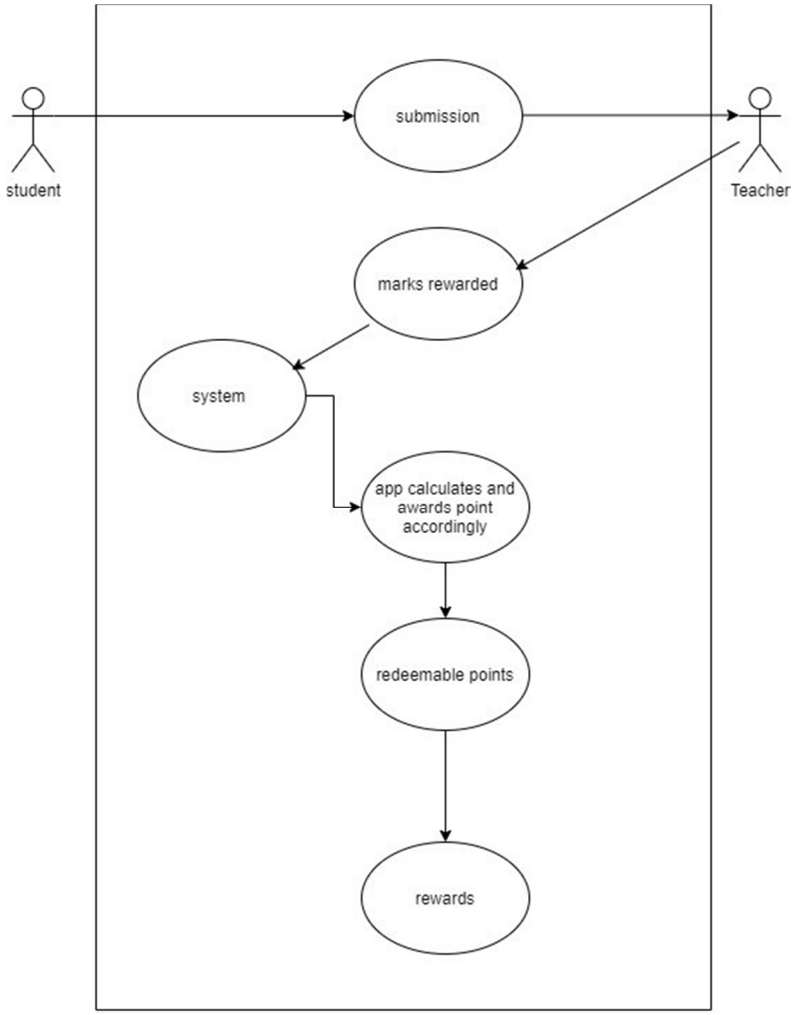


Fig 3.2.3 Use Case Diagram

C. Specification lists

1) Hardware Specification

Hardware Requirement	
Hardware	Minimum Requirement
Processor	1.2GHz
Random access memory	4Gb
Disk space	Unknown
Internet Quality	Decent
Activity Status	Activated

Table 3.3.1 Hardware Specification

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2) Software Specification

Software Requirement	
Software	Minimum Requirement
Operating System	Windows, Linux, Ubuntu, Mint, Kali etc.
Web browser	Chrome, Firefox, Brave etc.
Application	Google classroom
VPN	It depends

Table 3.3.2 Software Specification

IV. DESIGN APPROACH

A. Retrieving Data from Google Classroom [5].

create	POST /v1/courses/{courseId}/announcements Creates an announcement.
delete	DELETE /v1/courses/{courseId}/announcements/{id} Deletes an announcement.
get	GET /v1/courses/{courseId}/announcements/{id} Returns an announcement.
list	GET /v1/courses/{courseId}/announcements Returns a list of announcements that the requester is permitted to view.
modifyAssignees	POST /v1/courses/{courseId}/announcements/{id}:modifyAssignees Modifies assignee mode and options of an announcement.
patch	PATCH /v1/courses/{courseId}/announcements/{id} Updates one or more fields of an announcement.

create	POST /v1/courses Creates a course.
delete	DELETE /v1/courses/{id} Deletes a course.
get	GET /v1/courses/{id} Returns a course.
list	GET /v1/courses Returns a list of courses that the requesting user is permitted to view, restricted to those that match the request.
patch	PATCH /v1/courses/{id} Updates one or more fields in a course.
update	PUT /v1/courses/{id} Updates a course.

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get	GET /v1/courses/{courseId}/courseWork/{courseWorkId}/studentSubmissions /{id} Returns a student submission.
list	GET /v1/courses/{courseId}/courseWork/{courseWorkId}/studentSubmissions Returns a list of student submissions that the requester is permitted to view, factoring in the OAuth scopes of the request.
modify Attachments	POST /v1/courses/{courseId}/courseWork/{courseWorkId}/studentSubmissions/{id }:modifyAttachments Modifies attachments of student submission.
patch	PATCH /v1/courses/{courseId}/courseWork/{courseWorkId}/studentSubmissions /{id} Updates one or more fields of a student submission.
reclaim	POST /v1/courses/{courseId}/courseWork/{courseWorkId}/studentSubmissions /{id}:reclaim Reclaims a student submission on behalf of the student that owns it.
return	POST /v1/courses/{courseId}/courseWork/{courseWorkId}/studentSubmissions /{id}:return Returns a student submission.
turnIn	POST /v1/courses/{courseId}/courseWork/{courseWorkId}/studentSubmissions /{id}:turnIn Turns in a student submission.

create	POST /v1/courses/{courseId}/announcements Creates an announcement.
delete	DELETE /v1/courses/{courseId}/announcements/{id} Deletes an announcement.
get	GET /v1/courses/{courseId}/announcements/{id} Returns an announcement.
list	GET /v1/courses/{courseId}/announcements Returns a list of announcements that the requester is permitted to view.
modifyAssignees	POST /v1/courses/{courseId}/announcements/{id}:modifyAssignees Modifies assignee mode and options of an announcement.
patch	PATCH /v1/courses/{courseId}/announcements/{id} Updates one or more fields of an announcement.

B. Approach for using the Data

1) *Searching Algorithm:* The searching algorithm is used in reward system for Google classroom which is used to search any data of a student in database easily by the admin. The unique key is mail ID for a database hence by using mail ID of a particular student admin can get a full information about every student.
2) *Sorting Algorithm:* In reward system for a Google classroom project were using some sorting techniques to be all the data and sorted format or to be easily accessible by the admin. Here all the data present in the database will be sorted in ascending order or you can arrange the data by using academic year of the student as 1st year, second year etc for such a way the sorted algorithm will be used in the project.
3) *Student Registration:* In a class of a student registration has a multiple row storing all the data of student for registration as student name, student PRN number, student roll number, mail ID, student date of birth, password, address, username, course, etc. All such a detail will be taken from the student for, after valid information entering new students, account will be generated.
4) *Student Rewards:* Student rewards class especially used to allowed the rewards to the particular student. Here we have multiple entities which will be entered by the admin. Entity such as reward Id, name, reward points reward description, reward image, category by which reward will be specified and student redeem such a reward.
5) *Student Log:* The class of student log has entity such as session Id, username, status, IP address, date, time, logout time. This class is helpful for the admin because checking his / her login and logout time and admin can track any hacker by using IP address of the particular user system.
6) *Feedback:* The class feedback is used for the student. It has a feedback form to be filled by the student which will gives any suggestion regarding software and organization also.
7) *Update News:* This class will used to add a news regarding academic year and it also have a curriculum news software update detail, etc.
8) *Student Time Table:* This class will have information or image of a time table with some entities specification as year, course, semester by which time table will be classified.
9) *Student Quiz Table:* This class will have information about the quiz Question and the option

Admin can update the form using admin side application.

C. Data Flow Diagram

A data flow diagram (DFD) maps out the flow of information for any process or system. It uses defined symbols like rectangles, circles and arrows, plus short text labels, to show data inputs, outputs, storage points and the routes between each destination. Data flowcharts can range from simple, even hand-drawn process overviews, to in-depth, multi-level DFDs that dig progressively deeper into how the data is handled. They can be used to analyze an existing system or model a new one. Like all the best diagrams and charts, a DFD can often visually "say" things that would be hard to explain in words, and they work for both technical and nontechnical audiences, from developer to CEO. That's why DFDs remain so popular after all these years. While they work well for data flow software and systems, they are less applicable nowadays to visualizing interactive, real-time or database-oriented software or systems.

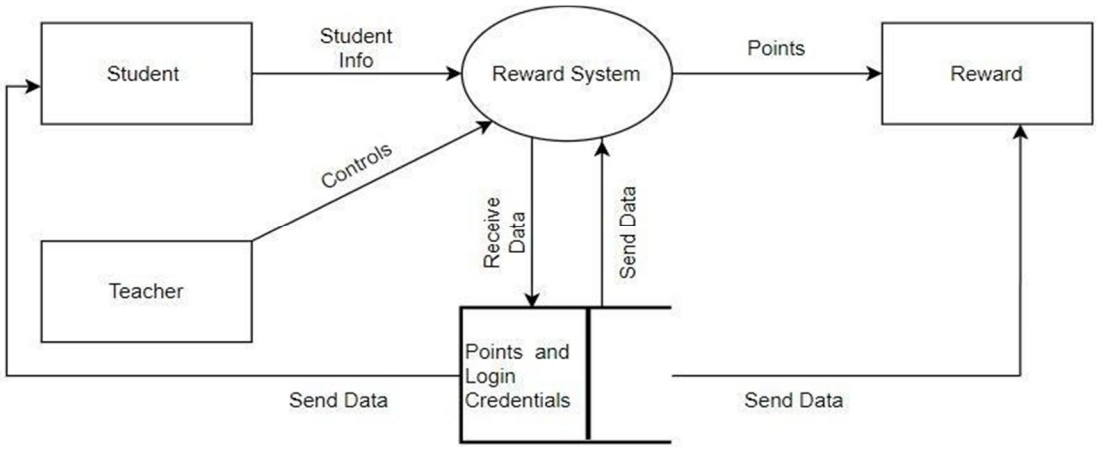


Fig 4.3.1 DFD level 0

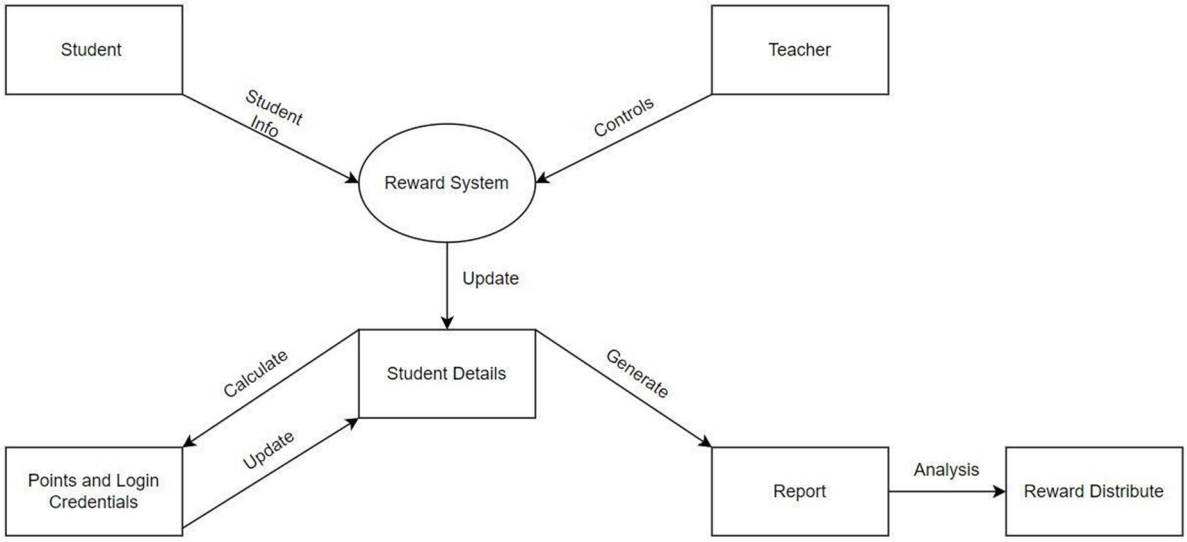


Fig 4.3.2 DFD Level 1

D. Sequence Diagram

A sequence diagram simply depicts interaction between objects in a sequential order i.e. the order in which these interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.

