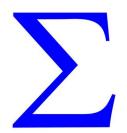
Cover Zero Application Instructions



Proposal Project Name:	ScheduleSync Cover Zero Training Scheduler

Student Name: Delvon Fontenot

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Application Design and Testing

Design Document

Class Design

Below is the ER diagram for the application. Provided in the diagram are the classes that are required for the database. The classes are Coach, Appointment, Athlete, Address, City, and Country. The relationships of the classes are as followed:

- A Coach can have one to many Appointments
- An Athlete can have one to many Appointments
- An Address can have one to many Athletes
- A City can have one to many Addresses
- A Country can have one to many Cities

In the diagram below, class primary keys are represented with the gold key symbol. Class foreign keys are indicated by the red diamond. The athlete class uses single class inheritance for the corner and safety classes.

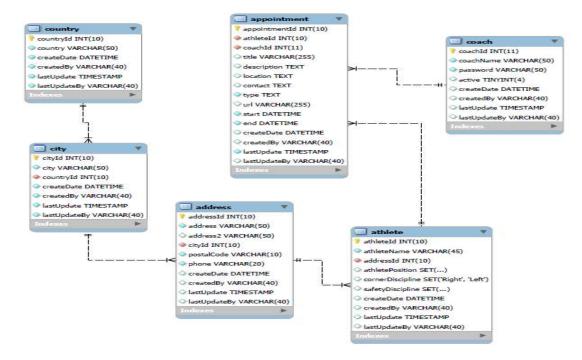


Figure 1: ERD

UI Design

Below is a low fidelity wireframe of the ScheduleSync application. The application is designed with a user-friendly user interface that will make interacting with the application as straight-forward as possible. Figure 2 illustrates the main scheduling window that most of the viewing interaction will take place. Figures 3 and 4 illustrate the Appointment and Athlete windows which will contain most of the athlete and schedule interactions.

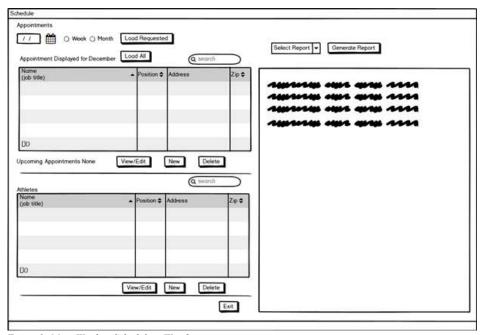
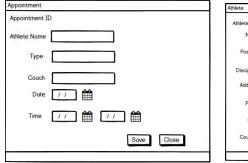
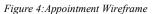


Figure 2: Main Window Scheduling Wireframe





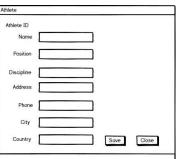


Figure 3: Athlete Wireframe

Unit Test Plan

Introduction

Purpose

The testing of the application will be done with unit testing. The purpose of the unit testing is to validate method functionality. The tests included in the document: test the setting of the athlete discipline to make sure the athletes are linked with the correct position and discipline, and verifies setting the correct stored procedure to view the correct athlete position.

Overview

The stored procedure for viewing the athlete position is set via a method based on the athlete and type of athlete selected. If the athlete is a corner (IsCorner = true) the method returns true and selects information only related to athletes that are corners. If the athlete is not a corner (IsCorner = false), the method returns false and selects information related to athletes that are safeties (not corners).

The other test is needed to verify the method for selecting the athlete discipline based on his position. It also checks if the selected athlete IsCorner value is true or false and sets the athlete discipline based on the bool returned.

Test Plan

Items

I will be using the xUnit testing framework for .Net to complete the testing of the methods. The methods that will be tested are Setsp_AthleteID(IsCorner) and SetAthleteDiscipline(IsCorner). IsCorner is a bool that checks if an athlete is a corner or not. It returns true if the athlete is a corner and false it the athlete is a safety. IsCorner bool will be the input for the methods. For the Setsp AthleteID method, the optional output values are

"sp_viewEditCornerByID" or "sp_viewEditSafetyByID" based on the value of IsCorner. These outputs need to be tested for in the Unit tests. For the SetAthleteDiscipline method, the optional output values are "cornerDiscipline" or "safetyDiscipline" and are also based on the value of IsCorner. These outputs need to be validated as well in the Unit tests.

Features

xUnit testing framework provides the Theory attribute. This attribute allows more than one execution of the same test method. After test completion, the results will be displayed as pass or failed. Failed results will show the output of the method.

Deliverables

The test results showing successful method execution of the above stated methods.

