*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

16/12/2021

Today I am trying to edit the admin page. I am thinking in adding two buttons next to each module already displayed in the app. This would be simpler and will allow the user to click on the desire module and edit it or even change/delete questions. However, If we are dealing with 25+ modules it can get very messy. So I am considering not displaying any module name and just a normal log in type of window where the user will be able to select a module by filtering the module name and do stuff (delete/edit questions) with it.

03/01/2022 --Luis

Just figured out that in order to delete a module that has questions in the database, you must first delete the questions and all foreign keys in order to delete that particular module.

Managed to solve the problem of delete all modules and plug them on the app again. I believe this to be the best approach because if we want to delete a module in the middle, it would be easier;

1. Delete module from DB
2. Delete all widgets modules
3. Display all modules from DB

Managed to implement the delete module button and add add module button. I also very hacky code but it worked in the end.

Also realized about the autoincrement sqlite3 has. Whenever I delete a particular row in a table and add a new row, say module for example it picks up a new id where it left it. It’d be cool to reuse the previous IDs that do not exist anymore (the rows where deletes so their IDs), but I don’t think this cause so much of a problem in the program as of now.

04/01/2022 --Luis

Can we modify each data entry (row) in sqlite3?

Apparently, we can. However, Im having some issues with it. Ill come back tomorrow.

My approach to edit each module names was as follows:

Each module will be a button and when you click on it, it will pop a new window to edit the module.

However, Since I’m using a while loop inside a function to do this, every button will carry the name of the last button.

I’m going to add each button ‘manually’ so maybe that way they conserve their current name. -

Update: It doesn’t work at all but I found the answer Online. Link: <https://stackoverflow.com/questions/10865116/tkinter-creating-buttons-in-for-loop-passing-command-arguments>

10/01/2022

Today I changed things a bit. The add module now wont pop up a new window for the user to enter details. This is because I thought making it that the current frame changes to another frame is much simpler than making a lot of windows which can be confusing.

Now, the new approach I took when adding a new module is that the current window (frame) will take the user to another frame where user will select one between 3 type of questions and base on that user will be taken to another frame where the user will be able to insert the name, starting question, answer, other incorrect answers and feedback.

Some characteristics of the addModule/addQuestion frames

* User must go through this because a new module cannot be created without a question

But there is one thing I still am debating with. That is when the admin wants to add a question to a specific module. This time the frame addModule instead of giving an entry for the user to write the module, addModule should display a list of modules for the user to select and work on. I think for now I will have to create 2 different frames for each purpose. One for the add Module + Starting question and Other for just selecting the module where you want to add it and type some questions + their answer. Simple as that.

11/01/2022

* **Cannot add a module with the same name**

Today I decided to leave the app as it was. With a pop-up window as this was more complicated than I thought. However, I still managed to find a way of selecting first the type of question the user wants to pick up when adding a module. not so bad at all. I also managed to implement the True or False type of question and made some testing, all working well. Im planning to complete the Best Match and MCQ tomorrow.

13/01/2022

Today I will:

* Fix the issue when deleting a module, it should also delete the feedback of every questions
* Finish the part when adding a module MCQ and BM frames, starting question and 4-5 answers

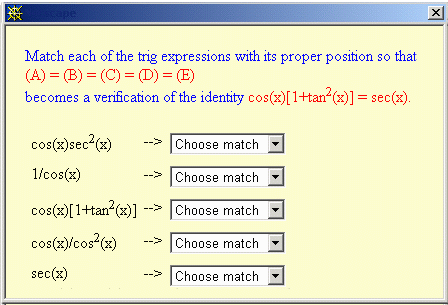
14/01/2022

Today I will:

21-01-2022

The Best match part will need an additional table to store the answers because there are a lot of answers and the best match for each possible answer to store. The way this frame will work is as follows.

When the user clicks the best match type of question, a frame will pop up asking the user to enter 3-4 answers. Then the user will click continue and the app will redirect the user to another frame where he will need to enter all the possible answers. Then the user will click continue again and in this last frame the user will need to match each possible answers to the corresponding answer.



The image shows how this will be done in tkinter. After this, the user will submit it and the app will store each input in the corresponding field.

22/01/2022

Today I implemented the bm so when the user wants to create a question he can now choose bm type of question.

I will know try to make an add question button

24/01/2022

Now you can add as many questions as you want from each type of question. Next, I will handle some edge cases such as when the users enter a module name == “” we want to raise an error.

Also, I will be doing the delete question and edit question frame

I will start with the report of the project.