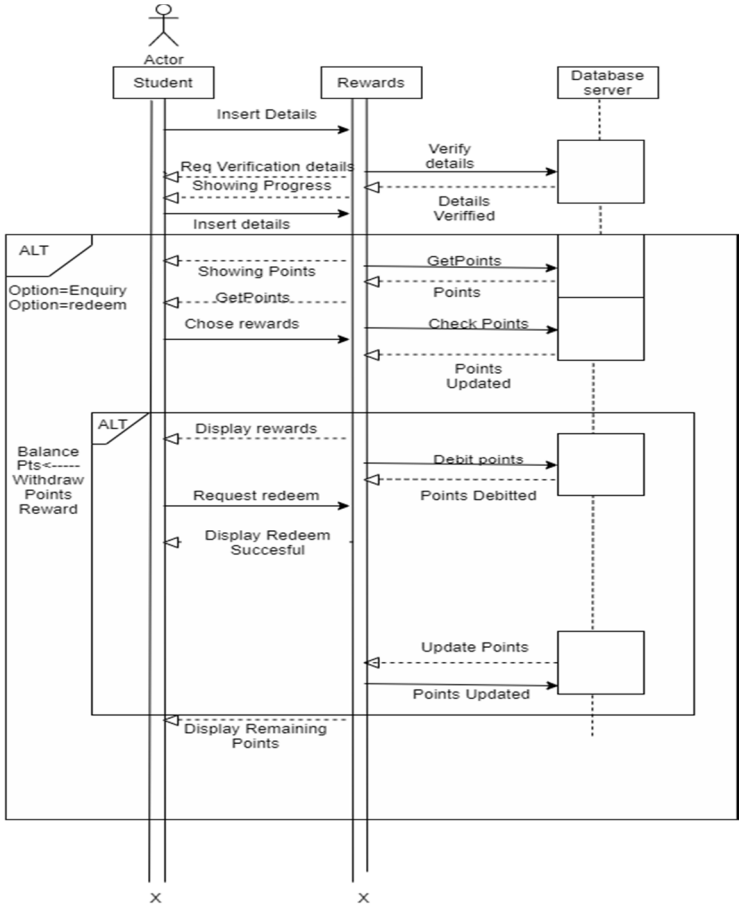


Fig 4.4 Sequence Diagram

E. Activity Diagram

An activity diagram is a behavioral diagram that represents the flow of activities from one to another. Activities represent operations of the system

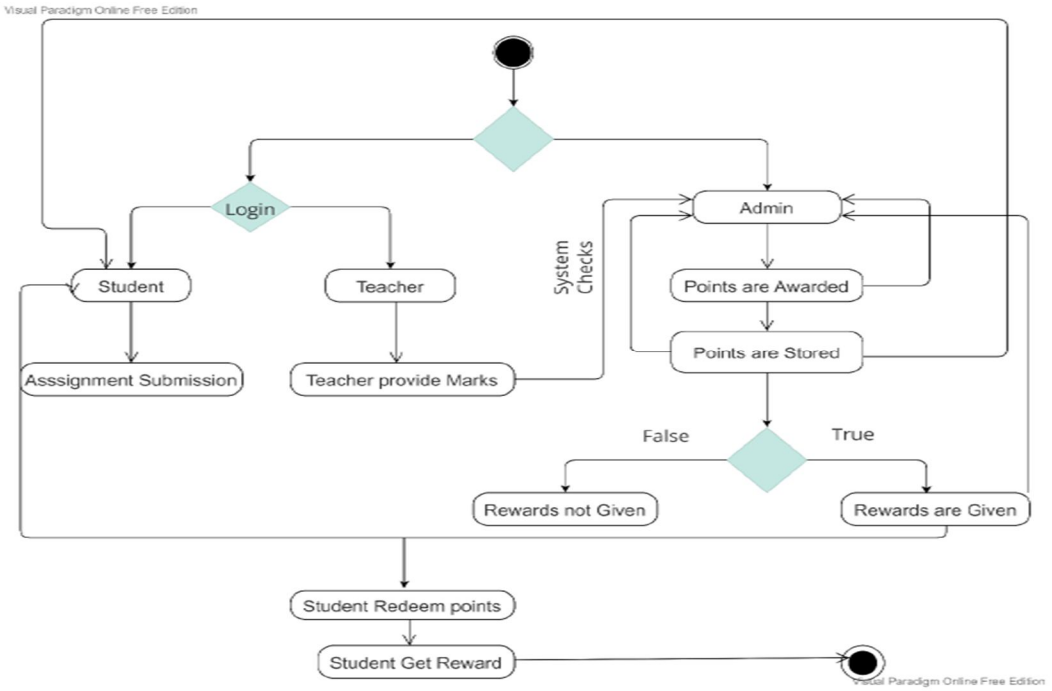


Fig 4.5 Activity Diagram

F. Design Model-Class Diagram

Class diagram is a static diagram and it is used to model the static view of a system. The static view describes the vocabulary of the system. Class diagram is also considered as the foundation for component and deployment diagrams. Class diagrams are not only used to visualize the static view of the system but they are also used to construct the executable code for forward and reverse engineering of any system.

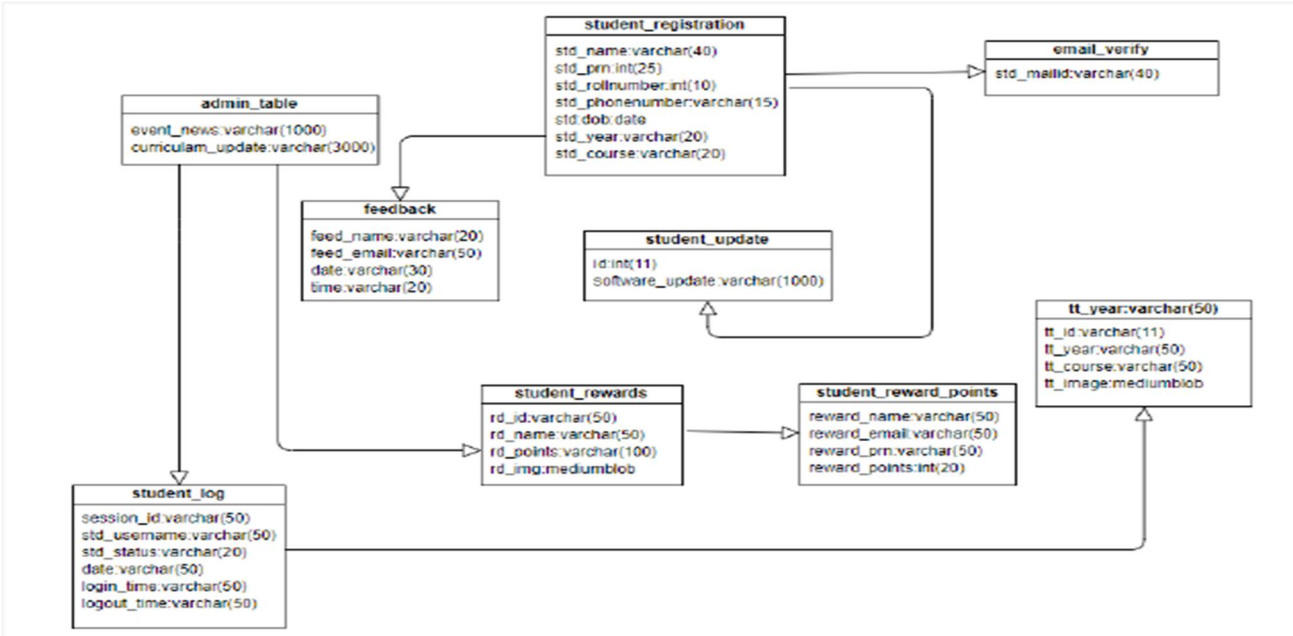


Fig 4.6 Design Model-Class Diagram

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V. IMPLEMENTATION

A. Methodology

If student submitted assignment it will store in the database. Then teacher will check the assignment and student gets a point such point that will be store in the database. Now admins job is assigned reward card to the student if student is in appropriate criteria. Reward details again store in database and student reach a mail regarding a reward card, now he/she have to redeem the card and use it for education and more.

Also, student can solve the quiz from quiz mania which will be updated once in weak. Student solve quiz will be store in database and teacher gets a notification about it now teacher will check it and gives marks, such marks will be again store in database.

Admin has multiple roles in a system. Admin have to keep tracking on student login and logout activity. He has to be check that if any hacker will be there, he has to be catch by Ip address of the student. Also, admin have to keep track on new generated accounts. Admin have to updates all the news feeds. He also has to be managed all the rewards section.

B. Software and Modules used

1) Frontend

a) Java

Java is a case-sensitive programming language, like C++. Java is an Object-Oriented Programming (OOP) structure. Java is a class-based programming language.

Java technology is used for developing both, applets and applications.

Provides an easy to use:
Avoids many of the pitfalls of other languages
Bing object-oriented
Enables code streamlining

Provides an interpreted environment:
Improved speed of development.
Code portability.
Loads classes dynamically, in other words when they are actually needed.
Supports changing programs dynamically, during runtime, by loading classes from a distinct source.
Furnishes better security.

b) JavaX.swing -- package

The javax.swing package provides classes for java swing API such as JButton, JTextField, JTextArea, JRadioButton, JCheckbox, JMenu, JColorChooser etc.

The Java Foundation Classes (JFC) are a set of GUI components which simplify the development of desktop applications.

There are two ways to create a frame:

- By creating the object of Frame class (association)
- By extending Frame class (inheritance)

Swing in Java is a lightweight GUI toolkit which has a wide variety of widgets for building optimized window-based applications. It is a part of the JFC(Java Foundation Classes). It is build on top of the AWT API and entirely written in java. It is platform independent unlike AWT and has lightweight components.

It becomes easier to build applications since we already have GUI components like button, checkbox etc. This is helpful because we do not have to start from the scratch.

Container Class

Any class which has other components in it is called as a container class. For building GUI applications at least one container class is necessary.

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Following are the three types of container classes:

- Panel – It is used to organize components on to a window
- Frame – A fully functioning window with icons and titles
- Dialog – It is like a pop up window but not fully functional like the frame[6].

2) Backend

a) MySQL

MySQL is a fast, easy-to-use RDBMS being used for many small and big businesses. MySQL is developed, marketed and supported by MySQL AB, which is a Swedish company. MySQL is becoming so popular because of many good reasons −

- MySQL is released under an open-source license. So you have nothing to pay to use it.
- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MySQL uses a standard form of the well-known SQL data language.
- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc.
- MySQL works very quickly and works well even with large data sets.
- MySQL is very friendly to PHP, the most appreciated language for web development.
- MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).
- MySQL is customizable. The open-source GPL license allows programmers to modify the MySQL software to fit their own specific environments.

b) GAS

Google Apps Script is a coding language in the cloud that is based on JavaScript - allowing you to connect the Google Workspace Services to do amazing advanced functionality within your Google Workspace.

Increase the power of your favorite Google apps — like Calendar, Docs, Drive, Gmail, Sheets, and Slides. Apps Script lets you do more with Google. All on a JavaScript platform in the cloud.G Suite Services.

Course content covers every step to get started with Google Scripts including an overview of the editor and what it does and how to use it. Followed by more detailed syntax and code examples of applying Google Script in real world projects. Perfect for students of all levels, with a step by step approach for anyone who has not used Google Script Before.

Apps Script allow you to power up your favorite Google apps and do more with them, way more.

Automate, add functionality, use spreadsheet data, create documents, interact with emails, generate reports, use data the list is endless on all the amazing things you can do with Google Apps Script.

Warning once you start using Google Apps Script you may want to use it for everything!!!

Just like JavaScript apps script is easy to write, uses the same structure as JavaScript and core fundamental functionality. If you know JavaScript you can get started with apps script in minutes. Functions, variables, loops, and more the same syntax as JavaScript. With the added power of Google Classes you can connect data from your Google Apps and build on it. Its the easy way to power up your applications[7].

Course will cover

- Standalone script
- IDE editor
- Quick demo to setup and get started with.

Document - DocumentApp

- Get document
- Document body
- Get elements within body
- Create docs on the fly
- Document UI for alerts and responses. Interact with users.
- Selection of data and construction of content
- Styling your doc content

Spreadsheet - SpreadsheetApp
- How to Get spreadsheet data
- Create spreadsheets and update, create and use the data
- Get ranges - select sheets and get content
- Get Sheet data and iterate through it to output it
- Write to spreadsheet using script
- Spreadsheet UI for added interactions with users
- Update sheet with new data
- Sidebar menu update sheet show sheet data and more

Google Sites - Standalone scripts
- Sites class and how to use them
- Sites dashboard navigation and use
- Design sites interface with options to create pages and more
- Add scripts to sites to create data driven and interactive pages
- Output and setup sites content quickly and easily

Google Drive - DriveApp Class
- Get drive data and use it
- Setup files create new files
- Move files from one folder to another
- Get folder contents and list it
- Create files copy files and update files
- Search drive files and folders
- Get permissions and set permissions
- List files from folders in Google Sheet show permissions update permissions

Calendar Calendar - CalendarApp Class
- Create events
- Get event details
- Update color style
- Output events to Google Sheet
- Using Calendar events checking availability and more

Gmail - GmailApp Class
- Send message
- Get inbox contents from folder
- Create labels and move files
- Get counts of emails and content
- Mark Emails as read
- Track emails and use the content
- Search emails
- Star Messages

c) Google sheet

Google Sheets is a web-based application that enables users to create, update and modify spreadsheets and share the data online in real time.

d) Google API

Google Cloud APIs are programmatic interfaces to Google Cloud Platform services. They are a key part of Google Cloud Platform, allowing you to easily add the power of everything from computing to networking to storage to machine-learning-based data analysis to your applications.

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VI. TESTING AND RESULTS

A. Testing

Software Testing is a method to check whether the actual software product matches expected requirements and to ensure that software product is Defect free. It involves execution of software/system components using manual or automated tools to evaluate one or more properties of interest. The purpose of software testing is to identify errors, gaps or missing requirements in contrast to actual requirements.

Some prefer saying Software testing definition as a White Box and Black Box Testing. In simple terms, Software Testing means the Verification of Application Under Test (AUT). This Software Testing course introduces testing software to the audience and justifies the importance of software testing.

1) Unit Testing

UNIT TESTING is a type of software testing where individual units or components of a software are tested. The purpose is to validate that each unit of the software code performs as expected. Unit Testing is done during the development (coding phase) of an application by the developers. Unit Tests isolate a section of code and verify its correctness. A unit may be an individual function, method, procedure, module, or object.

In SDLC, STLC, V Model, Unit testing is first level of testing done before integration testing. Unit testing is a Whitebox testing technique that is usually performed by the developer. Though, in a practical world due to time crunch or reluctance of developers to tests, QA engineers also do unit testing.