Tasks

- Acquire xUnit testing framework from NuGet.
- Create new test class library.
- Create test class
- Create test methods
- Provide methods with inputs and expected outputs
- Run test

Needs

The testing will be done in Visual Studio 19 using the latest version of the xUnit testing framework. It is good practice to create the test methods before the actual application code. The methods are expected to fail until successful logic is in place to provide a passing test. The inputs and expected results are also needed to perform the tests.

Pass/Fail Criteria

The tests pass if the actual results match the expected results of the methods based on the input. A failed test will show actual results that do not match the expected results.

Specifications

Below is a screenshot of the test code for performing the tests.

Figure 5: xUnit tests

Procedures

To complete the testing process, create the unit tests for the methods to be tested. This requires inputs needed to produce the desired output. After creating the test methods, the Theory attribute is used to provide data for each test that needs to be performed by the methods. Click run to run the tests and results will be provided by the framework.

Test	Description /	Input	Expected	Actual	Pass/Fail
Number	Method				
1	SetSp_AthleteID	IsCorner = True	"sp_viewEditCornerByID"	"sp_viewEditCornerByID"	Pass
2	SetSp_AthleteID	IsCorner = False	"sp_viewEditSafetyByID"	"sp_viewEditSafetyByID"	Pass
3	SetAthleteDiscipline	IsCorner = True	"cornerDiscipline"	"cornerDiscipline"	Pass
4	SetAthleteDiscipline	IsCorner = False	"safetyDiscipline"	"safetyDiscipline"	Pass

Unit Test Results

Here is a screenshot of the test results. All tests pass as the actual results match the expected result, indicating that the Setsp_AthleteID and SetAthleteDiscipline methods of the Schedule class outputs are expected based on the inputs.

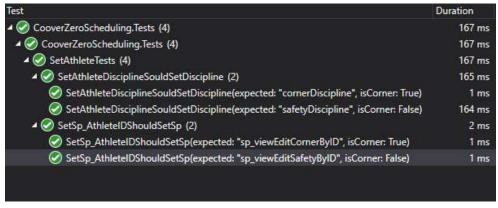


Figure 6: Passed xUnit tests

Source Code

Source code for the application is included with the other files provided.

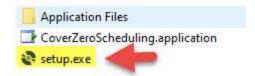
User Guide

Introduction

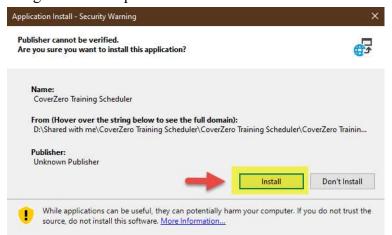
This guide provides the steps necessary to setup and run the ScheduleSync Cover Zero Training Application on Windows. It provides steps to create a user, login, and procedures needed to manage athletes and training appointments. It also provides information on viewing reports along with other features included in the application.

Installation

- 1. Extract the provided zip file.
- 2. Run the setup.exe file in the extracted folder.



3. If prompted with the Security Warning below, select Install. The application will begin the install process.



4. After completed the application will run and you will be prompted with a login screen.

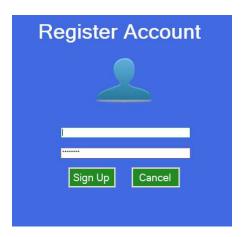
Using the Application

Signup and Login

1. If you are a new user, Click the "Register" link in the bottom right corner of the app.



2. You will be prompted with the following screen. Enter the desired Username and password and click Sign-up.

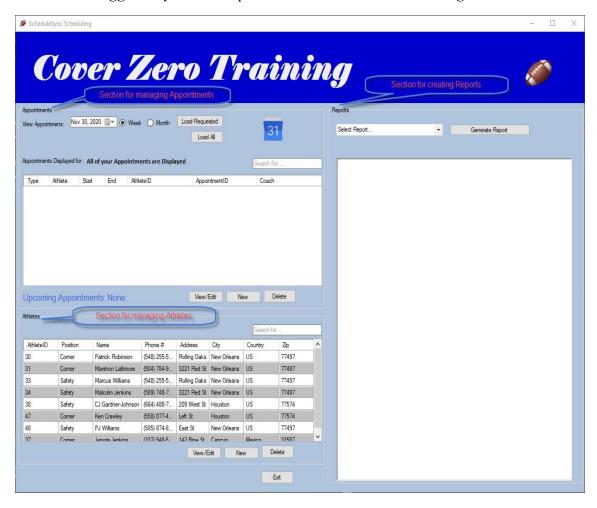


- 3. If the username and password is valid and not already take your account will be registered. Click OK and you will be returned to the login screen where you can use your account to login.
- 4. Login with the account you created.





