



Class Description

Guru class – The Guru class models the language expert object that make up the system. The guru can login to the software using their email as username and password in order answer a set of questions asked by users. This class also models other language expert functionalities such as setting tests and so on.

Questions – The questions class represents the questions objects that are asked by users. This is the case when a language learner has an inquiry to make concerning a certain aspect of the new language they require clarification on.

Test – The test class models the test taken by a user in order to gauge their language proficiency after learning the material provided. The language guru sets the test that is to be taken by the language learner. The test is classified in to 3 difficulty level the easy, intermediate and hard test with varying levels of toughness.

System – The system class models the autonomous characteristic of the software to obtained a complete test, mark the test and provide a grade based on the correct answers attained.

User – The user class models the language learner who gets a unique user identification that allows them to read the language content provided by the software, take a proficiency test to gauge their understanding as well as play interactive word and language games.

Game – This class represents the fun part of the software the gaming component of the software. This offers an interactive platform for learners, breaks monotony and boredom that may arise from reading a bunch of words over and over again. This class models the game that has different levels starting from the easy level and progress onwards to the difficult level. It also gives a score of the outcome achieved from a game.