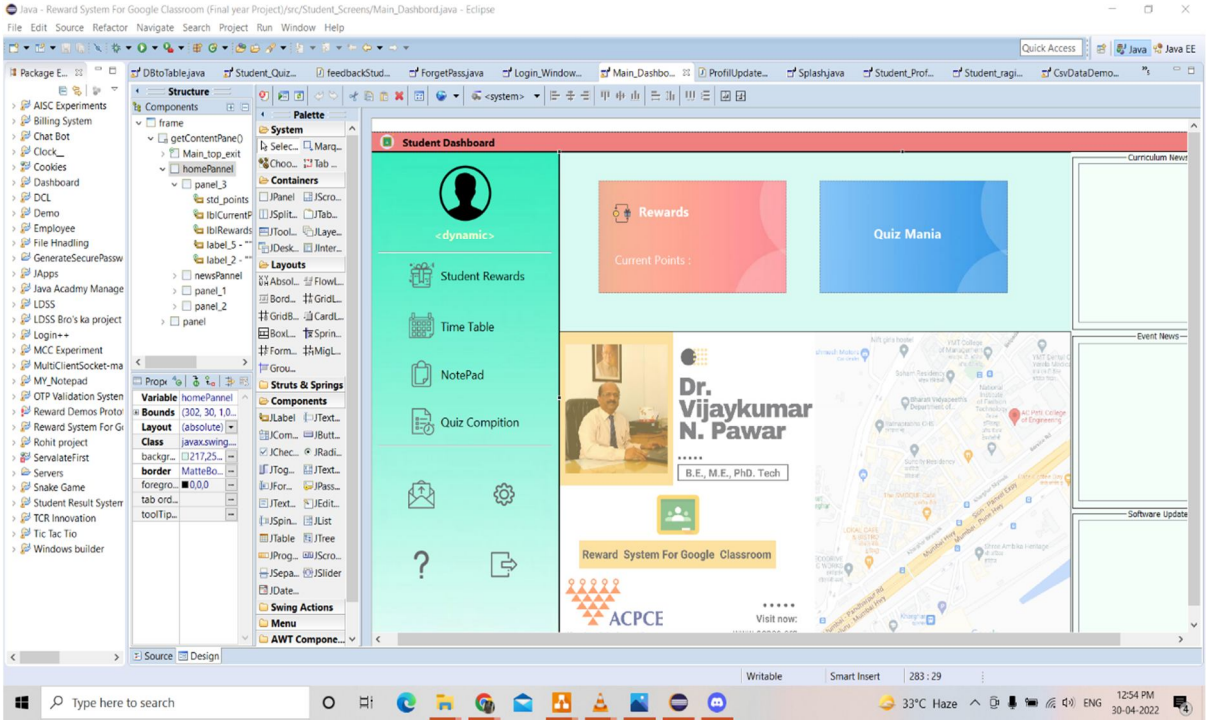


Fig 6.1.1 Unit Testing

2) Beta Testing

Beta Testing is performed by real users of the software application in a real environment. Beta testing is one of the types of User Acceptance Testing.

Beta version of the software, whose feedback is needed, is released to a limited number of end-users of the product to obtain feedback on the product quality. Beta testing helps in minimization of product failure risks and it provides increased quality of the product through customer validation.

It is the last test before shipping a product to the customers. One of the major advantages of beta testing is direct feedback from customers.

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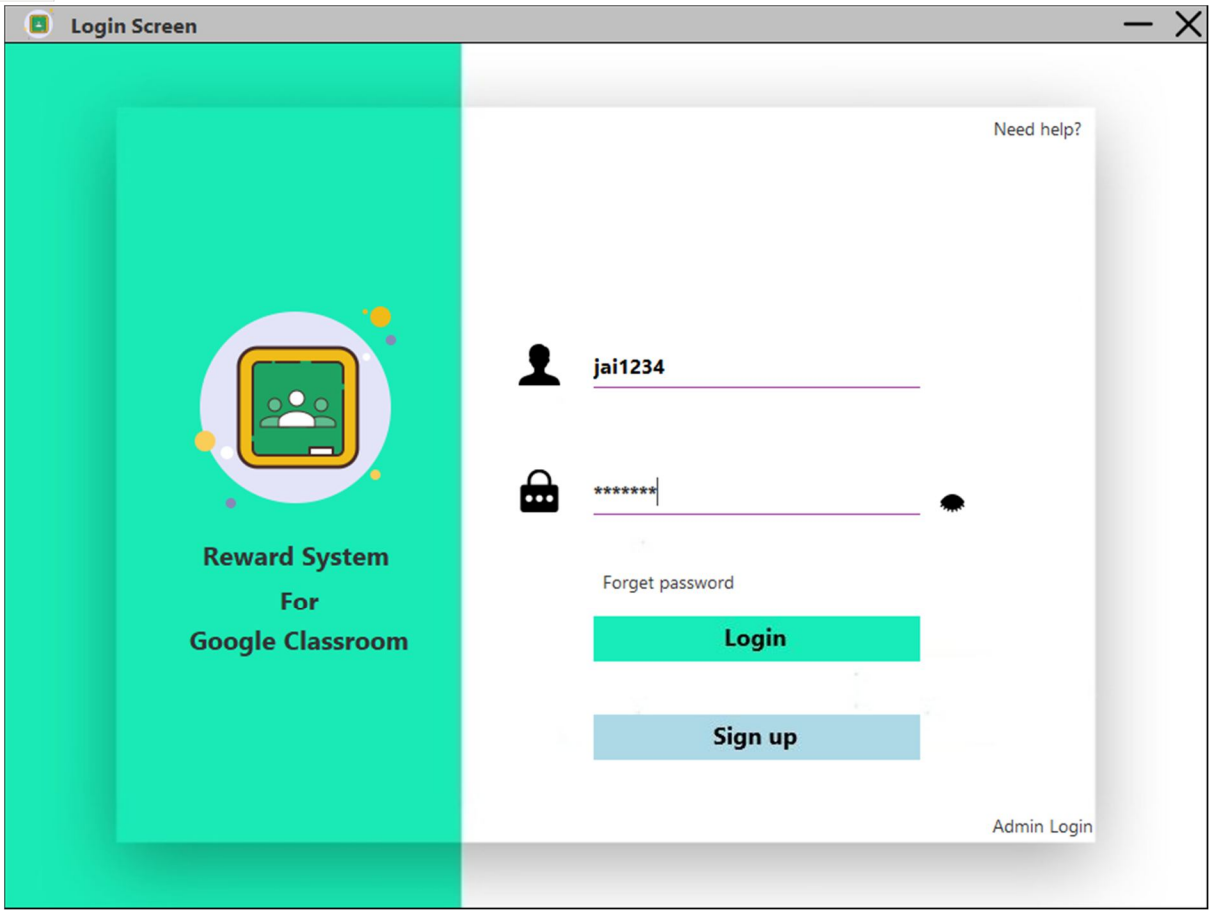


