

Adaptive E-Leering With Intelligent Decision For Group Suggestion

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Abstract : many person used e-environment facility to developing human ability depend on (hobbies , study field,..... etcetera) improving by e-learning now many person using this machine without classified user , any discussion between two or more than may be give new creative idea if those persons with same field with this paper attempt to design optimizing system to grouped user with same hobbies and interests for development human been by implementation candidate system with simulated e-environment achieved good result.

Keywords: e-environment , e-learning , cloud computing and intelligent system

1-introduction

At the end of the last century, a great development occurred in the field of information technology and added great facilities for users of the electronic environment. Among these facilities is study and electronic education To the last, the research paper in the next section will present concepts, definitions and methods available in e-learning and section 3 We will present the proposed model. As for section 4, we will explain the results obtained from the implementation of the proposed system, and the fifth and last section indicates the conclusions.

2-e-learing definition , tools and adaptive e-learning

Attempt with this section, to give some important concepts and techniques that may be used in e-learning and interactive e-learning, and some techniques used to implement these applications.

2.1 e-learning main tools

A Course Management System (CMS) is an electronic framework with a database back-end. A CMS helps instructors in acquiring assets on the web for understudies and to encourage the administration obviously exercises and assignments [1]. Some of regular e-learning frameworks accessible are WebBoard, WebCT, and Blackboard; from the open source there are: MOODLE, and Sakai [2]. An investigation directed by the University of Queensland (UQ) [3] exhibits that one of the most widely recognized effective technique in encouraging enormous classes is the utilization of electronic course material (e.g., course site, online assets, conversation sheets and so forth.) and utilization of blended media in addresses (e.g., power point, overhead, and so forth.). These days, utilization of online course the board frameworks is broad in instruction [4]. There are three qualities of online course the board frameworks are: availability obviously assets to understudies, opportune correspondence among teachers and learners and lessen paper utilization (paperless frameworks). A CMS is not the same as an up close and personal course. Up close and personal course is a customary learning, utilized in study hall and it doesn't require a Web situation. Though, the web-upgraded course is a cross breed (conventional and on the web) and it can nearly be utilized in neighborhood condition. Then again, electronic course is constantly on the web, can be utilized in separation learning and all the activities in online course require a Web association [4][5]. A web course has number of favorable circumstances including [4]:

- It is an advantageous and comprehensive at whenever
- It is dynamic and paperless learning
- It assists with building abilities and creative
- It is open to learning
- Web course makes the instructing is simpler One of the fundamental qualities of CMS is a security and protection.

Security and protection methods have been executed in the CMS to do the accompanying errands [5]:

- Student get to controlled to exercises and undertakings

- Guest get to controlled to exercises and errands
- Lecturer's Intellectual Property (IP) shielded
- Copyrighted materials made sure about from programmers and wafers
- Student security shielded from crooks
- Course content specifically discharged and refreshed
- Assignment entries logged
- Tests and assignments progressively secure utilizing a few degrees of security MOODLE, and Blackboard are three normal online learning the executives frameworks broadly utilized in instruction, preparing, and information the board. This paper analyzes them practically, with a specific spotlight on the utilizing in the educating and learning of courses [4].

2.2 Crawling meaning

The strategy for the mass downloading of site pages called web crawler (too distinguished as a creepy crawly or a robot). It is utilized for some capacities. Most critically, web crawlers are one of the significant segments of web search frameworks, frameworks that gather a measure of site pages, record them, and permit clients to discover the site pages that coordinate the questions subsequent to giving inquiries against the record. Web documenting is a related utilization (a help provided by e.g., the Web document [5][6][7][8])

2.3 intelligent system

Any intelligent tools such as genetic ,neural .. etcetera with observer system to improve adaptivity for any system [8][9]

3. candidate system

With this section clear main engine that used to improve system function as :

Algorithm 1

```
1 start
2 fetch employs profile to detected experiences ,hobbies ...etcetera
3 call classifier procedure // 2,3 to built grouped
4 call developer system //t o suggested grouped
5 call problem selective // to solve main organization problem
6 end
```

Algorithm 2

```
// fetch employs profile and group creator
```

```
1 start
2 while not end of employs list do
    -Read experience , hobbies
    -current job efficient
    -recorded with employs ID
3 for i=1 to no. of hubbies that detection
    create group[i] depend on main hubbies available
```

