(Team Name)

**(Classroom Note Exchange)**

#### Software Engineering Project

Name (s): Janhavi Wadekar,

Rajdeep Gali,

Espoir Muhumure,

Omar Lodin,

Agbojeyin Alex

Semester: Spring 2025

Group Number: 9

Coordinator:

Name of the Guide: Dr. Tushara Sadasivuni

Date: (1/29/2025)

**TABLE OF CONTENTS**

1.0 INTRODUCTION 4

1.1 Software Engineers' infomation 4

1.2 Planning and Scheduling 4

1.3 Teamwork basics 4

1.4 Problem Statement 4

1.5 System Requirements 4

1.5.1 Context Diagram 4

1.5.2 Activity Diagram 4

2.0 REQUIREMENTS 4

2.1 Use Cases 4

2.2 Requirements 4

2.3 Use Case Diagrams 4

3.0 DATABASE TABLES 4

4.0 CLASS DIAGRAM 5

5.0 BEHAVIORAL MODELING 5

6.0 IMPLEMENTATION 5

7.0 TESTING 6

7.1 Test cases 5

7.2 Testing 6

8.0 ARCHITECTURAL MODELING 6

8.1 Architectural Views 4

8.2 Architectural Model 4

9.0 GITHUB 6

REFERENCES 6

## INTRODUCTION

## Software Engineers’ information

Brief resumes and skill set of all the team members.

**Espoir Muhumure**

Discord (EspoirM) | email: Emuhumure1@student.gsu.edu

**Tech Experience:**

(no internship yet)

**Projects:**

* Food-delivery app
* Language interpreter
* Chatbot systems
* Shopping Carts
* etc.

**Education:**

Bachelor of Computer Science,

Georgia State University, Atlanta, GA

**Skills:**

Application programming:

* Flutter
* Fire store

Web-programming:

* HTML
* JavaScript
* CSS
* SQLite
* Deaver

Software development:

* Python
* Java
* SQL

**Soft skills:**

* Team collaboration, Problem-solving

**Name: Rajdeep**

(Brief resume)

**Name: Omar**

(Brief resume)

**Name: Janhavii**

(Brief resume)

## Planning and Scheduling

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Assignee Name | Email address | Task | Duration (hours) | Dependency | Due Date | Evaluation |
| Espoir Muhumure | Emuhumure1@student.gsu.edu | Activity diagram | 2 hours | None | 2/6/25 |  |
| Rajdeep Gali | rgali@student.gsu.edu | Team work basics | 2 hours | None | 2/6/25 |  |
| Omar Lodin | Olodin1@student.gsu.edu | Context diagram | 2 hours | None | 2/6/25 |  |
| Janhavi wadekar | Jwadekar1@student.gsu.edu | System requirements | 2 hours | None | 2/6/25 |  |
| Agbojeyin Alex | Aagbjeyin2@student.gsu.edu | - | 4 hours | None |  |  |

## Teamwork Basics

Two things get accomplished in good teams: the task gets accomplished and the  
satisfaction of team members is high. To achieve this, you will need to set some ground rules as a team. Check the ‘teamwork Basics’ document in icollege.

## Problem Statement

**Product Overview**

We are developing a mobile application designed to facilitate the sharing and exchange of classroom notes among students. The app will enable users to upload, categorize, and access notes from various courses and institutions, promoting collaborative learning and academic support. Targeting university and high school students, the app will help users acquire notes they missed or need for classes they're not currently enrolled in. This will be especially beneficial for revising prior information. Our app aims to provide a streamlined, centralized platform specific to this local university or school, unlike alternatives such as group chats, Quizlet, iCollege/Canvas, and Google Drive.

**Target Customers**

The primary users of the app will be students, professors, and teaching assistants. Students will be able to submit notes from different universities, rate user-submitted notes, and sort notes by rating or upload date. Users will have access to publicly available notes, while access to privately owned notes will require a request. A key differentiator is the ability to download notes for offline use and course-specific tagging.

**Top-Level Objectives:**

* Enable users to upload, browse, and search notes by subject and teacher.
* Include client login and admin login pages.
* Structure the app to fit the institution’s needs and allow peer review.

**Technical Details**

The app will be developed using platforms like Android Studio for app design and structure, and SQL or Firestore for data storage and access. The technical challenges presented by this project will require various techniques to build and deploy the app, making it an interesting endeavor from a technical perspective.

## System Requirements

## 1.5.1 Context Diagram

Describe at a very high level the system's architecture.

Identify the components/modules that will interact.

Use context model

(See Ch5: Section 5.1 and Figures 5.1) (Chapter 1 Slide 45)

## 1.5.2 Activity Diagram

Describe at a very the system's architecture at every level.

Identify the flow of components/modules how they interact at all point of the project.

Use activity model

(Chapter 1 Slide 43)

## 

## References

* -