# SCHEDULING ADMINISTRATION TOOL

**EASILY ENROLL STUDENTS IN YOUR CLASSES** 



# **PROJECT OVERVIEW**

We were tasked as a group with creating a multi-page, user authenticated web application to be used by a university to easily enroll students in classes, add new students to the university, create new courses, and maintain course and student statuses. The client asked that the program have different levels of authorization for roles such as Admin, Scheduler and Anonymous users.

# **PROJECT REQUIREMENTS**

- Create a custom, relational database
- Convert a template to MVC architecture
- Implement Identity roles for different levels of authorization



- Ability to Create, Read, Update and Delete Students
- Ability to Create, Read, Update and Delete Courses
- Ability to Create, Read, Update and Delete Scheduled Classes
- Ability to Create, Read, Update and Delete Enrollment

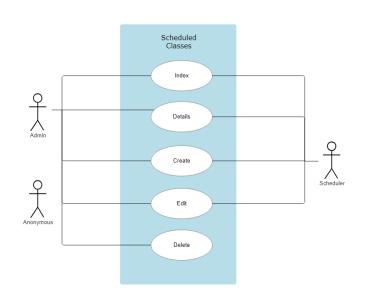
### Scheduler

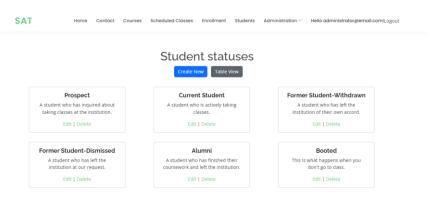
- Ability to View Students
- Ability to Create, Read and Update Scheduled Classes
- Ability to Create, Read, Update and Delete Enrollment
- Anonymous
  - Ability to View Home Page Login and Contact
- Customize Views and styling to be consistent

### (Optional)

- Create custom properties to accurately summarize information
- Implement image upload functionality
- Create a tiled view for Student Status table

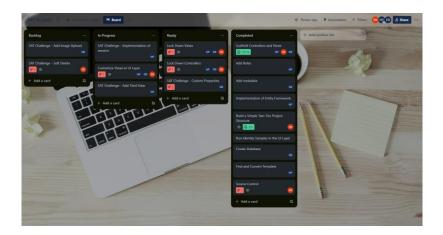


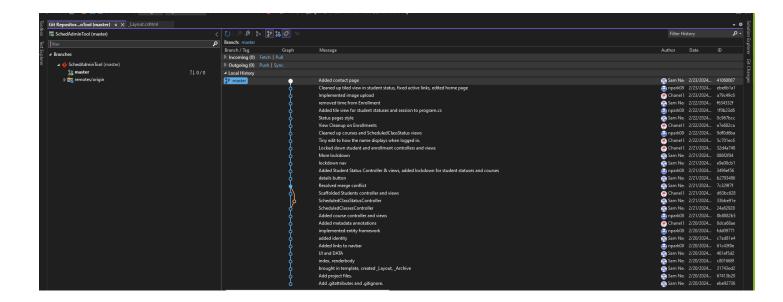




# **TECHNOLOGY USED**

- SOL Server
- Visual Studio 2022
- GitHub
- Trello
- ❖ HTML
- ◆ C#
- CSS
- JavaScript





# **CODE SNIPPETS**

## Creating a Tiled View:

Here we created a Tiled View of our Student Statuses so the user can switch between a table and tile view with the click of a button!

```
<pr
```

# Image Upload:

In this code snippet, the user is given the ability to upload an image directly from their device.

```
#region File Upload - CREATE

if (student.ImageFile != null && student.ImageFile.Length < 4_194_303)
{
    student.PhotoUrl = Guid.NewGuid() + Path.GetExtension(path: student.ImageName);
    string webRootPath = _webHostEnvironment.WebRootPath;
    string fullImagePath = webRootPath + "/assets/img/";
    using var NemoryStream? memoryStream = new MemoryStream();
    await student.ImageFile.CopyToAsync(target: memoryStream);

    using Image img = Image.FromStream(stream: memoryStream);
    ImageUtility.ResizeImage(savePath: fullImagePath, fileName: student.PhotoUrl, image: img, maxImgSize: 300, maxThumbSize: 300);
}
else
{
    student.PhotoUrl = "noimage.png";
}
#endregion</pre>
```