

A Blackboard System for University Timetabling Based on Pattern Technology

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ABSTRACT

The timetabling has always been a necessary job for the administrative work of universities. It is a very complicated problem due to the consideration of many factors and restrictions. Although many computer-based solutions have been proposed in the literature, none of them can be universally applied to each department. In this paper, we analyze every factors and restrictions of the timetabling problem. And based on the pattern technology, we use the blackboard pattern as the system architecture to simulate the manual timetabling process and seek viable solutions. Furthermore, we propose a method of evaluating a timetable and use computer science and information engineering department of DA-YEH university as our experimental target. We also compare the results of our method and existing manual approach.

Keywords : Timetabling System、 Object-Oriented、 Pattern Technology、 Blackboard Architecture

Table of Contents

封面內頁 簽名頁 授權書.....	iii	中文摘要.....	iv	英文摘要.....	v
誌謝.....	v	目錄.....	vi	圖目錄.....	xi
第一章 緒論.....	1	1.1 研究動機與背景.....	1	1.2 研究目的.....	2
1.3 論文架構.....	3	第二章 問題探討與文獻回顧.....	4	2.1 排課問題探討.....	4
2.2 文獻回顧.....	9	2.3 樣式技術.....	13	第三章 系統分析與設計.....	20
3.1 系統分析.....	20	3.2 系統設計.....	39	第四章 系統實作與結果.....	49
4.1 資料模型.....	49	4.2 使用者介面.....	54	4.3 排課結果.....	60
第五章 結論與未來發展.....	71	參考文獻.....	73		

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