4 end

Algorithm 3

```
// description rule for organization internal chat system machine
// automatic download paper or software depend on main hobbies or //experience
//
1 start
2 internal chat system rule as
    Only using employ ID
    If any ID say Name or job position then
        Automatic block and denoted as unstable employ
    End if
3 go to 2
```

Algorithm 4

```
// suggestion group and denoted which not available must put in nearest
// group or (reject from job after questioner )
1 start
2 call chat observation
3 n=1
4 while (chat_value[n]) and (n<=employ_no) do
    For i=0 to group_no_depend_classify
        If s_gruop[i]=hobbies or experience or job then
            Put ID[n] , S_group[i], as group suggestion
        Else
            Denoted ID[n] as mutation ID[n]
        End if
    Next i
    n++
5 end
```

Algorithm 5

```
// check employs grouped acceptance to start developing
```

```

1 start
2 for I 1 to employs no.
    If any rejection occurrence then
        send questioner why not improve
    else
        send congratulation for group acceptance and what need to development experiences
    end if
3 start with employs requirement (paper , software ...etcetera)
4 while online start with download available requirement may be need when off line system to developing or solving problem
5 check using of requirement if not use block and refused from group
6 end
    
```

Algorithm 6

```

// spreading sample problem to all group and gathering solution which
//group is best
1 start
2 for i=to group no.
    Spreading question for group[i] // as specific depend on group type
    Next i
3 for i=1 to group no
    Gathering answer and auto checking
4 end
4- experimental result
    
```

With this section show the main result that achieve from implementation of simulation system see table 1

Table 1: data from HR system developer and observer

company	employ	hobbies	group	group response	Not response	require	benefit	unused
1	63	1	1	18	45	5	1	4
2	62	4	3	36	26	15	11	4
3	204	1	1	108	96	5	5	0
4	83	4	4	49	34	22	6	16
5	189	5	5	65	124	29	2	27
6	298	1	1	126	172	5	2	3
7	15	3	1	11	4	5	3	2

8	262	2	1	211	51	5	1	4
9	46	1	1	42	4	5	2	3
10	173	8	6	7	166	30	14	16
11	1	5	4	1	0	21	19	2
12	8	8	3	4	4	16	16	0
13	89	6	2	1	88	11	4	7
14	326	5	1	147	179	5	2	3
15	265	3	2	96	169	11	8	3
16	126	8	3	13	113	15	11	4
17	203	9	3	8	195	15	15	0
18	201	2	1	162	39	5	5	0
19	158	3	3	5	153	15	3	12
20	37	6	5	31	6	27	13	14
21	224	10	1	16	208	5	4	1
22	240	6	2	213	27	11	10	1
23	143	5	4	100	43	21	13	8
24	40	2	2	33	7	10	9	1
25	338	6	1	126	212	5	5	0
26	208	5	5	105	103	29	13	16
27	293	10	9	29	264	48	23	25
28	300	9	1	157	143	5	3	2
29	9	7	6	2	7	31	30	1
30	11	10	10	11	0	50	19	31
31	300	10	4	249	51	23	7	16
32	325	10	9	98	227	52	37	15
33	144	1	1	35	109	5	5	0
34	50	4	1	1	49	5	2	3
35	99	5	4	23	76	22	13	9
36	235	1	1	5	230	5	5	0
37	90	2	2	30	60	11	4	7
38	199	8	1	28	171	5	3	2
39	267	3	3	112	155	17	12	5
40	163	9	9	129	34	48	42	6
41	111	3	2	11	100	11	4	7
42	238	2	2	54	184	10	6	4
43	66	7	2	54	12	11	11	0
44	74	7	3	18	56	16	1	15
45	225	7	3	29	196	16	1	15
46	113	6	2	65	48	10	1	9
47	309	7	5	150	159	29	12	17
48	77	7	1	18	59	5	2	3
49	153	8	2	25	128	10	7	3
50	152	10	3	101	51	15	1	14

