



**ملخص مشاريع التخرج
لطلاب كلية الحاسبات والمعلومات
جامعة أسيوط
للعام الجامعي 2013 - 2014م**

IT	القسم
Text classification	اسم المشروع
أ.د/ يوسف بسيوني مهدى	المشرف
١ - نيرمين يسرى محمد ٢ - هند سيد عبد الغنى ٣ - منار سراج محمود ٤ - الشيماء جمال حسين ٥ - دعاء سليمان محمد ٦ - نور الهدى ابراهيم محمد	اسماء الطلاب
م/ على حسين احمد	المعاونون

نبذة عن المشروع

Text classification

القسم	IT
اسم المشروع	Archiving Project
المشرف	أ.د/ يوسف بسيوني مهدى
اسماء الطلاب	١ - مينا نبيه اديب ٢ - ميلاد كامل سعيد ٣ - مينا توفيق تاضروس ٤ - باسم ارنست موسى

٥- جرجس السبع عبد الجواد	
م/ علي حسين احمد	المعاونون

نبذة عن المشروع

Archiving Porject

القسم	IT
اسم المشروع	News Project
المشرف	أ.د/ يوسف بسيوني مهدي
اسماء الطلاب	١- اندرو صفوت صادق ٢- امجد نعيم بطرس ٣- اندرو اكرم البرت ٤- مرنا مقبل جابر ٥- سارة مقبل سربانه ٦- سوزى وسيم فهيم
المعاونون	م/ على حسين احمد

نبذة عن المشروع

News Project

القسم	IT
اسم المشروع	Solving by decision support system
المشرف	أ.د/ عادل ابو المجد سويسي
اسماء الطلاب	٧- كريستين مجدى ٨- مروة خلاف ٩- ماريانا نسيم ١٠- ماريانا يوسف ١١- بيتر روفائيل
المعاونون	م/ على حسين احمد

نبذة عن المشروع

Solving by decision support system

Our project is about how solving many real problems in our life that face us by the learning of decision support system. We use different algorithms that we use in solving that problems. And we also show dss definitions and benefits and applications in our life.

And also we use real problems that solved by using dss algorithms.

Our algorithms that we use in solving problem is that:

1-Linear programming:

1.1 Graphical algorithms of linear programming.

1.2 Simplex algorithms

2- non linear programming :

2.1 graphical algorithms of non linear programming.

2.2 quadratic algorithms

IS	القسم
Solving by decision support system	اسم المشروع
أ.د./ عادل ابو المجد سويسى	المشرف
١- احمد محى الدين احمد ٢- مؤمن عبدالله جاد ٣- محمد على عبد القادر ٤- هشام محروس حسان ٥- محمد نبيل ياسين ٦- احمد عبد الراضى ٧- شيماء محمد بخيت ٨- ريم مؤمن	اسماء الطلاب
م/ على حسين احمد	المعاونون

نبذة عن المشروع

Solving by decision support system

By our system we will improve our education with some features in the system like keep parents in touch with their children and school , know the absence day over day , developing students skills , and supply the curriculums in new vision and a lot of examples and supply high level educational entertainment for the students..

IT&CS	القسم
Diabetes Prediction using Some Data Mining Techniques	اسم المشروع
أ.د/ عادل ابو المجد سويسى	المشرف
١- صباح محمد احمد ٢- شريفة محمد لطفى ٣- سعاد محمد على	أسماء الطلاب
م/ مصطفى احمد قرشى - م/ ابرام كمال وليم	المعاونون

نبذة عن المشروع

Diabetes Prediction using Some Data Mining Techniques

The healthcare industry collects huge amounts of healthcare data which are not "minded" to discover hidden information for effective decision making by healthcare practitioners.

Discovery of hidden patterns and relationships often goes unexploited. Advanced data mining modeling techniques can help overcome this situation. This project has developed a diabetes decision support system using data Mining Classification Modeling Techniques, Decision Trees, Naïve Bayes and Neural Network. Results show that each technique has its unique strength in realizing the objectives of the defined mining goals.

Using medical profiles for diabetes such as age, sex, preg, plas and mass it can predict the likelihood of patients getting diabetes

This System is user-friendly, scalable and expandable .It is implemented on the C# Platform.

