



# BUPT Odyssey User Manual

FOR SELF LEARNING SYSTEM

Group 23 | Software Engineering | 2023.5

# Content

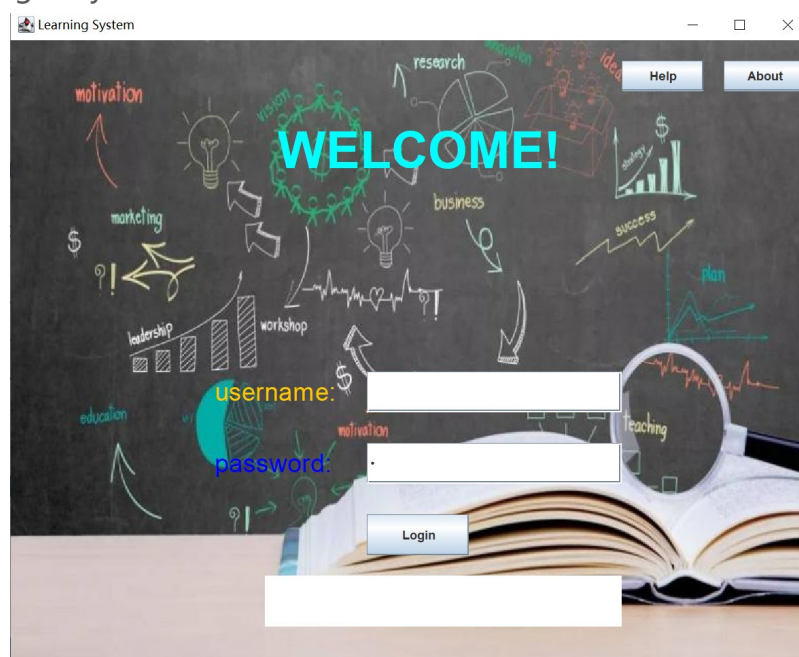
SYSTEM DESCRIPTION .....	2
STARTUP PROCEDURE .....	2
MAIN FUNCTION.....	4
Main Page .....	4
Modules and Marks Page.....	5
Skills Page .....	7
Achievement Page .....	9
Roles Undertaken Page.....	11
WARNING .....	13

## SYSTEM DESCRIPTION

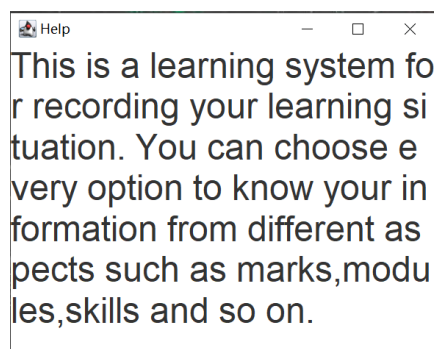
This is a self-learning management system designed for the undergraduates, which can record modules and marks, the skills gained, the achievements made, the roles undertaken and calculate the moral score.

## STARTUP PROCEDURE

### 1. Log-in Page Layout



After click the "Help" button:

