

Design and Implementation of a Preference-Based Activity Management System for Professors and Students

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Creating an application designed to assist professors is a genuine necessity across various disciplines. This paper introduces a platform for managing activities for a given subject. It possesses two primary functionalities: one for professors, who create activities and manage enrolled students, and another for students, who select their activities preferences according to the teacher's requirements. Students are allocated to their preferred activities through a preference management algorithm, based on the existing possibilities and limitations. Each student is allotted the most amount of activities to attain the greatest score possible. The paper delineates the implementation, architecture, and necessity of this type of application.

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