Fig 6.1 Login/Sign-up screen

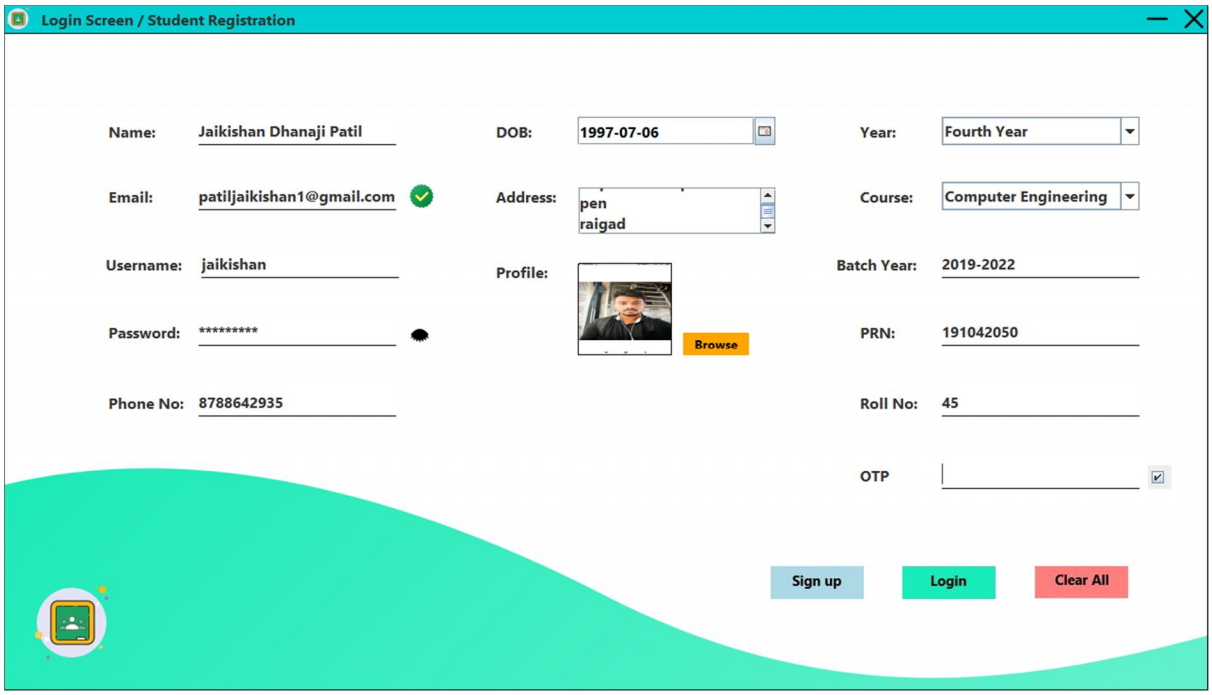


Fig 6.2 Student Registration

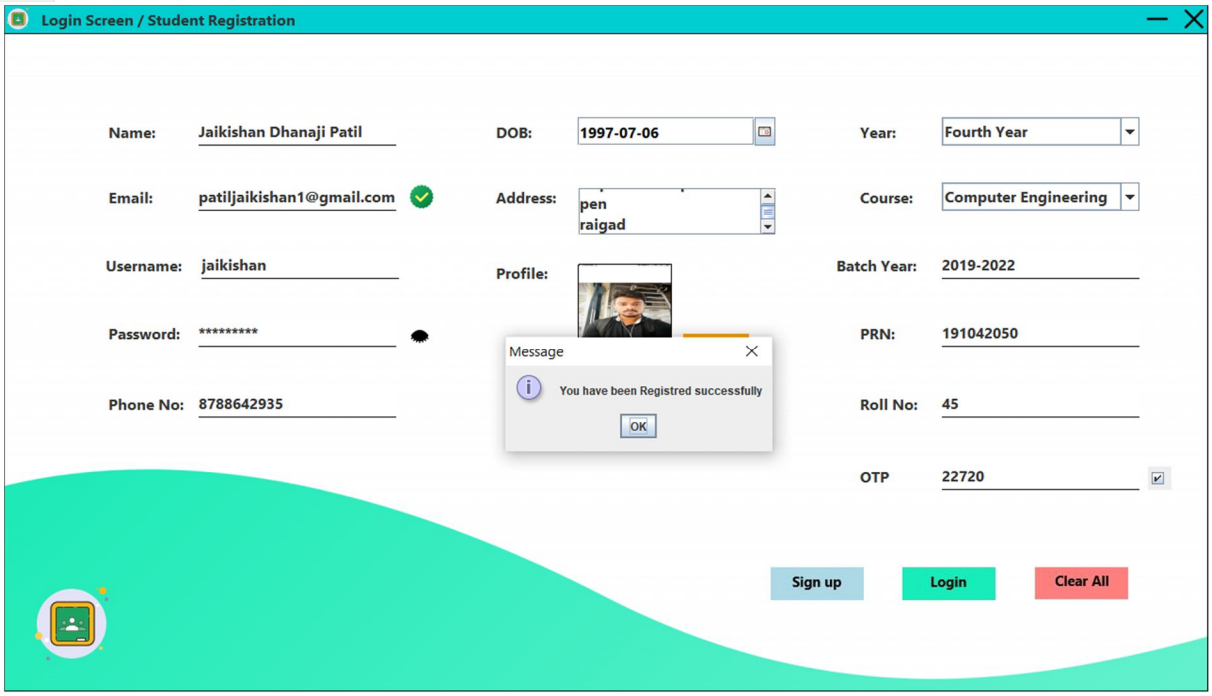


Fig 6.3 successful registration

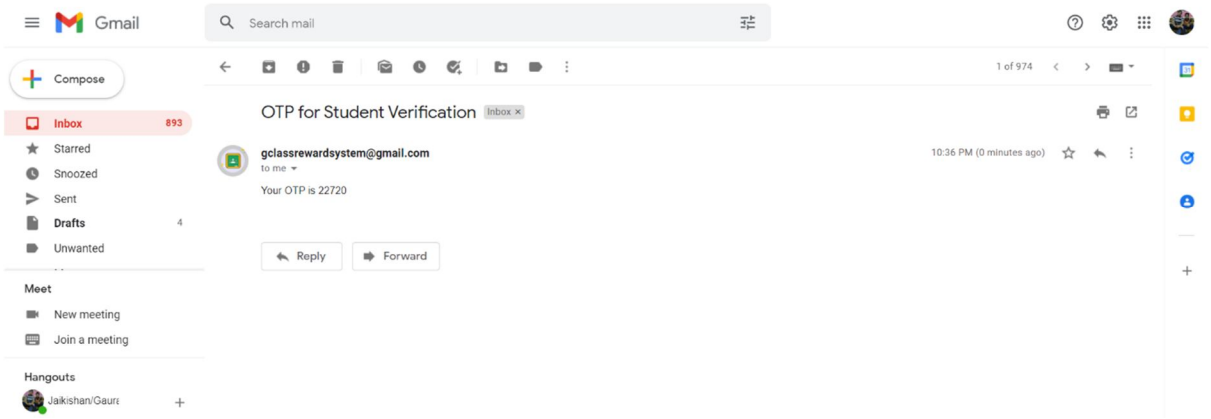


Fig 6.4 OTP

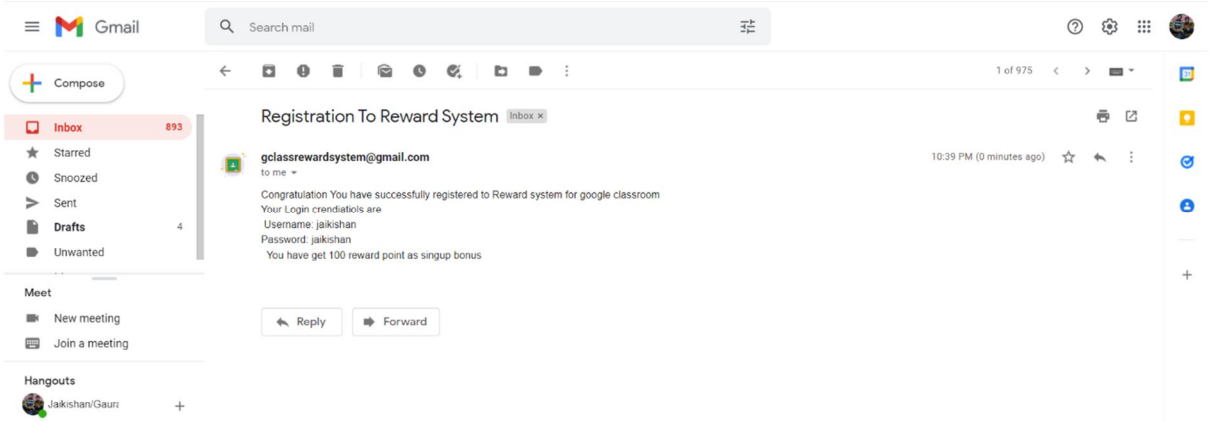


Fig 6.5 Welcome Email

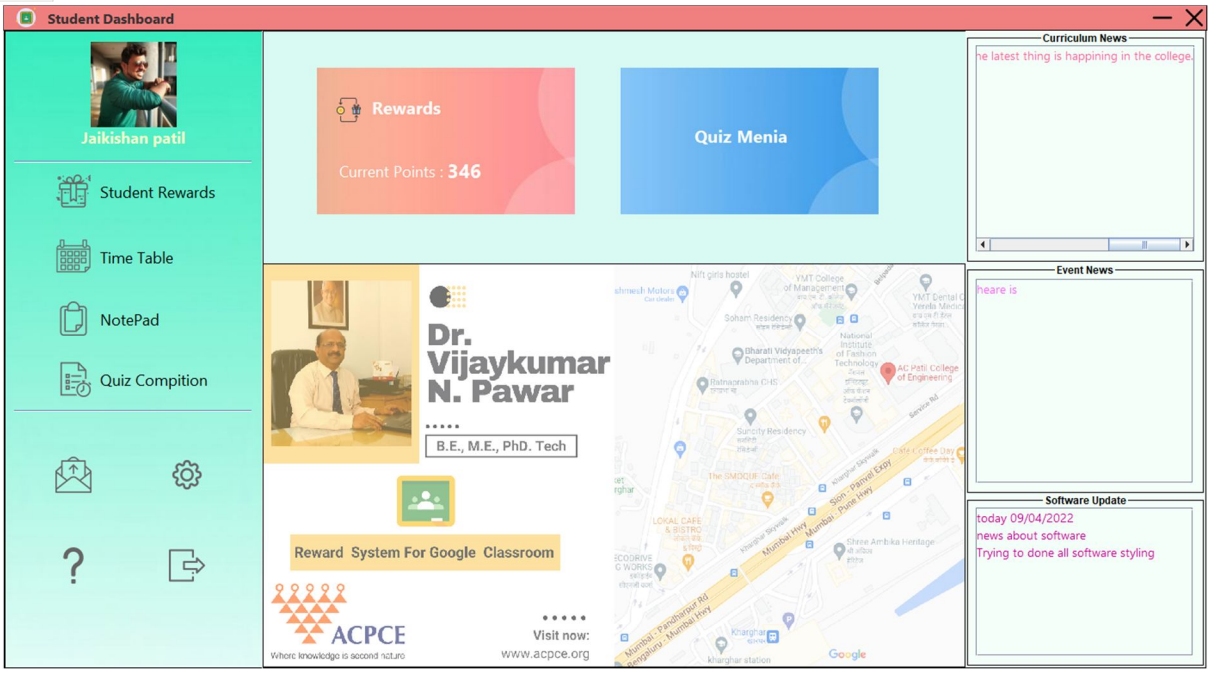


Fig 6.6 Main Dashboard

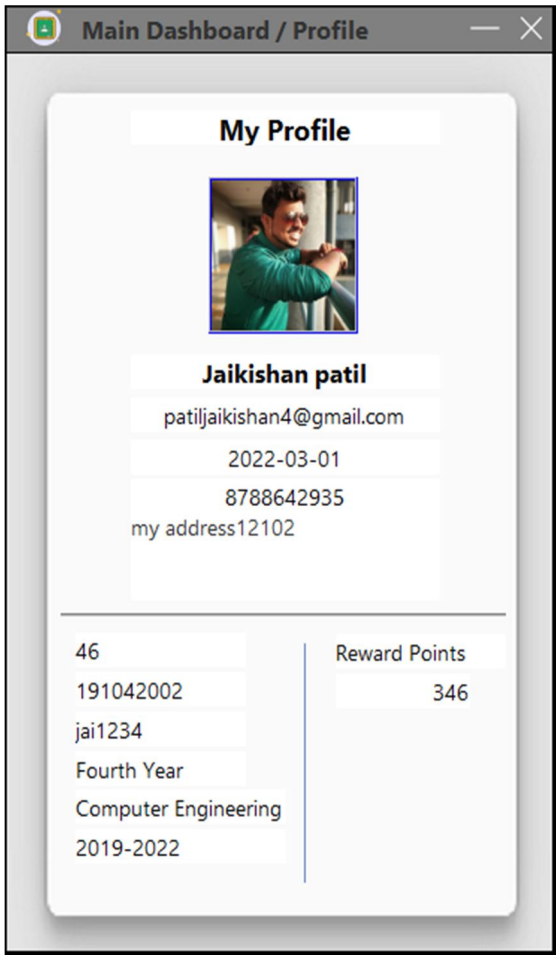