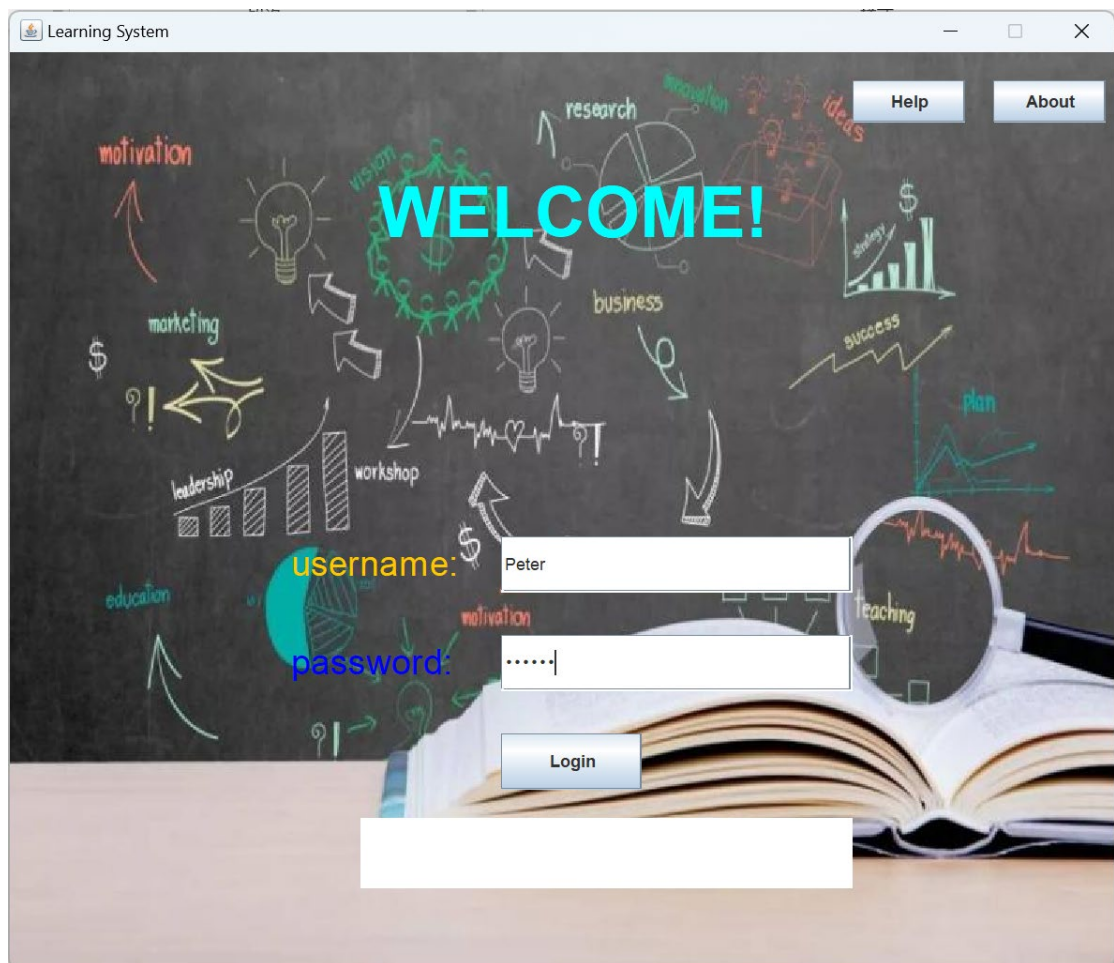


After click the "About" button:

About

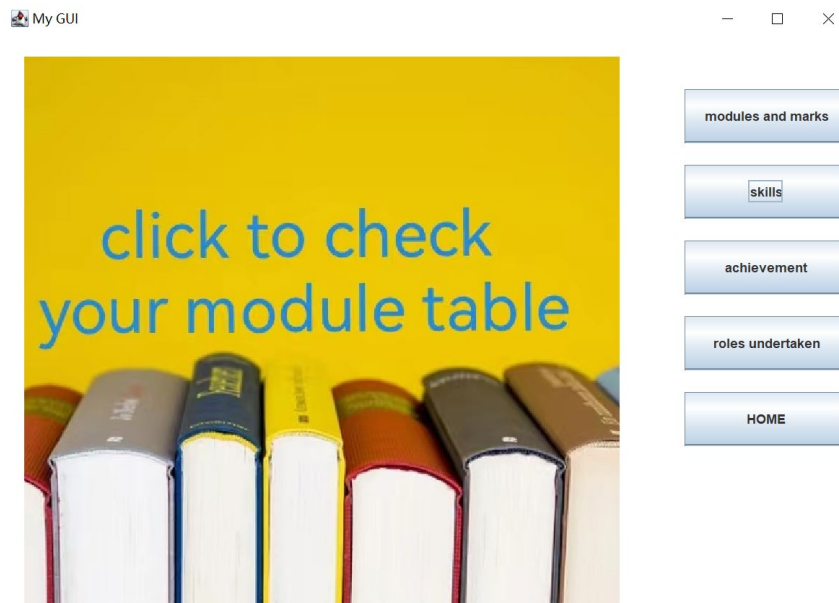
This is a learning system for recording your learning situation. If you have any question, please contact with us by the email 123456@bupt.edu.cn