IT&IS&CS	القسم
<u>Online book store</u>	اسم المشروع
أ.د/ عادل ابو المجد سويسي	المشرف
١- مروة ممدوح فؤاد. ٢- هاجر احمد جمال الدين ٣- ناريمان جمال ابراهيم. ٤- فاطمة جاد المولى امين. ٥- دعاء محمد سيد	أسماء الطلاب
م/ مصطفى احمد قرشى - م/ ابرام كمال وليم	المعاونون

نبذة عن المشروع

Online book store

E-commerce is fast gaining ground as an accepted and used business paradigm(such as online book store). More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming commonplace.

The objective of this project is to develop a general purpose where books can be bought from the comfort of home through the Internet.

IS	القسم
The voice	اسم المشروع
أ.د/ عادل ابو المجد سويسى	المشرف
١- مصطفى عبد اللطيف جمال الدين ٢- محمود عبد اللطيف محمد ٣- اسراء نصرى ابو الحمد ٤- سارة عبده احمد ٥- اسماء محمود احمد	أسماء الطلاب
	المعاونون

نبذة عن المشروع

The voice

Is a system facilitates the process of decision-making and voting is walk on the following pattern:

The manager contact us and take Id from us after that make registration in our web site and create account after that he add all his member and create ballot and put questions in it, our system send ID for every member through email, the member take this ID and make login our system by using it and answer about question

القسم	IT
اسم المشروع	Image Enhancement
المشرف	أ.د/عادل ابو المجد سويسي
أسماء الطلاب	١- خديجة محمد عبد الظاهر ٢- خلود جمال صالح ٣- رويدا شوقي احمد ٤- سلمى ممدوح عبد الباسط ٥- ايه زينهم فكري ٦- راندا على عبد الجليل
المعاونون	م/ عبد الرحمن كامل صديق

Image Enhancement

The principal objective of image enhancement software is to process a given image so that the result is more suitable than the original image for a specific application.

The system is basically used to reduce or remove noise from an image using many techniques of image enhancement.

IS	القسم
E-Auction System	اسم المشروع
أ.د/ مرغنى حسن محمد	المشرف
١- محمد جمال رمضان ٢- عمرو عربى عبد الفتاح ٣- الحسينى ابراهيم عبد الرحيم ٤- كارم السيد سليمان ٥- جمال عبد الناصر اسماعيل	أسماء الطلاب
م/ الزهراء أحمد محمد	المعاونون

نبذة عن المشروع

E-Auction System

This project deals with the purpose of building online auctioning system. This system will perform the bidding process through which the users can buy the products through bidding. The bidding status can be identified by the users and it will even display the available products for bidding, sold out products, bidding details, timings, bidding date and payment options. This application is more useful to the organizations or companies who are planning to offer their products and services to the customer through online website. The Security issue will be considered and will offer reliable services to the administrative users as well as the normal customers. Many other function such as such as registration, bidding process, products management, etc.

IS&IT	القسم
JobBook	اسم المشروع
أ.د/ مرغنى حسن محمد	المشرف
١- عبد العزيز ناصر عبد العزيز ٢- محمد عبد الراضى محمد صياح ٣- احمد محمد ابو المجد ٤- مورة عياد لوندى ٥- كرستين فالح لوقا ٦- غادة عبد الرحمن احمد ٧- مروة مخلوف هاشم ٨- هايدى سيد عبد الباقي ٩- ماريانا حنا حنا واصف	أسماء الطلاب
م/ أحمد عبد المنعم	المعاونون

نبذة عن المشروع

JobBook

This project aims to keep the contact between the graduate students and their market to get a job. How can the new graduate students get information about the present jobs in or out their area, the project enable the student to post his complete C.V. Which includes Educations, skills, training and certificates, previous jobs, projects and experiences. Based on the information in the c.v. the site automatically presents the matching jobs. Based on knowledge and information gathered by the site we can make some mining and statics and get a result that in the current duration mobile application is the most required field.