Fig 6.7 Student profile

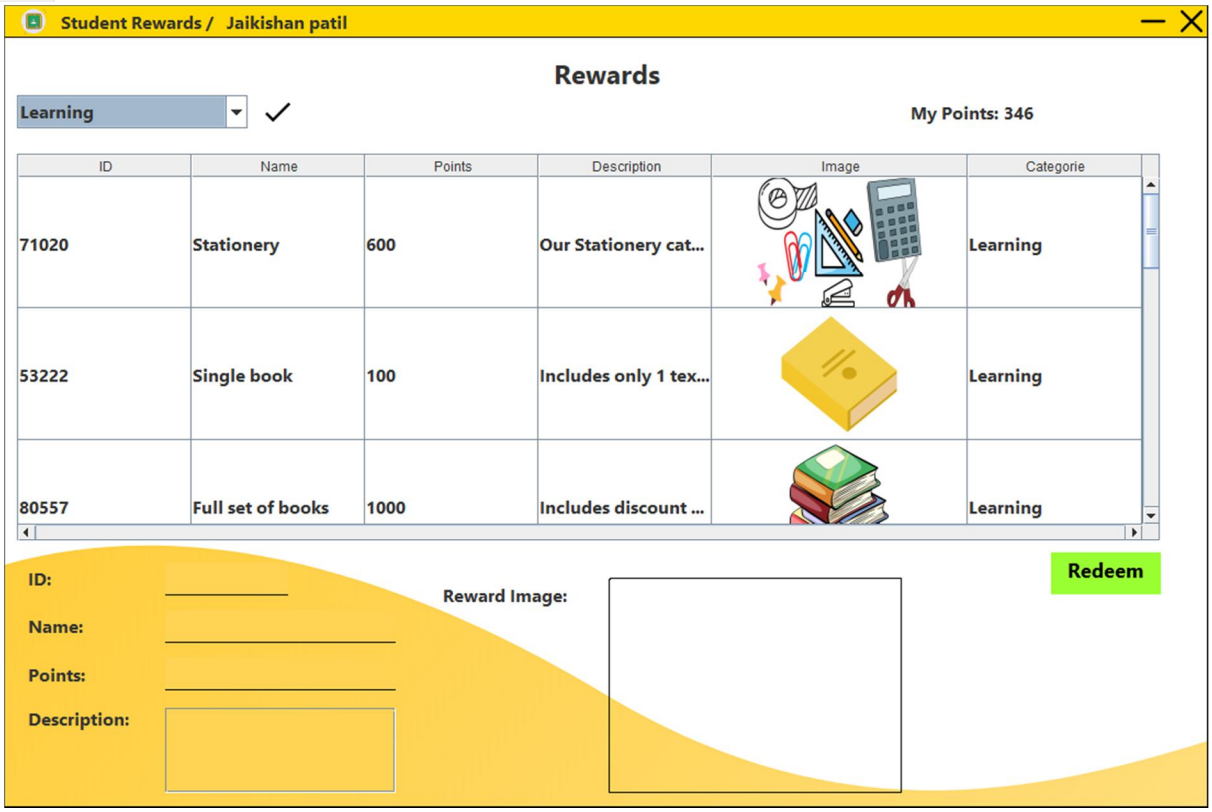


Fig 6.8 Student reward Menu

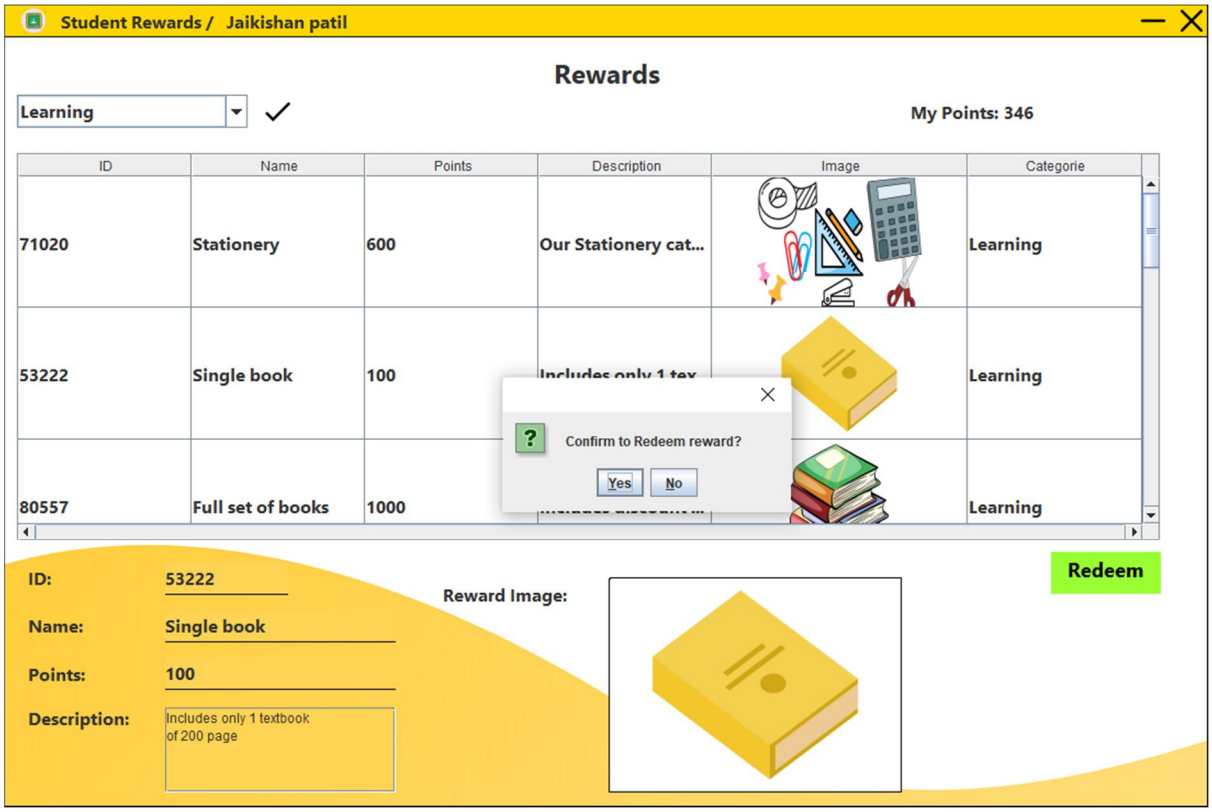


Fig 6.9 Redeeming Rewards

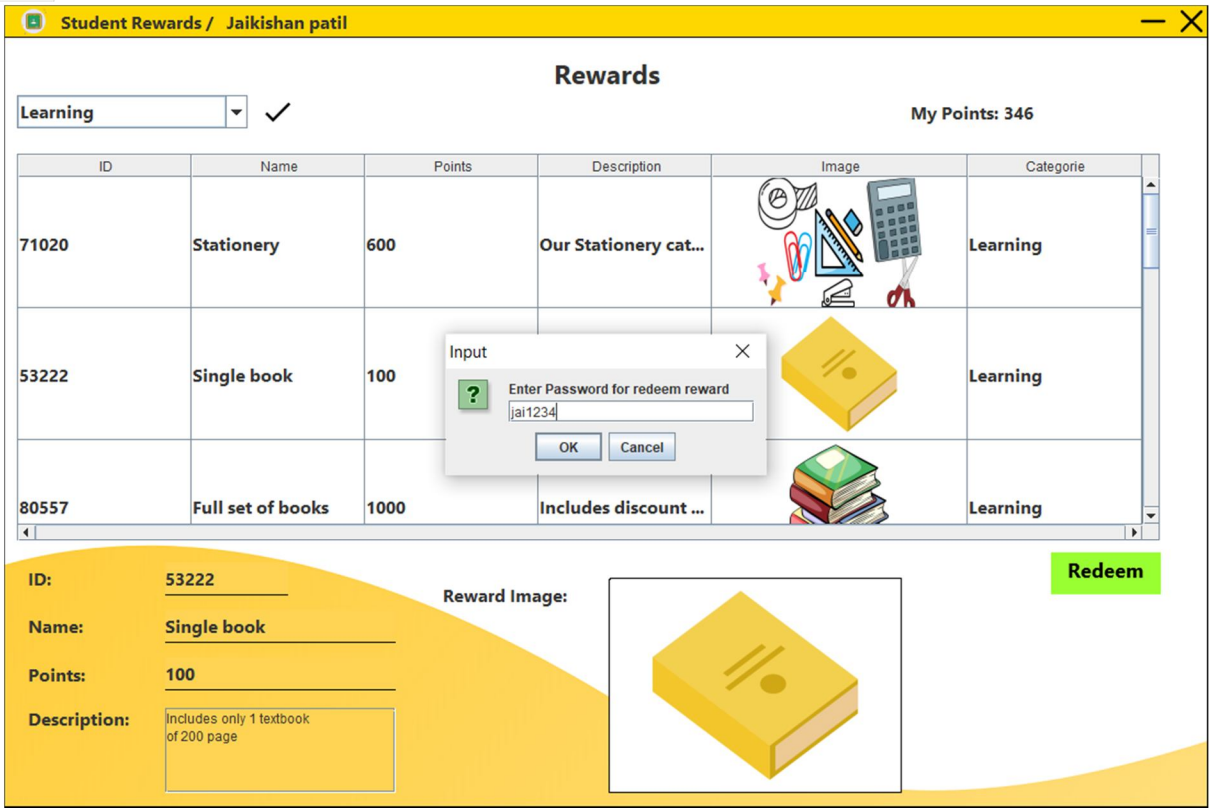


Fig 6.10 Redeeming Rewards Step 1

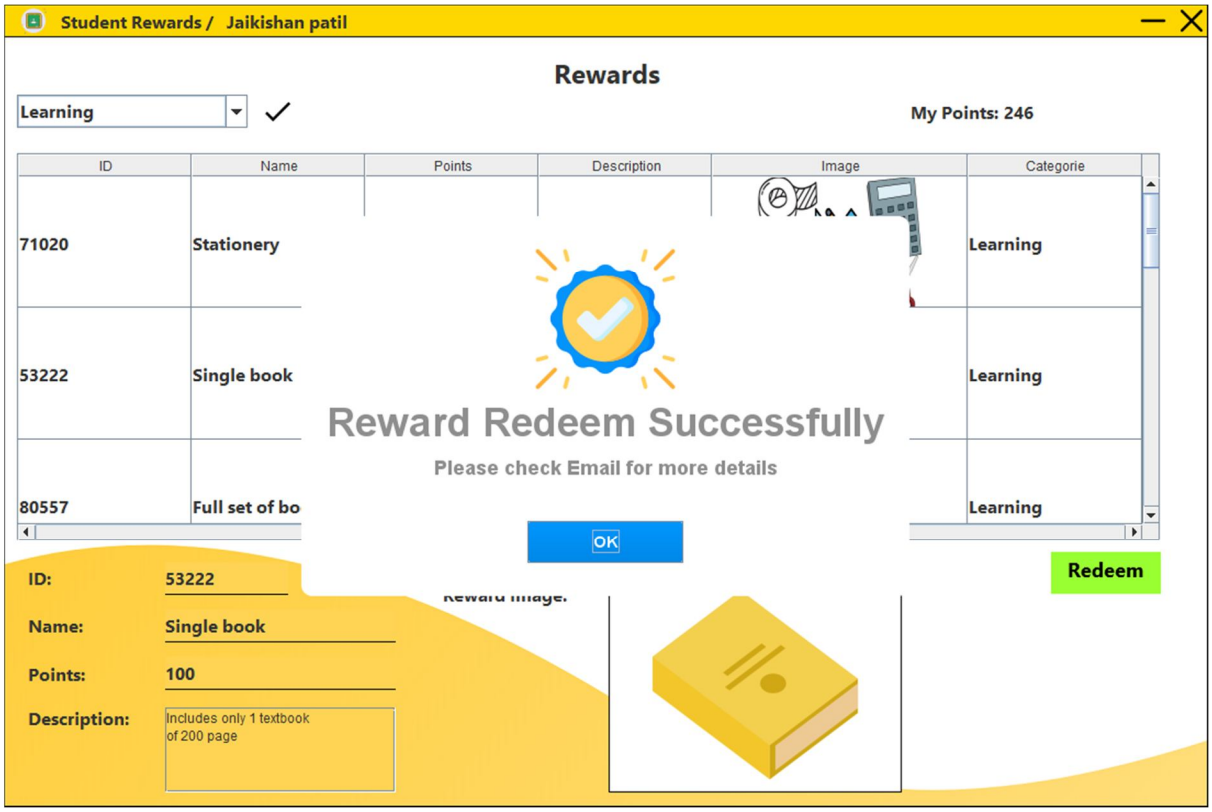


Fig 6.11 Redeeming Rewards Step 2

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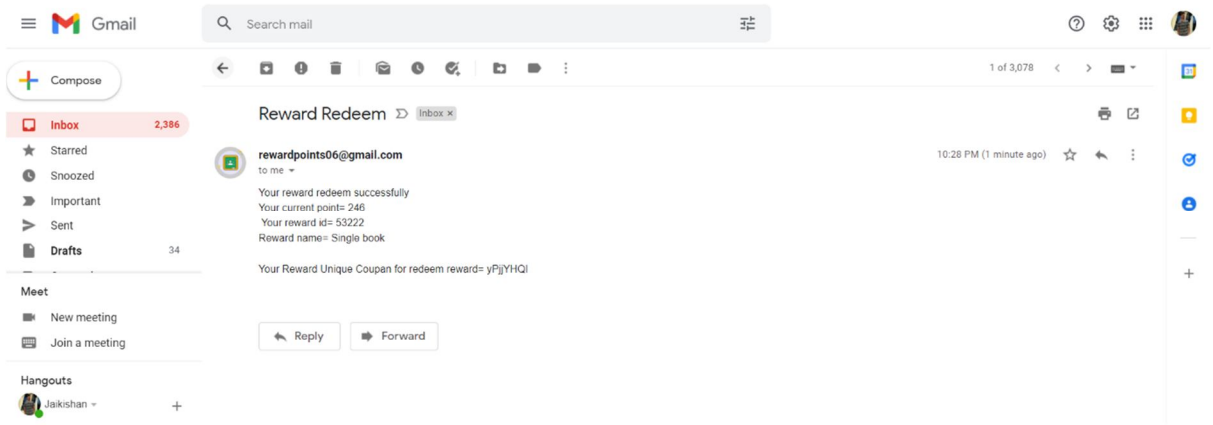


