

Help

About

Welcome

(background image)

username:

password:

Successfully log in

modules and marks

skills

achievement

roles undertaken

HOME

(background image)

After clicking the button "modules and marks"

Physics
Math
⋮

These are modules' names.

Add Edit

You can click the "Add" and "Edit" button to add a new module and edit the information of the module, including the module name, your scores and so on. The system will calculate your average grade automatically.

After clicking the "skills" button,

load

write

modify

We can click the "write" button to input the skills of students. "modify" button is used to revise something about the content. Through "load" button, we can see those skills.

After clicking "roles undertaken",

The diagram illustrates a database schema for a volunteer management system. It features a table with three columns: *name*, *credit*, and *hours*. Below the table, there are four buttons: "Add volunteer works", "Add club roles", "Edit volunteer works", and "Edit role undertaken". Arrows indicate the flow of data from these buttons into the table. The "Add volunteer works" button points to the first row, "Add club roles" points to the second row, "Edit volunteer works" points to the third row, and "Edit role undertaken" points to the fourth row.

We can click these buttons to add and edit the students' volunteer work or club roles. After adding, we can see them in the board above.

After clicking "achievement" button:

Username:	<input type="text"/>	Add Achievement
Achievement:	<input type="text"/>	Modify Achievement
Old Achievement:	<input type="text"/>	
New Achievement:	<input type="text"/>	
Remove Achievement:	<input type="text"/>	Remove Achievement
<div></div>		List Achievement

We can add and check our achievements in this system. There are some buttons used to add, modify and remove your achievements, and you can see them in the blank board.

After clicking "HOME" button, we will return the original page (the login page).