5. Once logged in, you will be presented with the main scheduling window.



Scheduling

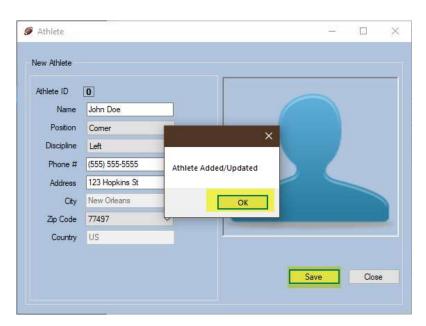
Create an Athlete *

1. In the athlete section of the scheduling window, there will be a list of athletes currently signed up for Cover Zero Training. If there are no athletes available you



will need to create an athlete before you create and appointment for the athlete. To do so, click New in the athlete section.

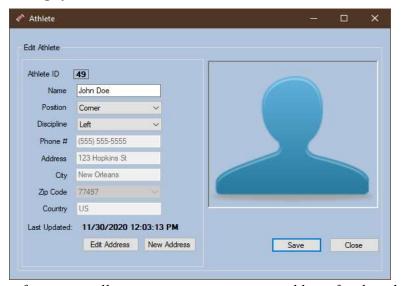
2. Enter the required information on the athlete and click Save (Save will be disabled unless all correct required information is entered). Athlete will be added to the database. Click OK.



^{*} Data presented is for test and demonstration purposes only

View/Edit an Athlete †

- 1. To View/Edit an athlete, select the athlete from the list in the athlete section of the scheduling window and click View/Edit double click the athlete.
- 2. This will bring up the Edit Athlete window where you can make any changes needed to the athlete or address information. The editing of the current address. The New Address button will clear the current



information, allowing you to create a new address for the athlete. When you are done, click Save to save changes or Close if no changes are needed.

Delete an Athlete

- 1. To delete an athlete, select the athlete that you would like to delete and click

 Delete
- 2. If the athlete is associated with an appointment with any coach, you will be notified and deletion of the athlete will not be allowed.



[†] Data presented is for test and demonstration purposes only

3. If the athlete is not associated with appointment with any coach, you will be prompted to confirm deletion of the athlete.



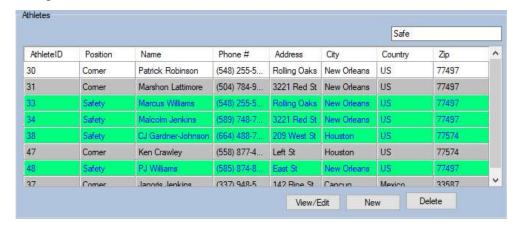
Click Yes if you would like to proceed or No if you do not wish to delete the athlete.

4. You will be prompted upon successful deletion of the athlete.



Search Athlete

1. Using the search feature, you can search athlete information for position, name, or city. Type the search criteria in the search box in the athlete section. Search results will highlight any athlete information found in the search criteria. Example:

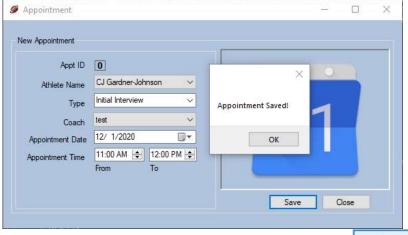


Create an Appointment ‡

3. In the Appointment section of the scheduling window, all of the appointment for the current user (coach) will be displayed in the list. If you have no appointments available you can create a new appointment by clicking



4. You will be presented with the New Appointment window where you can enter the required information for the appointment. Select athlete from the current athlete pool, select or enter the appointment type, and select the appointment times and date.§



Appointment information will be validated on clicking Save ** Once validated, the appointment information will be saved to the database. Click OK.

[‡] Data presented is for test and demonstration purposes only

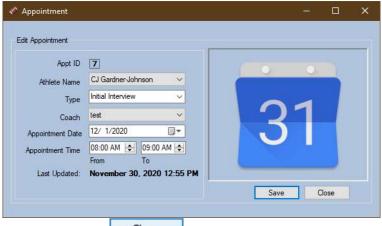
[§] You can create an appointment for any coach currently registered

^{**} Appointments are not currently allowed on weekends, before 9 am, and after 5 pm.

View/Edit an Appointment ††

- 1. To View/Edit an appointment, select the appointment that you would like to view from the list in the appointment section of the scheduling window and click

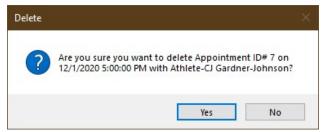
 View/Edit or double click the athlete.
- 2. This will bring up the Edit Appointment window where you can make any changes needed to the appointment information. When you are done, click Save to



save changes or Close if no changes are needed.

Delete an Appointment

- 1. To delete an appointment, select the appointment that you would like to delete and click Delete
- 2. You will be prompted to confirm deletion of the appointment.