Is&CS	لقسم
E-Auction System Using Data Mining	اسم المشروع
أ.د/ مرغنى حسن محمد	المشرف
١- محمد عبد الله احمد ٢- سارة احمد حفنى ٣- زهرة على خيرى ٤- محمد علاء الدين حسن ٥- محمود حسن محمد ٦- محمد زغلول محمد	أسماء الطلاب
م/ محمد علي عطية	المعاونون

نبذة عن المشروع

E-Auction System Using Data Mining

This project aims to classify, and mining the association rules, of the data that is stored from the deals of the auctioning system. The system at first will perform the bidding process through which the users can buy the products through bidding. The bidding status can be identified by the users and it will even display the available products for bidding, sold out products, bidding details, timings, bidding date and payment options. Second, the system will perform the mining process.

القسم	IS
اسم المشروع	Etabaraly Me7taglk
المشرف	د/ تيسير حسن عبد الحميد
أسماء الطلاب	١- حنان احمد سيد ٢- ايمان احمد خلف ٣- حسين عبد المؤمن محمد ٤- مارتينا رافت الفونس ٥- شيري شكرى فايز ٦- جيرمين صبرى دنياى
المعاونون	م/محمد يوسف بسيوني

نبذة عن المشروع

Etabaraly Me7taglk

This project has three objectives: first, completing part of the health map of Assiut City, containing hospitals, clinics, and pharmacies. Second, a website to make public service for blood donators and needed blood in Assiut. Beneficiaries are patients, ministry of health, and doctors. People who cannot afford the price of a blood bag can get what they want through the site. Shortest paths algorithms for geospatial analysis will be provided. Third, clustering techniques for hot spot and density detection over medical areas will be computed in Assiut City.

CS&IT	القسم
Drug-Drug Interactions GIS Map	اسم المشروع
د/ تيسير حسن عبد الحميد	المشرف
١- حمادة احمد السيد ٢- ابراهيم جمال السيد ٣- احمد عبد الناصر رزق ٤- احمد عبد الرازق محمد ٥- حسن محمد توفيق ٦- معتز عبد الشافي محمد	أسماء الطلاب
م/محمد يوسف بسيوني	المعاونون

نبذة عن المشروع

Drug-Drug Interactions GIS Map

This project has two main objectives. The first one is to have a GIS map for pharmacies at Assiut City. The second objective is to store information about each drug-disease related in a database where the pharmacist can have complete information about each drug of structure, chemical compounds, drug side effects, drug-drug interactions, drug-food interactions. Drug targets will be also published; a case study of specific types of cancer will be taken.

القسم	IT&IS
اسم المشروع	A Mobile Learning Tool
المشرف	د/ تيسير حسن محمد
أسماء الطلاب	١- جوزيف فتحى ابو الجراد ٢- كرلس مجدى وديد ٣- هانى عاطف وهيب ٤- رفيق رفعت جندى ٥- مايكل نشات سعد
المعاونون	م/محمد يوسف بسيوني

نبذة عن المشروع

A Mobile Learning Tool

The need for mobile learning tools is very important because of the widespread of smart phones usage all over the world. Mobile devices enable detailed metrics on how students approach subjects, the process by which they acquire knowledge, and how quickly they pick up on key concepts and skills. When content is delivered in digital form, it is easy to deploy pop-up quizzes that evaluate comprehension and knowledge. The goal of the proposed tool is to help instructors to manage their educational world through mobile, creating courses, exams, track students, and reports. It is a catalyst for creating impactful change in the current system and crucial to student development in the areas of critical-thinking and collaborative learning.

IS	القسم
Augmented Reality Game	اسم المشروع
د/ خالد فتحي حسين	المشرف
١- عبد الرحمن احمد عوض ٢- عمرو عليوة محروس ٣- خالد احمد طه ٤- محمد احمد فراج ٥- طه كمال الدين عبد الهادي	أسماء الطلاب
م/محمد يوسف بسيوني	المعاونون

نبذة عن المشروع

Augmented Reality Game

The objective of this project is to implement an augmented reality game that mix between the reality and imagination. The challenge is to implement game with different technologies: Augmented reality, graphics, and mobile development. Player has a mobile device. The camera attached to this device detects and recognizes the game markers. There are different markers like bomb, heart and time which add more fun to the game. Player lunches Game App and tries to focus mobile camera in front of Game main marker to start playing. Player tries to shoots objects that appear on virtual layer to increase his game score. At each level limited number of balls that player can shoot it. There are two more markers included in the game, the player can use them as bounces to gain more score or more time based on which marker he hits during the game.