2. Enter your username
3. Enter your password
4. Press the log in button



# MAIN FUNCTION

## MAIN PAGE



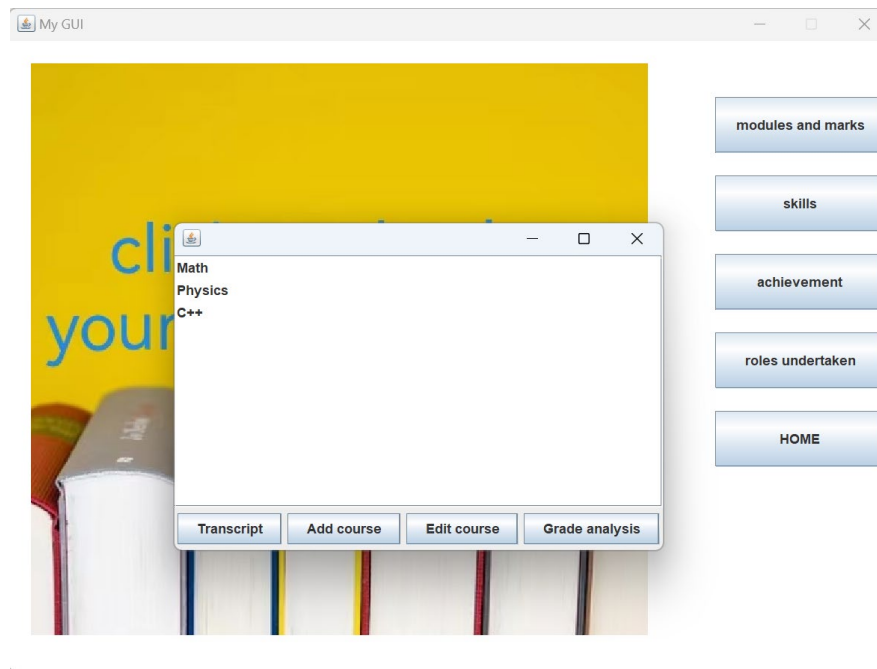
1. Click the course timetable on the left, the system will show it to you in another page in detail.

Course Schedule

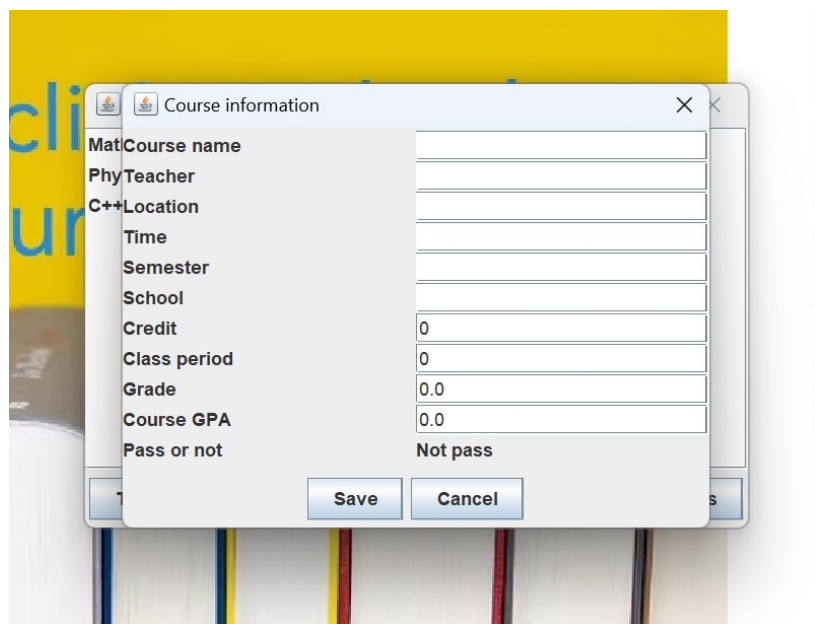
Monday	Tuesday	Wednesday	Thursday	Friday
Math	Physics	Biology	Chemistry	Computer Science
English	History	Art	Physical Education	Math
Physics	Biology	Chemistry	Computer Science	English
History	Art	Physical Education	Math	Physics
Biology	Chemistry	Computer Science	English	History
Art	Physical Education	Math	Physics	Biology
Chemistry	Computer Science	English	History	Art
Physical Education	Math	Physics	Biology	Chemistry

2. Click the four buttons on the right, you will jump to the corresponding function part respectively, which is shown in detail in the following part.
3. Click the "HOME" button, you will jump to the log-in page.

