Real Time Interactive and Collaborative Expert System Over Network

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Abstract - *The real-time interactive distant education has been gradually applied to actual technique activity. This system presence an infrastructure for real time interactive distant e-learning environment. The computers desktop that are used by client can be connected directly through expert server. Client to implement the real time interactive e-learning function each as the electron blackboard simulation, broadcast, and the surveillance monitor. The system can be applied to the distant collaborative learning with original teaching program. There is condition that e-learning expert system must be install on the person computer which will be monitor and it must be connected within the same network. By using which user will be able to control the all other nodes (desktop) irrespective of platform.*

Key Words: **Remotely data capturing process, Control on mouse and keyboard of client's computer, Online test of students, Online attendance of students and staff.**

1.INTRODUCTION

Remote Desktop Tool allowing a user to remotely control the system. A Remote Desktop Tool is remote control software that when installed on a computer it allows a remote computer to take control of it.

Basically, Remote Desktop is based on client and server module where server acts as a master and client acts as a slaves.

1.1 Project Idea

The area of this project is a networking .Remote Desktop is based on client and server module where server acts as master and client acts as slave. A Remote Desktop Tool is remote control software that way installed on a computer it allows a remote computer to take control of it. Mouse and keyboard activities perform by the student also control by the HOD.

1.2 Need of project

One of the strong points of e-learning is its asynchronous feature. A student chooses when to consult the resources, when to do the research and when to solve the assignments. There are of course quizzes, and file submissions, but since everything is done in a virtual environment, the teacher doesn't have the certainty that identity fraud isn't committed. Even if some anti-cheating protection is provided (for instance, students can be restricted from switching browser windows), they can still use offline sources, or outside help, or even transfer credentials and let someone else take the test. The teacher can check the activity of the students by going to their workstation and watching the monitors.

1.2 Literature survey

Depending on the point of view, very often, the same program may be perceived as a Remote Desktop Tool allowing a user to remotely control the system. A Remote Desktop Tool is remote control software that way installed on a computer it allows a remote computer to take control of it. Remote Desktop is based on client and server module where server acts as master and client acts as slave. In this project the remote desktop screen will be shared. This module deals with the authentication and connection between the client and server. The protocol is designed to make the client as simple as possible, so it is usually up to the server to perform any necessary translation.

1.3 Problem statement

A student chooses when to use the recourses when to do the reach and when to solve assignment. The problem arise when a closer interaction between student and teacher is needed. Some of the classical type of evolution ported from tradition learning such as test or exams are poorly represented among the tools available for e-learning. Even if some anti-cheating protection is provided(Student can be restricted from switching browser windows they can still use offline sources, or outside help, or even transfer credentials and let someone else take the test.) The teacher can check the activity of the student by going to their workstation and watching the monitors but of course, switching windows as become reflects for every computer user, and any wrong-doing can be easily hidden. Also, constant checking on all of the students isn't physically possible.
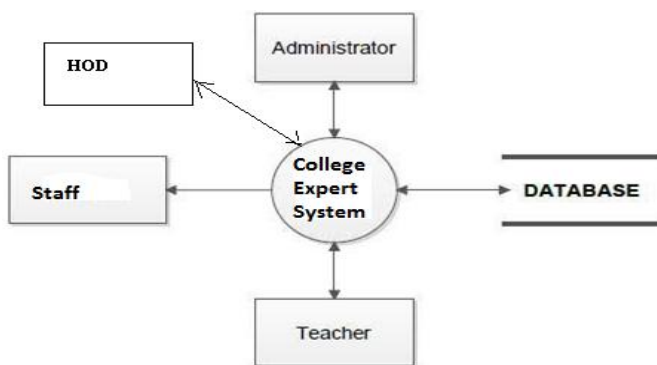
2. Figures

1.1 Data Flow Diagram:

Fig: Data Flow Diagram

Data Flow Diagram shows an flow of a our project. Database is collected and store, where it use by an authenticated person.
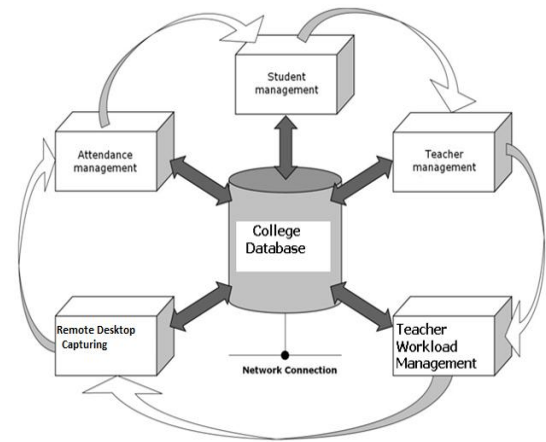
1.2 Architecture Diagram

Fig: Architecture Diagram

Architecture Diagram having an database. How it store an databases from different persons.

3. CONCLUSIONS

We have planned to create the application for more practical and commercial use. The system will provide us more efficient Remote examination using which e-learning will be more efficient, Student's doubts will be solved quickly. The system enables effective Screen Sharing method. The system also provides us online chatting facility. In e-learning or Training programs Lecture wise scheduling will be possible.

We have listed some of the points as future enhancements below:

1. Modifying System services.
2. Desktop control through LAN installing the software in server computer on another machine.
3. Using encryption methods for the secure connection and transfers.
4.   Password security.
5   .Using the application via the Internet.

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