Figure 1 :Relation between number or employs and hobbies

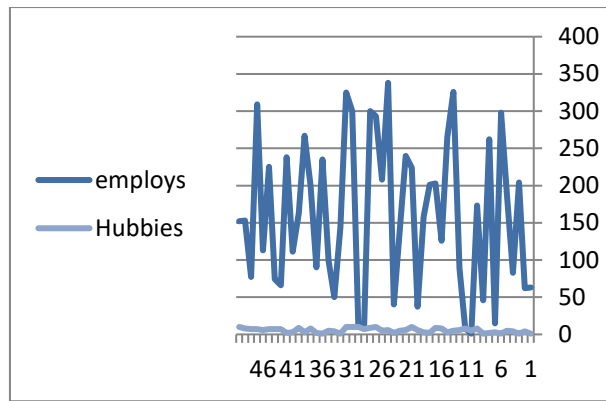


Figure 1: number of employs and hobbies

Figure 2 is relation between number of problems and number of solving

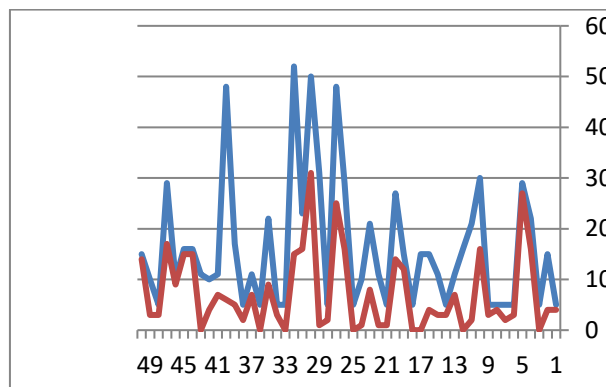


Figure 2: requirement and number of unused

When operate chat system observing with auto reject for any one need to know whom chat with you have the following table ,table 2 clear that. And chart 3 represent data of table 2.

Table 2 :employs and chat observer

employ	bad chat	noted	126	104	3	144	91	1
63	44	2	203	119	3	50	9	2
62	35	1	201	183	1	99	7	2
204	61	3	158	109	3	235	212	1
83	1	3	37	9	2	90	70	2
189	153	3	224	23	3	199	57	3
298	13	2	240	162	1	267	168	2
15	12	3	143	82	1	163	69	1
262	97	3	40	4	3	111	62	3
46	40	1	338	96	1	238	217	3
173	164	2	208	61	2	66	1	2
1	0	3	293	88	3	74	67	2
8	0	2	300	293	2	225	152	2
89	41	1	9	2	1	113	58	2
326	202	2	11	1	2	309	109	2
265	69	1	300	123	2	77	20	1
			325	231	1	153	37	3
						152	9	2

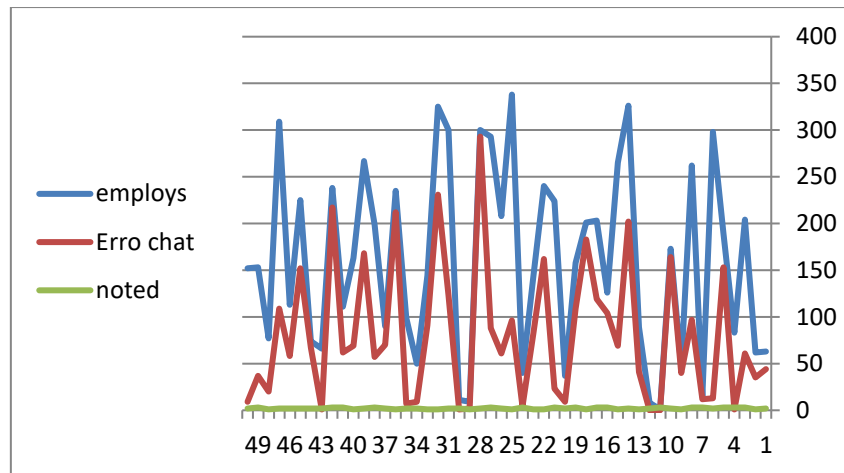


Figure 3:employs and chat system

5- conclusion

In this section clear concluded point from implementation

- 1- Many hobbies for employs may give good functionality for organization .
- 2- Number of employs with limited ability as not available need requirement but not used to upgreat experiences .
- 3- Must observing chat system with unknown person only used ID improve real optimizing with team job at the same group.
- 4- System when work on-line and off-line to support employs requirement increase ability

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