IS	القسم
Mobile Face Recognition	اسم المشروع
د/ خالد فتحي حسين	المشرف
١- ابانوب مكرم ميخائيل ٢- الامير اوحننا جيره ٣- يوستينا ماهر زكى ٤- مريم نشأت جبرائيل ٥- سارة يسرى يوسف ٦- ابانوب ادور لطفى	أسماء الطلاب
م/ محمد سيد بقلى - م/ مروان رضوان رياض - م/ حسن سعد شعبان	المعاونون

نبذة عن المشروع

Mobile Face Recognition

MobileFace Recognition helps policemen to catch criminals by using android's mobile to take pictures of suspicious people and recognize them if they were wanted or not. Our system is divided into two: client side and server side. In client side, the user opens the mobile's camera and points it toward the face of the suspicious person. This app is capable of detecting human faces on runtime. Then the user touches the screen to pause the preview then the detected face is cropped and sent to the server side. In server side, a web service receives the face image then recognizes the face by comparing it with faces stored in database. After finishing, the comparison result is sent back to the phone, mobile phone takes this reply and put it to display.

IS & CS	القسم
Discovery of Liver Diseases using Medical Image Processing	اسم المشروع
د/ خالد فتحي حسين	المشرف
١ - عصام محمود فتحي ٢ - على محمود على ٣ - محسن سعد محمود	أسماء الطلاب
م/ محمد سيد بقلی - م/ مروان رضوان رياض - م/ حسن سعد شعبان	المعاونون

نبذة عن المشروع

Discovery of Liver Diseases using Medical Image Processing

This project is used to discover liver diseases based on their images. This project is designed to help the physicians detect some liver diseases such as:

1. Cirrhosis.
2. Fatty liver.
3. Liver Cancer.

Through this project, we used several computer vision and machine learning techniques:

- We used local image descriptors (features) such as the Scale Invariant Feature Transform (SIFT) and Speeded-Up Robust Features (SURF) for detecting and describing the ultrasound liver images of the patients.
- We used the Bag of Visual Words (BoVW) algorithm to improve the detection process of the liver diseases.
- We used the Support Vector Machine (SVM) to classify the dataset of liver images into disease or normal categories.

The user enters the patient's ultrasound image of the liver, and then the application produces the result of the detection and the classification. The result shows whether the patient has any liver disease with a specified percentage.

IS	القسم
Building a Computer Game: Blocks' War	اسم المشروع
د. خالد فتحي حسين	المشرف
١ - هشام عبد الحليم احمد ٢ - حسام الدين عصمت احمد ٣ - احمد محمد فهمي ٤ - خالد جمال راتب	أسماء الطلاب
م/ محمد سيد بقلی - م/ مروان رضوان رياض - م/ حسن سعد شعبان	المعاونون

Building a Computer Game: Blocks' War

Blocks' war is a social game, which is, depends on maps. The blocks will be a constant area on the map; each block has its own army that will be responsible for defend it from other blocks invaders. Once you open Blocks' war for first time, you will be asked for registration, you must register your address -street only- to detect your block. Then you will be able to choose your gameplay character, then you will play on Unity designed map to upgrade your character and get small monsters that will help you in invades. If you were the first one to register in a block you will be the block mayor and army leader otherwise you will be an allied, until you get more points than the current leader you will be the leader. The Block leader will arrange a meeting with the block-mates on game IM- and decide to invade a block. Invaded block army will be notified with the invade, then two armies should meet in the battle area -Unity designed maps. The invaders try to take the block and the block army try to save it.