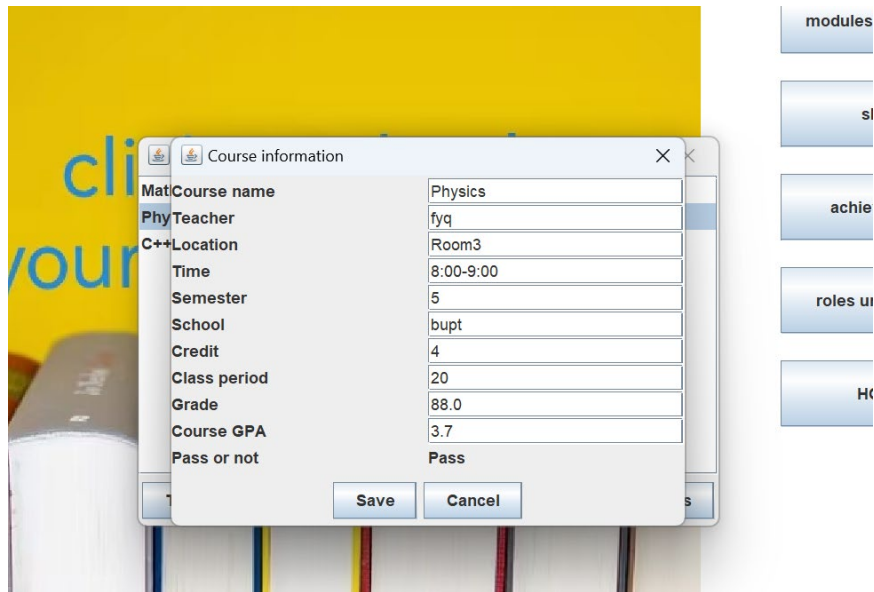
## MODULES AND MARKS PAGE



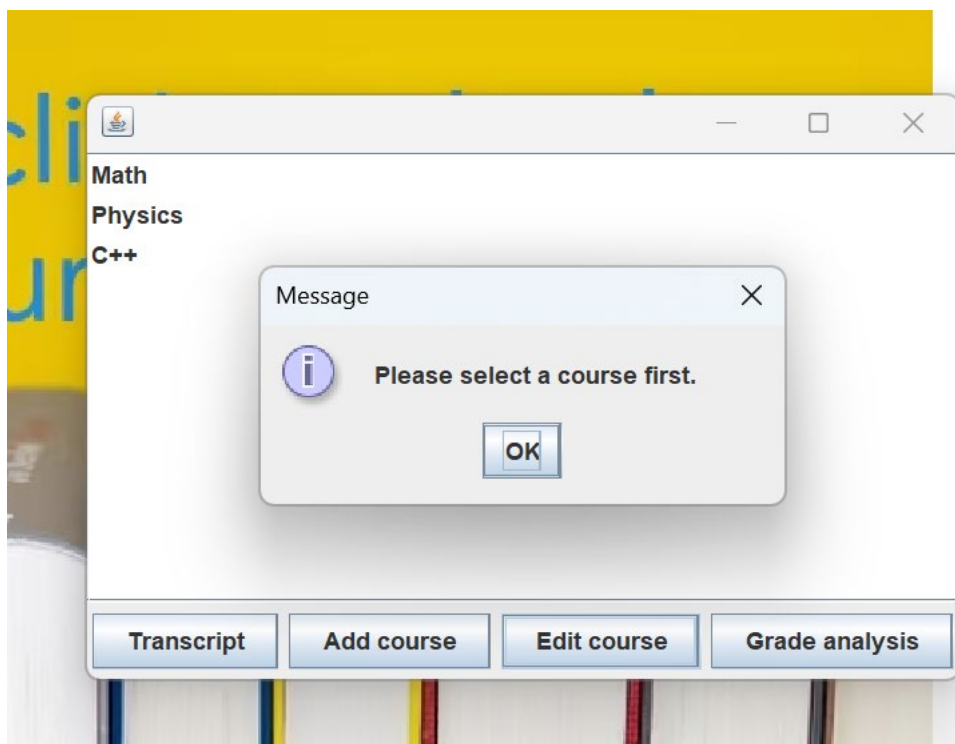
1. Click the "Add course" button, enter the course information, save or cancel



