*29/11/2021 - Luis*

During the implementation of the LogInPage

I thought about creating like a circular loop where we have the log in frame

then this frame takes the user to the user home frame and from there the user

can choose the quiz, do it and come back to the Log In page But this game an error:

ImportError: cannot import name 'LogInPage' from partially initialized module 'LogIn' (most likely due to a circular import)

To handle this error instead of the circular loop that I thought, It’d be better to implement the quiz as linear frames.

Example:

LogInFrame 🡪 user/admin Frame 🡪 Quiz 🡪 End

At the end the user/admin would need to close the Quiz to be able to take another quiz. However, I plan to keep trying and trying so that user does not need to close the entire window to start a new quiz.

UPDATE: statistics from user would be stored in a state variable in the APP frame so we can access it from any frame and update the score. Then after each quiz we just need to push these statistics to the specific database e.g ----------------> VALUES (‘test\_id’, ‘username’, ‘score’,’/n/’,’/n/’)

*04/12/2021- Luis*

Today I change a bit the interface of the log in page and started creating the tables needed to store modules, questions and feedback. I plan to create couple of buttons to add and remove modules from the **admin UI.**

* When deleting a module, all their questions and feedback must also be removed

Approach 1: DELETION

For the Delete I believe I would add a small button next to the module name to delete it, although each time we add a new module we must manage this part of adding this small button to the module name.

Approach 2: DELETION

I could also have a drop-down list of modules for the user to select and delete. This would be simple I believe as would not need to create a new button to each module since just having the name of the module is more than enough to delete it.

06/12/2021 – Luis

Today I developed some ideas and approaches of how to do next steps in the app.

See the commends on the code aHome.py