IS	القسم
<u>Developing Virual laboratory</u>	اسم المشروع
د/ خالد فتحي حسين	المشرف
١ - محمد عبد الموجود يونس ٢ - مصطفى السيد اسماعيل ٣ - محمد سلمان عقل ٤ - مصطفى السيد احمد ٥ - كمال الدين عسران كمال الدين ٦ - كمال خلف كمال ٧ - باسم محمود حسن	أسماء الطلاب
م/ محمد سيد بقلی - م/ مروان رضوان رياض - م/ حسن سعد شعبان	المعاونون

نبذة عن المشروع

Developing Virtual laboratory

Practical experience is an important component in learning science subjects. Sometimes, there are few constraints such as time, safety, and cost to set up the scientific laboratory in schools. However, these constraints can be resolved by using learning materials that use computer-based technology which includes web sites, computer learning packages for tutorial and revision, virtual field trips, computer simulations and virtual laboratories. A solution to the above problem also can be found in the adaptation of virtual laboratories, which could be proven as an important educational tool that deals with the lack of practical experiences in education. A VL is a virtual reality environment that simulates the real world for the purpose of discovery learning. It allows one, in principle, to evaluate real experiments and operations due to limitations of time, safety, or cost in the real world environment and is usually used within science teaching. VL is said to be equivalent in value to the learner because it addresses different learning styles and offers flexible and open ended environment for inquiry. Even though a VL cannot be identical or equal to traditional laboratory, it is worth to consider the weighing many benefits that it offers.

أ.د/ يوسف بسيوني مهدي

- 14 - A Biomarker Prediction Tool on Cloud Bio Linux
- 15 - Prophet Mohamed Ethics' Treatment "A web and a Mobile application"
- 16- Twasalny
- 17- A Web GIS-based Intelligent Decision Support System for Real Estate at Assiut Governorate
- 18- An integrated web site for Liver diseases based on Proteomics

د/ تيسير حسن عبد الحميد

-
- 19- Credit Hour Registration System
 - 20- Credit Hour Resource Management System
 - 21- Credit Hour Teaching Process System
 - 22- Etourism: Data-Mining-based System
 - 23- Job BOOK
 - 24- Thugs Detection System
 - 25- Tourist Mapping

د/ مرغنى حسن محمد

-
- 26- 3D Kinect Scanner
 - 27- Chroma Keying
 - 28- Home Automation
 - 28- Virtual Development Environments

د/ خالد فتحي حسين

-
- 29- Traffic Monitoring System Abstract
 - 30- Multimedia HTML For The Web
 - 31- Multimedia HTML For The Web

أ.د/ عادل أبو المجد سويسي

مشاريع أ.د/ حسنى إبراهيم + د/ أ.د/ عادل ابو المجد + (أ.د/ فاطمة عمارة)
HP معمل بالدور الثالث من ٩:٣٠ الى ١٢:٠٠

- 1- Heart Monitoring Using Wireless Sensor Network And Mobile Devices
- 2- Network Management Application With GIS Support
- 3- Web Voting System Using Finger Print
- 4- Cloud Computing

مشاريع أ.د/ يوسف بسيونى مهدى + أ.د/ فاطمة عمارة
قاعة المناقشات

- 5- Colorization
- 6- Bill of Materials(BOM)
- 7- speech-enabled web browser
- 8- Wiimote for Computers
- 9- Design and Implementation of Online Store
- 10- Social Networking Website

مشاريع د/ تيسير حسن + أ.د/ احمد محمد حمد
معمل (أ٢) الدور الأول

- 11- Developing an Online Virtual Learning Environment for System Analysis and Design Course
- 12- Develop an e-health system on the cloud for cardiovascular department (part 2a)
- 13-Develop an e-health system on the cloud for cardiovascular department (part 2b)
- 14- Developing an Online Nutrition System
- 15 - Developing an e-SuperMall
- 16- Developing a Search Engine by Intelligent Content-Based Image Retrieval
- 17- Developing an Online Elections System
- 18- Developing an online Diabetes System

مشاريح د/ مرغنى حسن محمد + د/ عبد الرحمن حيدر + أ.د/ احمد شرف
معمل الملتى ميديا

- 1- Student Registration and Learning Management System FCI Portal
- 2- Read With Me
- 3- The virtual store
- 4- Electronic and Secure System for Public Voting
- 5- Virtual classroom
- 6- Criminals detection Using Mining video in publicity available cameras

مشاريح د/ خالد فتحى + د/ نجوى عمر + د/ خالد شعبان
معمل ٣ هـ

- 1- Developing 3D optical scanner
- 2- Developing 3D Virtual camera rig software
- 3- chroma keying
- 4- Developing 3D model searching software, and motion capture
- 5- Building Visual Maps With a Team Of Mobile Robots