Fig 6.12 Successful Reward redeeming

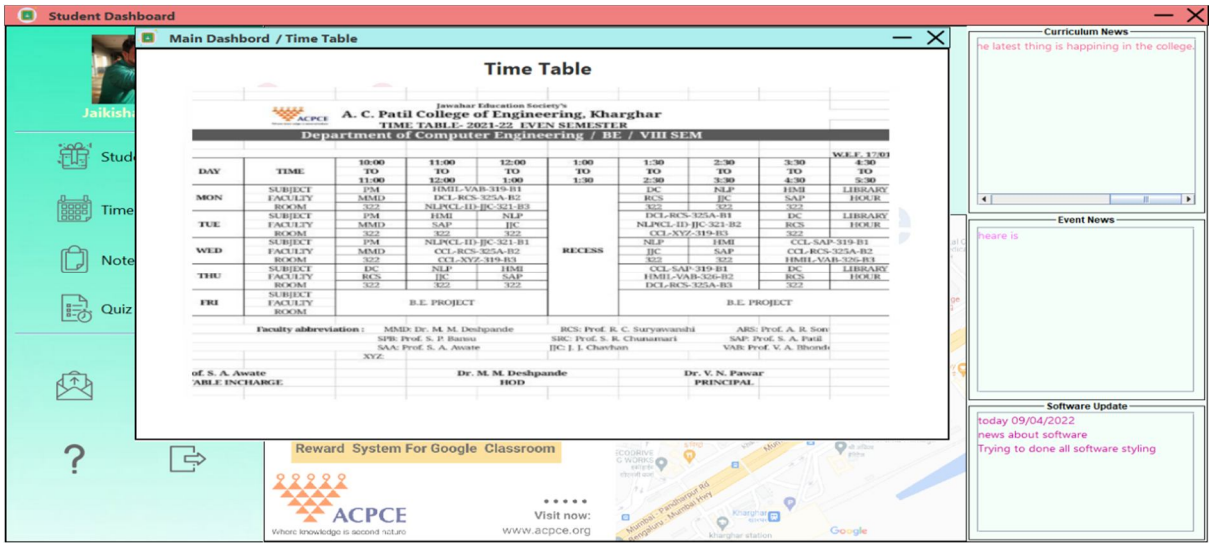


Fig 6.13 Timetable Dashboard

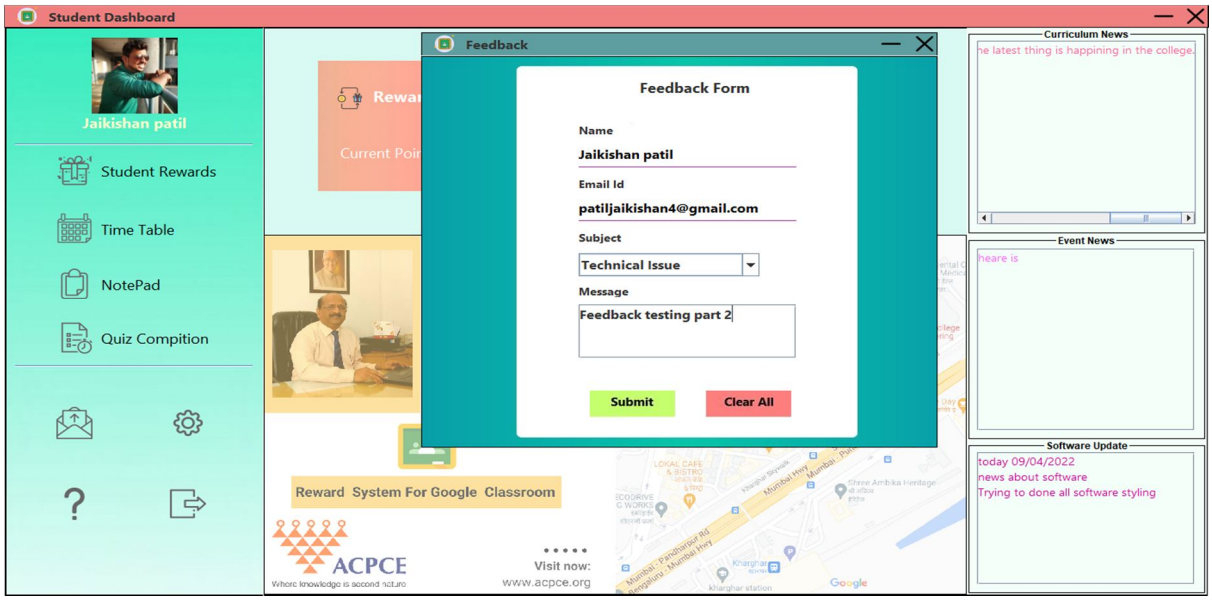


Fig 6.14 Feedback form

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Fig 6.15 Quiz Menu

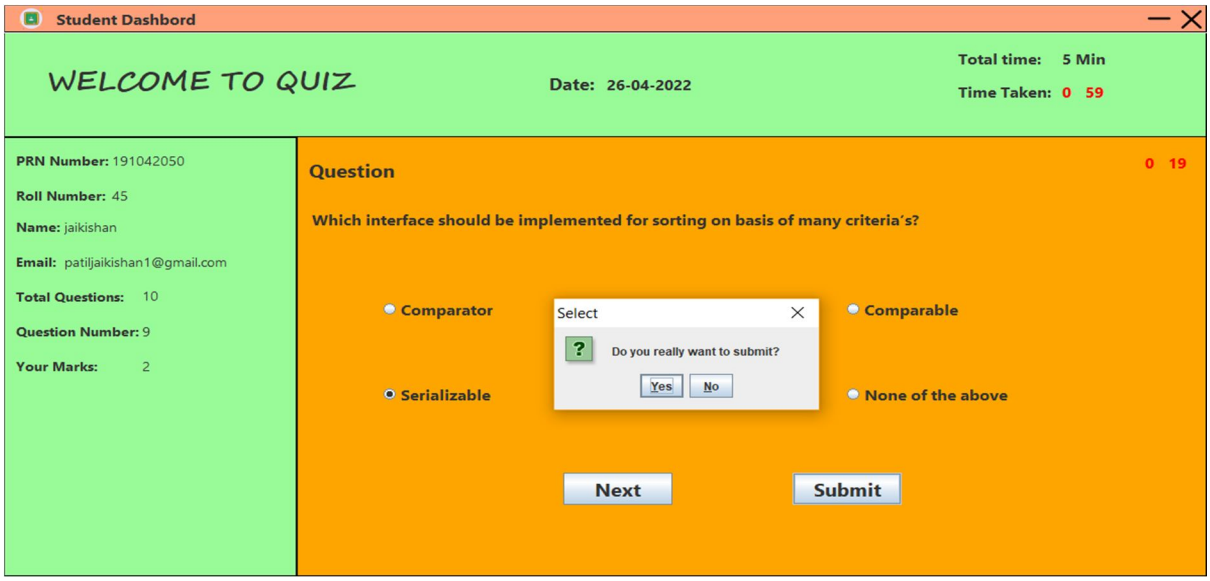


Fig 6.16 Quiz Submission

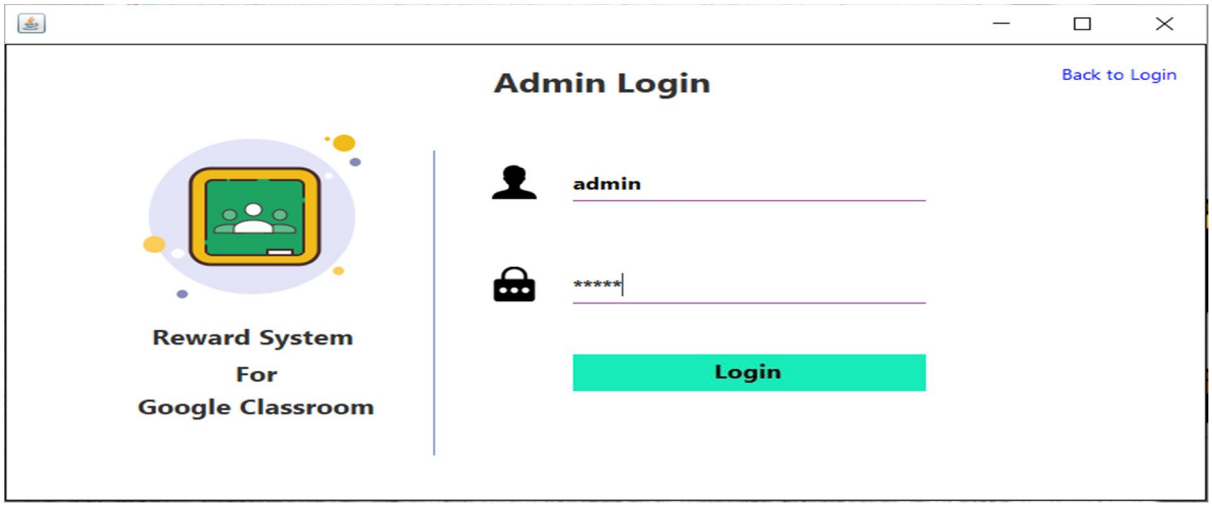


Fig 6.17 Admin Login page

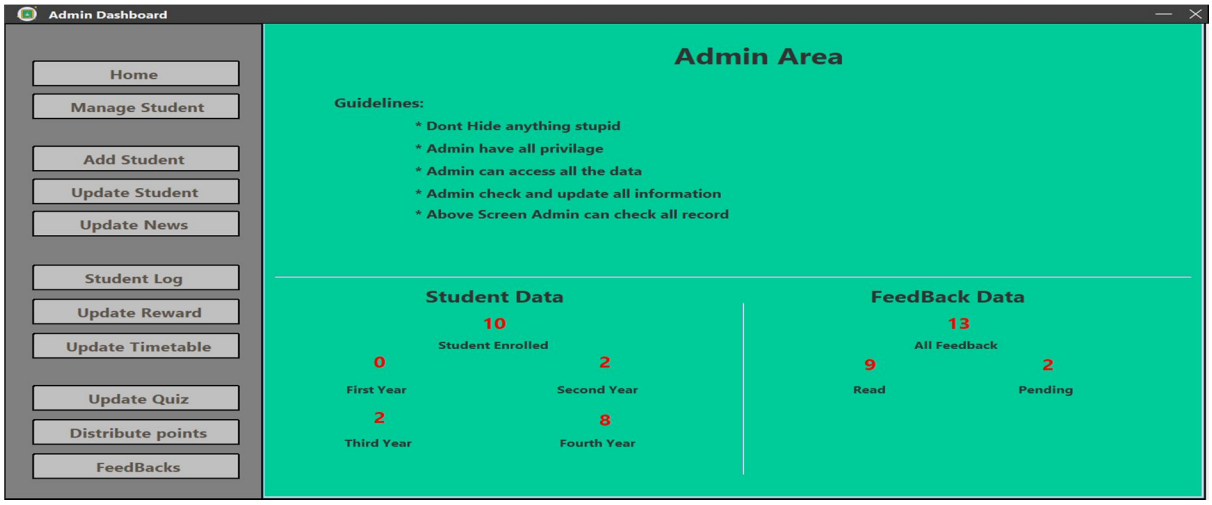


Fig 6.18 Admin Dashboard

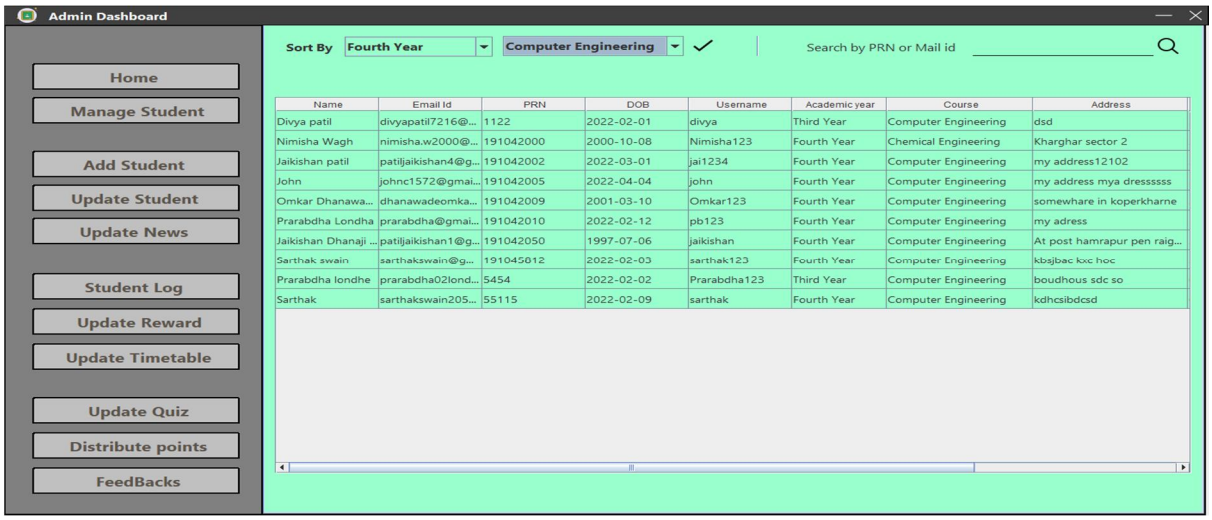


Fig 6.19 Admin Manage student

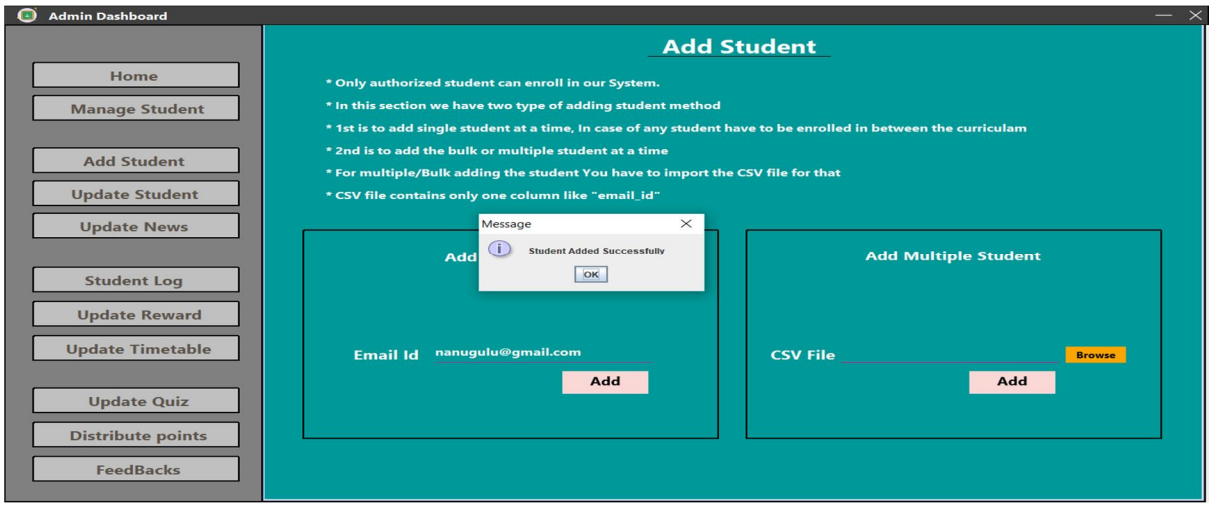


Fig 6.20 Admin Add Student

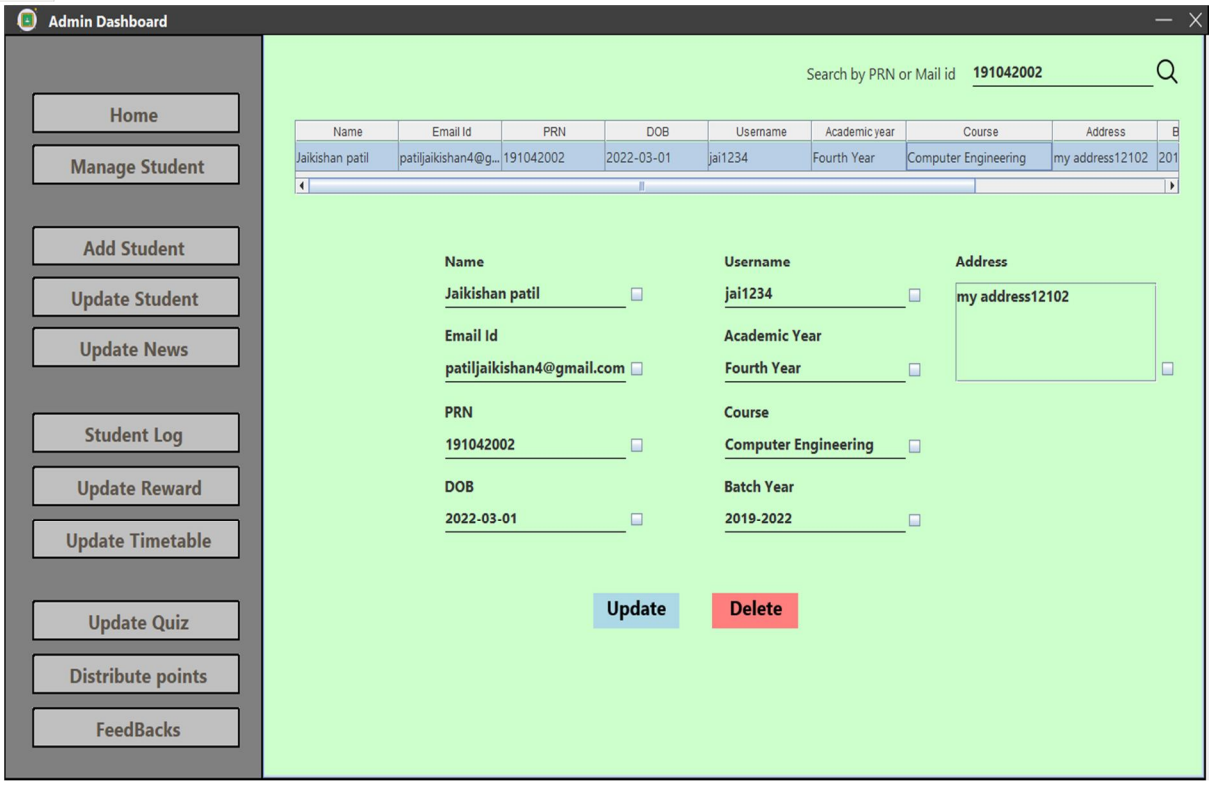


Fig 6.21 Admin Update Student details

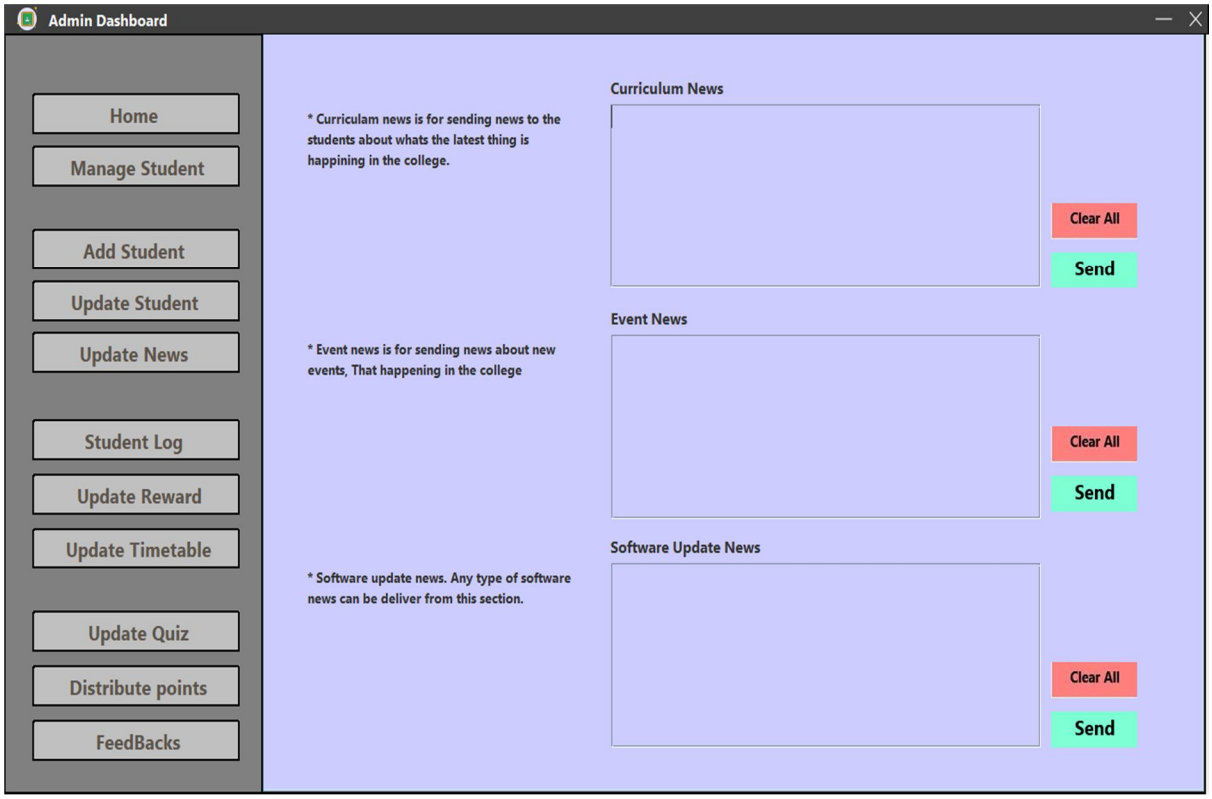


Fig 6.22 Admin updating of News

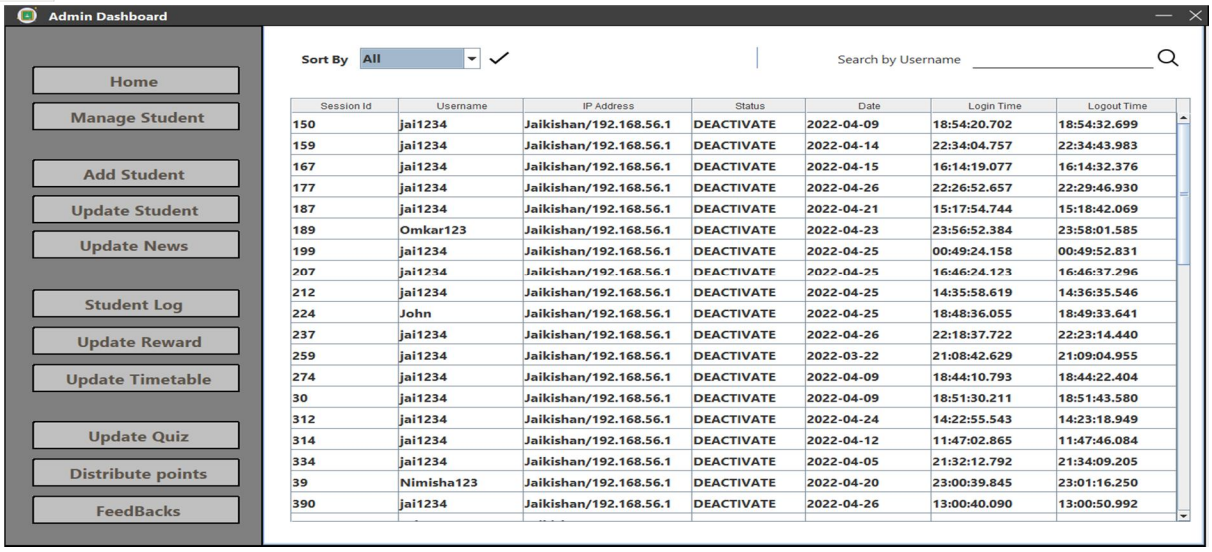


Fig 6.23 Admin Student log

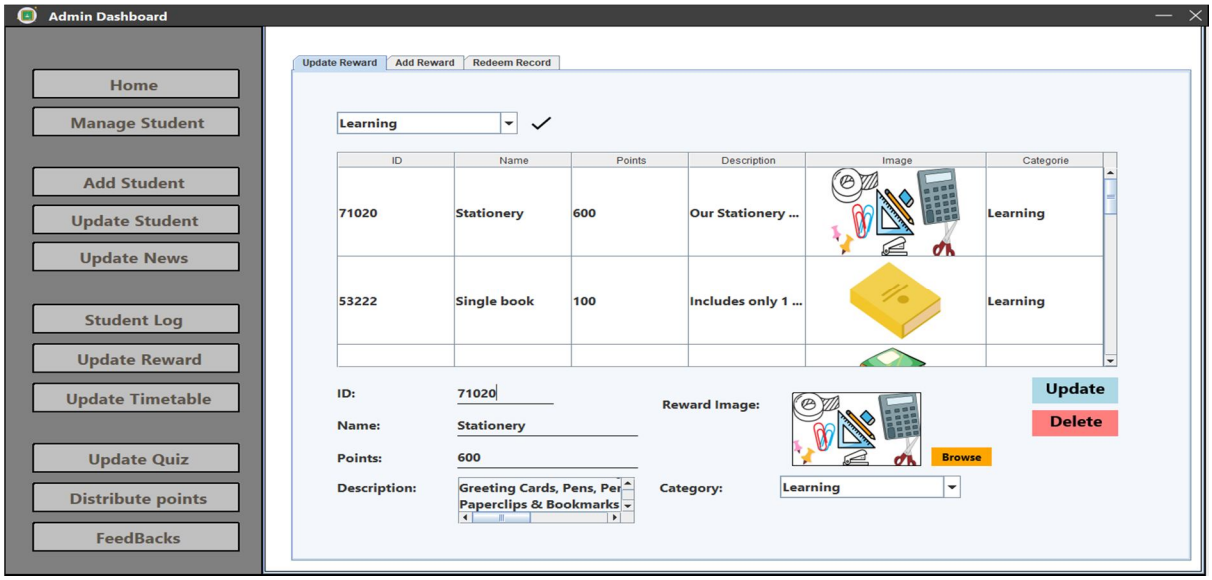


Fig 6.24 Admin Update reward

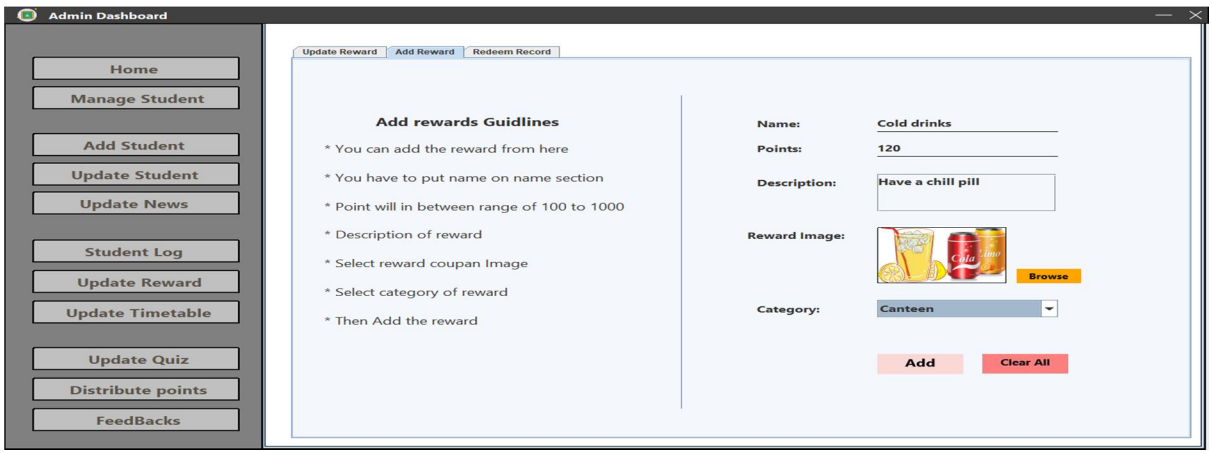


Fig 6.25 Admin Add reward

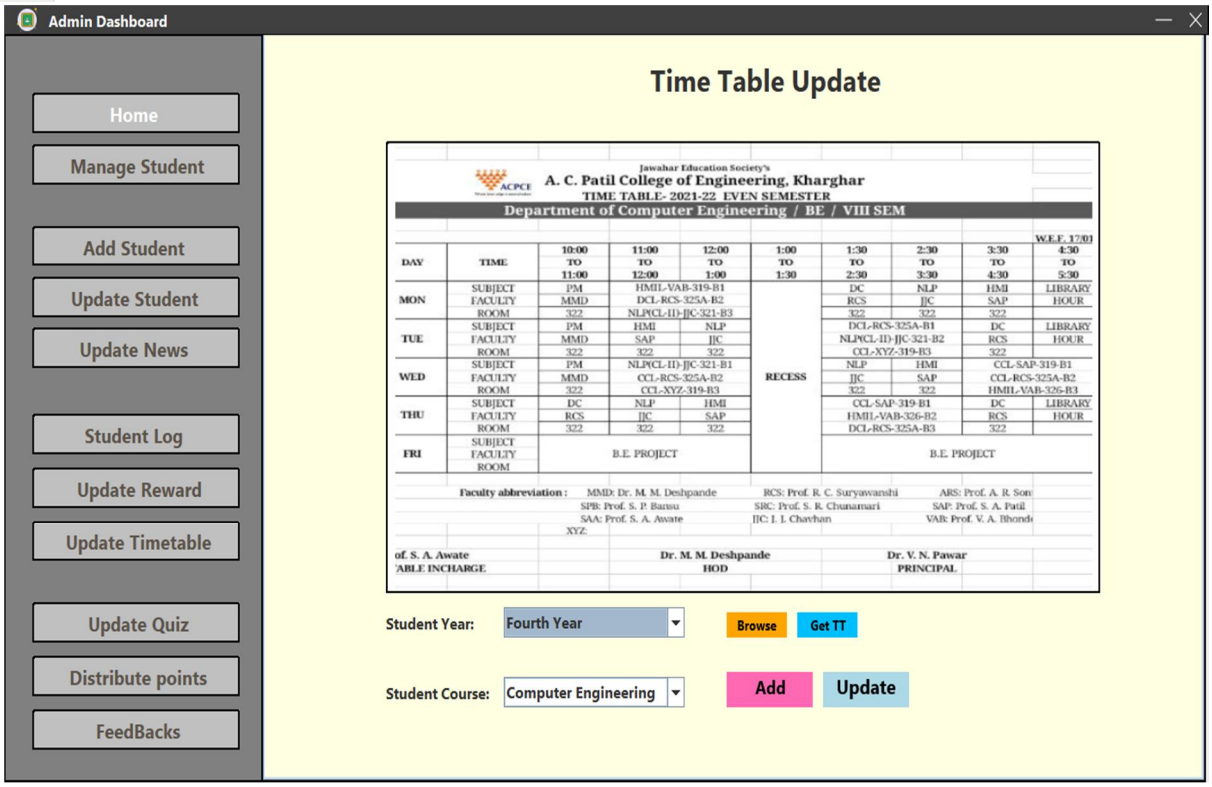


Fig 6.26 Admin Add timetable

