

## **Schedular: A meeting scheduler**

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### **Abstract:**

Arrival of 2020 brought the biggest changes in the world, from education to industrial sector imposing strict lockdowns in every sector was the only way to flatten the curve of transmission of this new virus. The biggest of them was imposed in India. Colleges and schools were shutdown and all the classes and seminars and tests were shifted to online mode, the biggest issue that faculty and teachers were facing was scheduling the meeting every time before the class is about to start, we as a team thought about this issue and saw this as a market gap and saw an opportunity to build a mobile app that can solve this issue. In this app our aim was to let teachers input their timetable and on the basis of the timetable our system will schedule a meeting and send notification to every student.

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### **I. INTRODUCTION:**

In this information age where technology is developing exponentially, the need of an online system to manage meeting schedules was very much in need and since everything went online in lockdown the legacy system was not proving up to mark and was not convenient for the faculty and students. This app was designed in the view of this problem. The basic idea of the app was for faculty and teachers to input their timetable and then the system will automatically schedule and inform students about the meeting.

### **II. EXPERIMENTAL WORK:**

The development of the app started with the basic idea of making multiple modules such as user registration, database, server integration, user interfaces, timetable system prototype modules were created first to see effectiveness of the system and for error and omission.

First and foremost, thing in this project was to select a technology which was easy enough for us to learn and powerful enough to implement this project, for this we went with **Flutter Framework** this was google developed cross-platform app developing tool it was our answer to multiple system multiple codebase issue as this technology provides multiple system same codebase solution.

The need of server came up as our system would be syncing multiple database files with faculty and student at real time for this purpose, we went with **Google's Firebase** console which is an free resource for database management, user authentication, and hosting services.

The first step of development was to start creating screens login, register, calendar, timetable.

All the backend for the project was created along with user interface.

The assumed end result will provide seamless experience to the user for the purpose of scheduling meeting for students and teachers to create and attend class.

### **III. RESULT:**

In the end our system is able to deliver the required scheduling meetings to the user, scaling the system to handle large user base still remains an issue.

#### **Conclusion and Future Scope:**

In conclusion we can say that our system is able to deliver the requirement and future scope for this system will be to scale it for a large user set.

### **REFERENCES:**

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