Click Yes if you would like to proceed or No if you do not wish to delete the appointment.

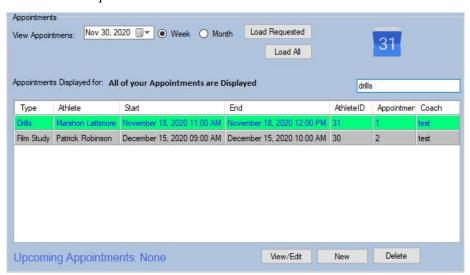
^{††} Data presented is for test and demonstration purposes only

3. You will be prompted upon successful deletion of the appointment.



Search Appointment

1. Using the search feature, you can search appointment information for type or athlete name. Type the search criteria in the search box in the appointment section. Search results will highlight any appointment information found in the search criteria. Example:



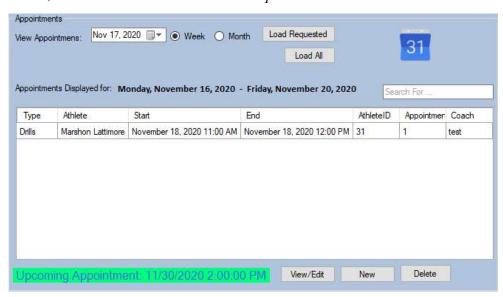
Upcoming Appointment

1. If you have an appointment within the next hour, you will be notified at the bottom of the appointment section of the appointment. Example:

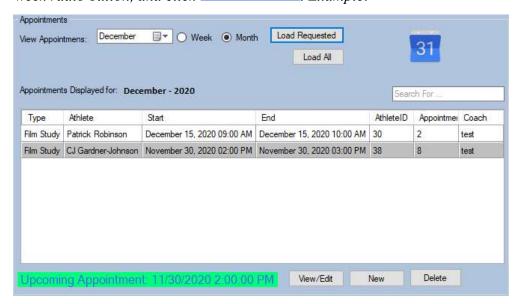
Upcoming Appointment: 11/30/2020 2:00:00 PM

Appointments by Date

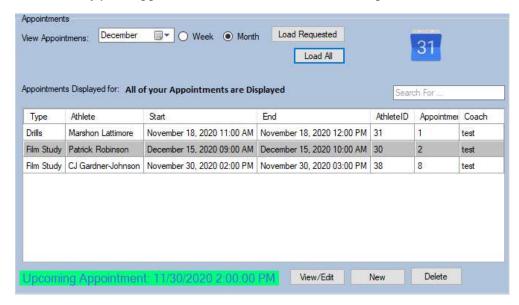
1. To view your appointments by week, select the day of the week that you would like to view from the date picker in the appointment section, then select the week radio button, and click Load Requested. Example:



2. To view your appointment by month, select the month that you would like to view appointments for from the date picker in the appointment section, then select the week radio button, and click Load Requested. Example:



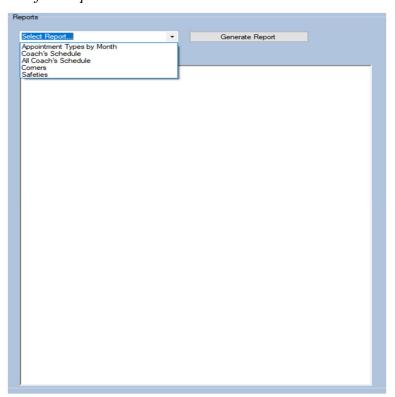
3. To view all of your appointments, click Load All . Example:



Reporting

1. The reporting for the application is currently available on screen in the reporting section. To view a specific report, select the report from the dropdown menu in this section and click Generate Report.

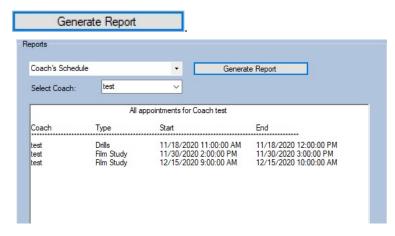
In the screenshot below is the current list of the reports available.



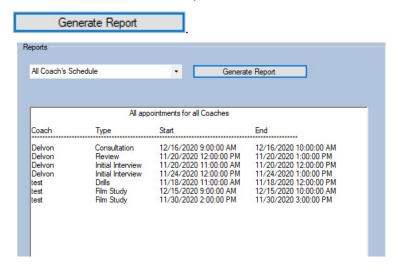
2. To view Appointment Types by month for all coaches, select Appointment type by Month, then choose the month, and click Generate Report.



3. To view a Coach's schedules, select Coach's Schedule, select the coach, and click



4. To view all coach's schedule, select All Coach's Schedule and click



5. To view all corners or safeties, select Corners or Safties and click