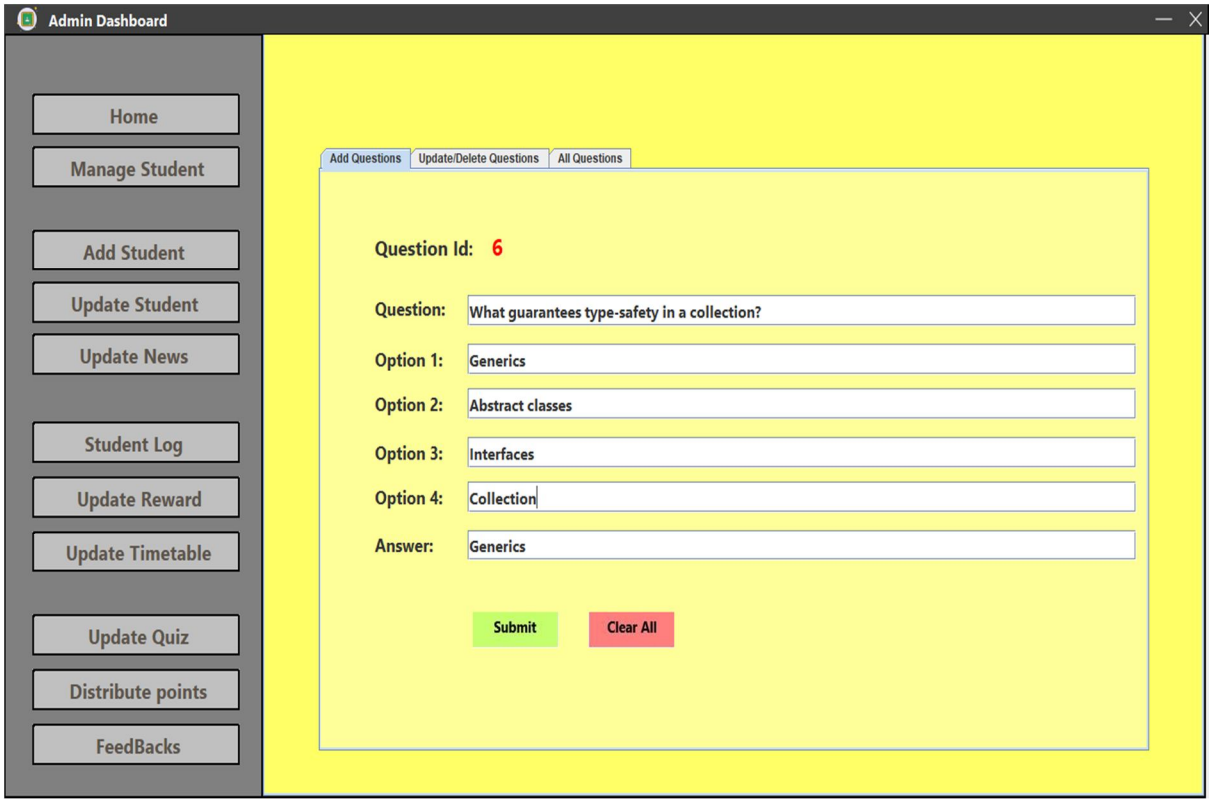


Fig 6.27 Admin Add quiz

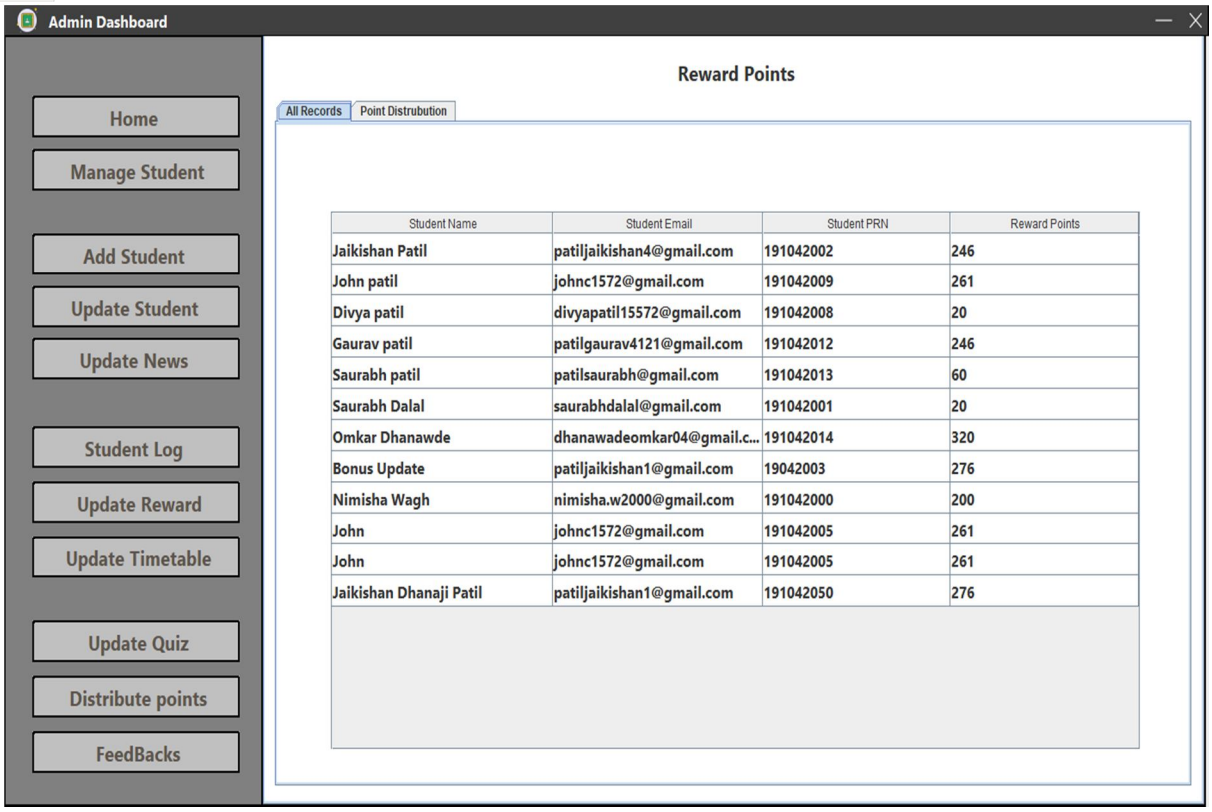


Fig 6.28 Admin Record of redeemed point

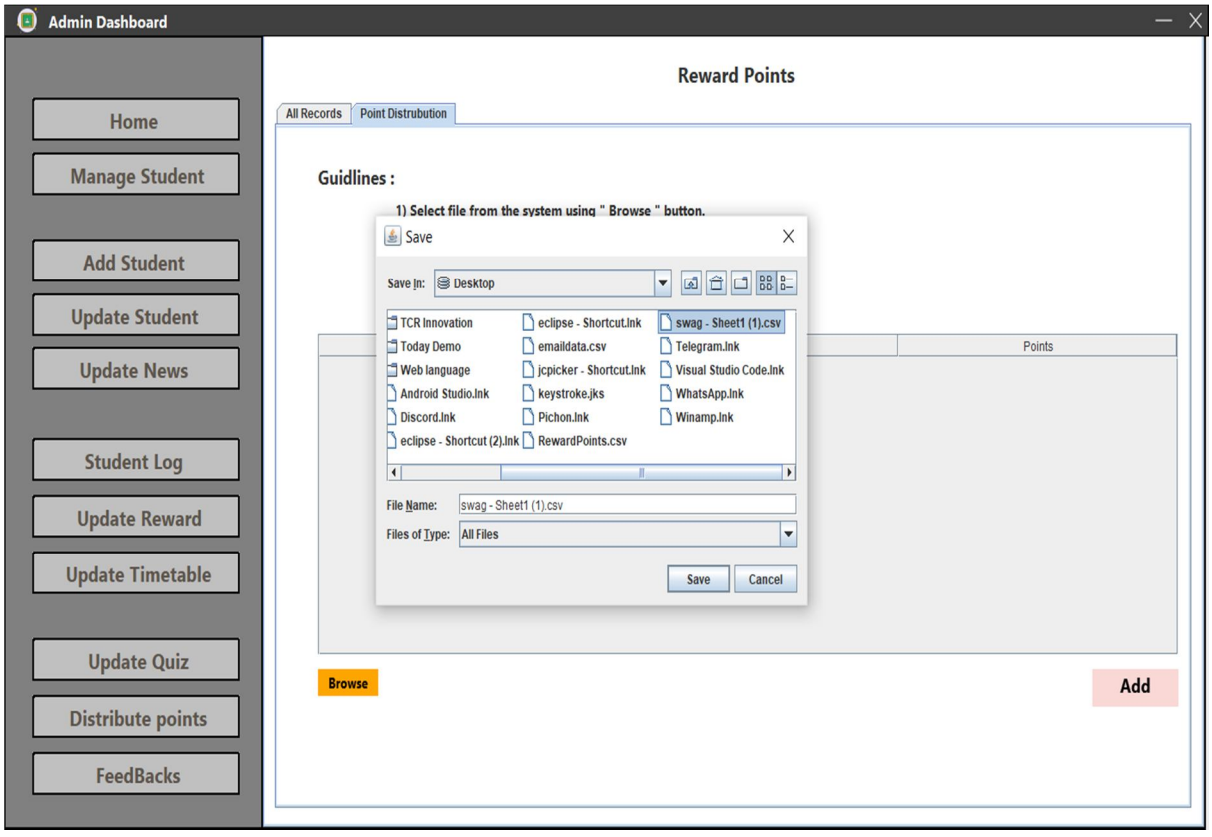


Fig 6.29 Admin Points Distribution

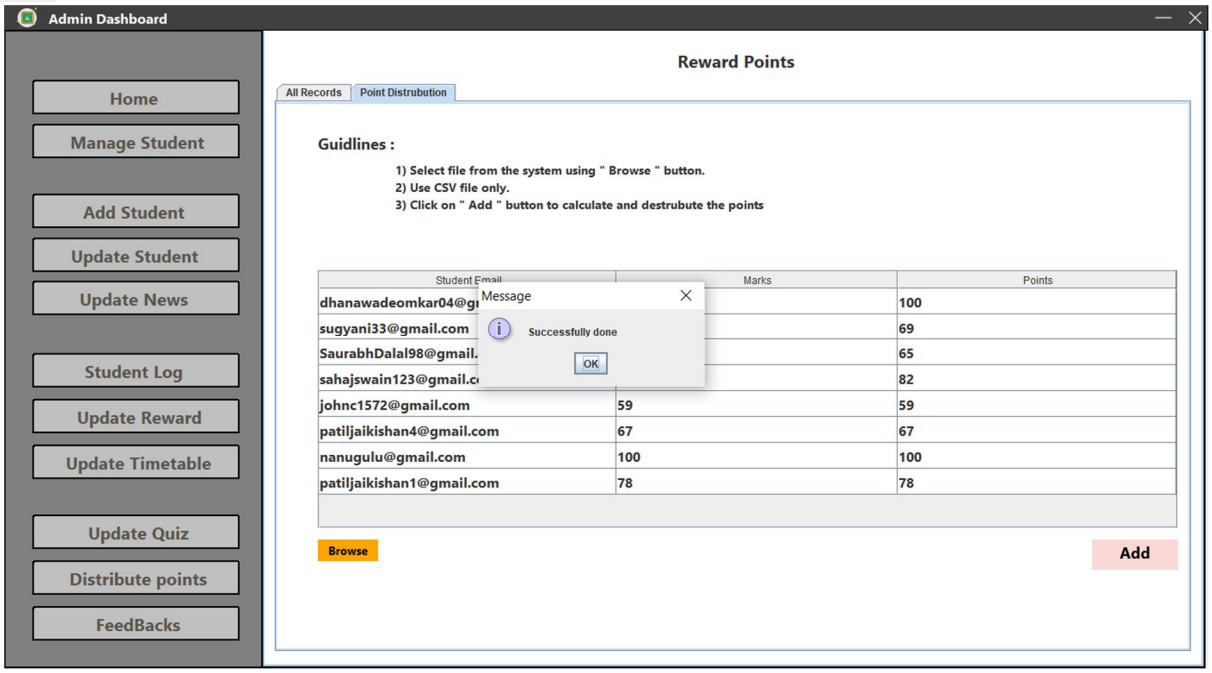


Fig 6.30 Admin Rewards Points

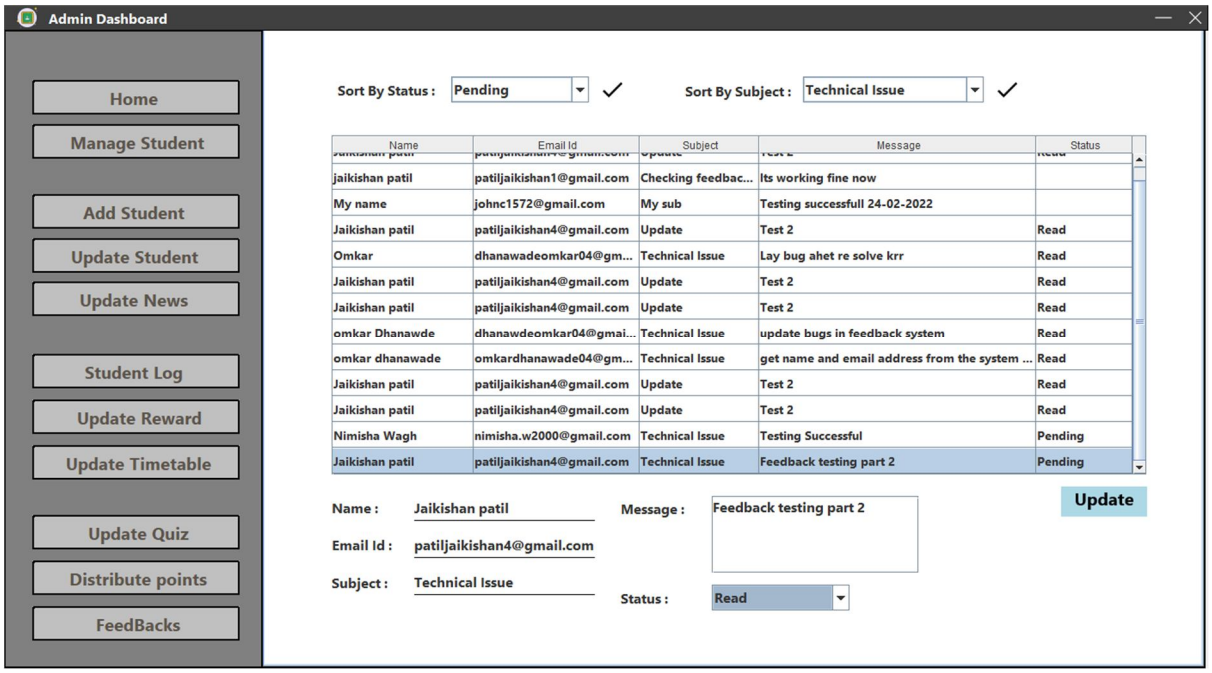


Fig 6.31 Admin Feedback

VII. CONCLUSION AND FUTURE SCOPE

A. Conclusion

So, we Conclude that a good reward system aims to motivate student to work harder. The current trend towards performance-related reward systems is designed to lead to greater rewards and motivation for those who contribute the most. In order to stimulate learning and to motivate good behavior, lots of teachers use rewards for students. Rewards system is introduced to boost the performance of student in terms of academic. This indeed will help the teachers as well as student. The application will contain point system for student who all are attending lectures period, submitting assignments on time. Motivation behind creating such app is that students will be provoked by the sweet rewards other than marks, they will have something for which if he/she completes

assignment they will get some rewards. Rewards will be provided according to marks obtained. Students will show interest and raise their participation in the everyday classroom tasks, responsibilities and learning. The Feedback about learning and behavior should be frequent and early. The benefits of this reward system applications among others as follows: useful applications, easy to use, easy to learn, and Applications can save time.

B. Future Scope

In future more rewards can be added as we receive some kind of partnership with the companies.
The settings UI and functionalities can be developed more.
Admin panel UI can also be developed.
A QR code can be added to login fast and for increased security.
The entire software can be made platform independent.

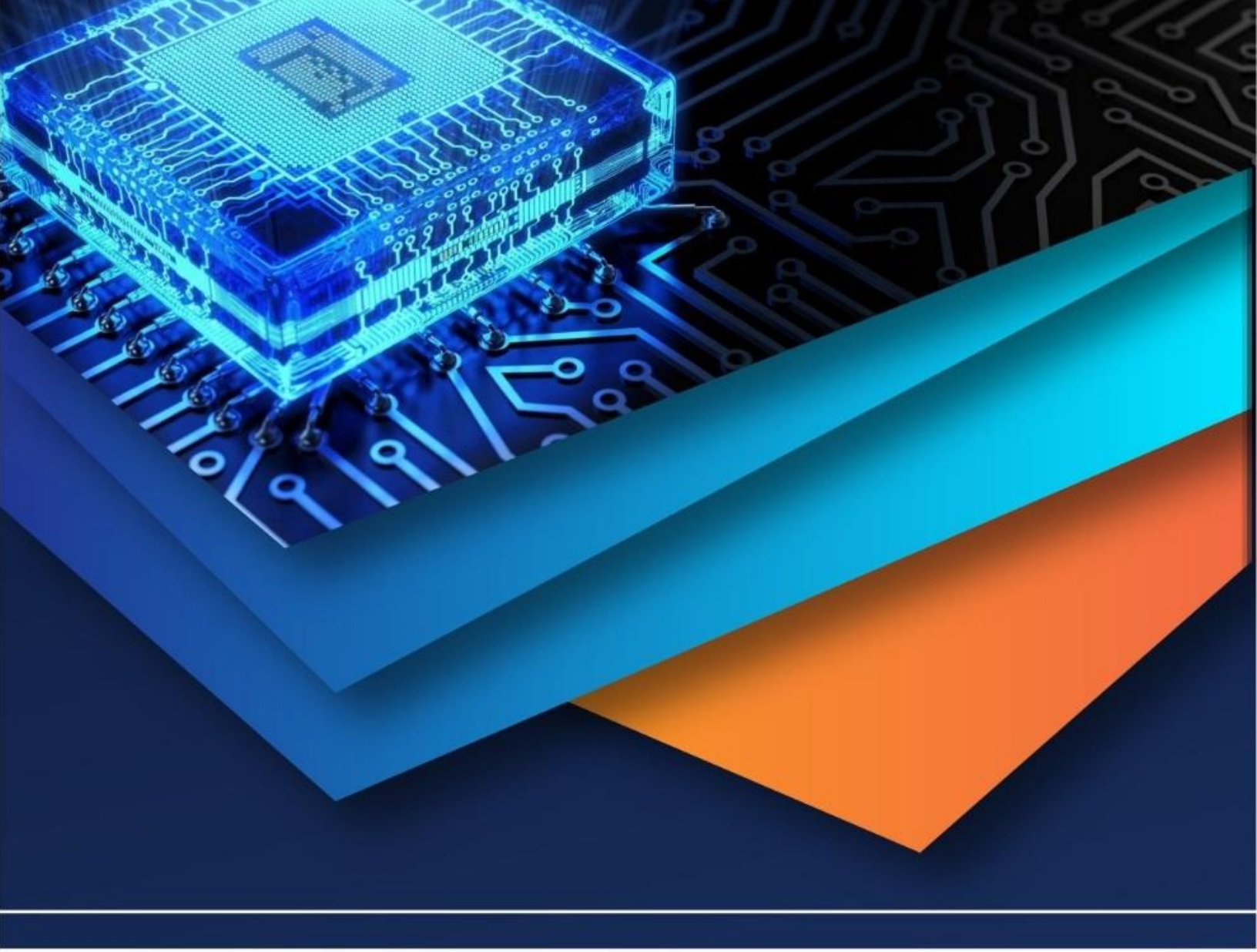
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