2. Select one course in advance, click "Edit" button, edit the information

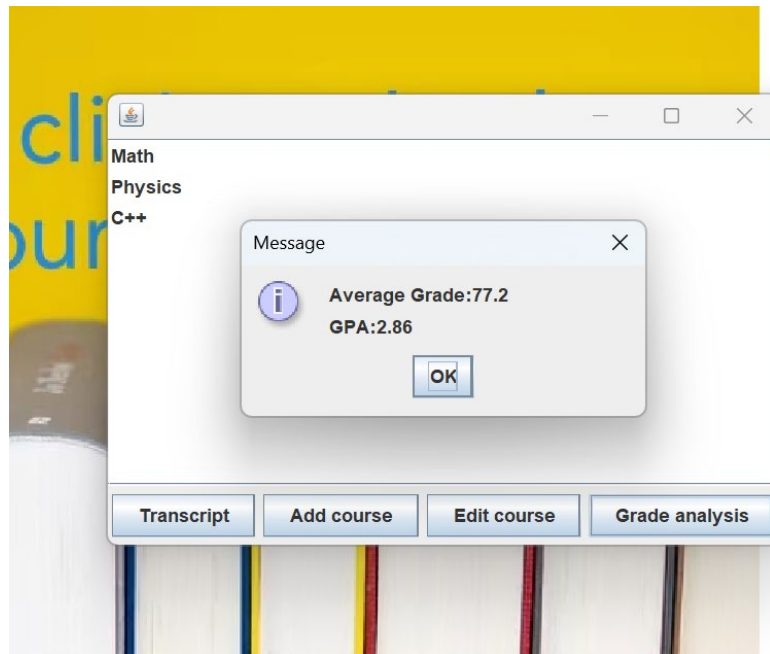


Hint: if you do not select one in advance, the system will remind you.



3. Click the "Grade Analysis" button, the system will calculate the average score as well as the GPA



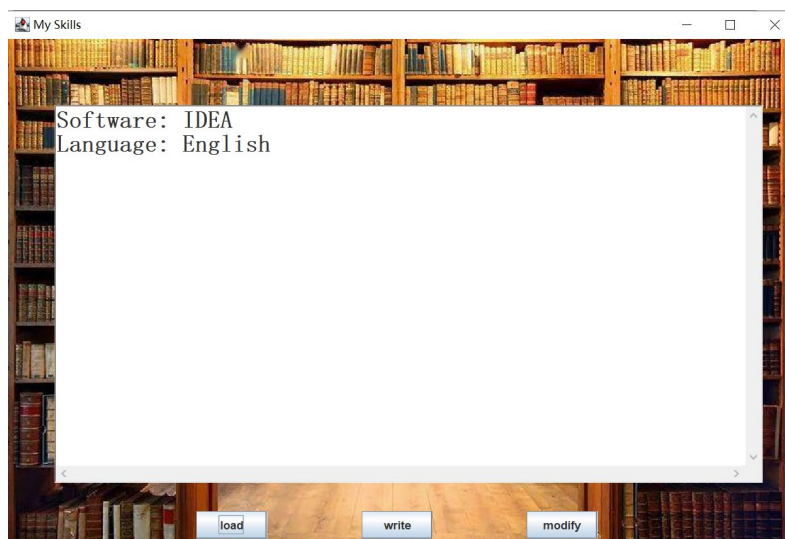


- Click the "Transcript" button, the system will show you the information you entered in detail, in an independent page.

Transcript									
Course name	Teacher	Classroom location	Teaching Semester	Teaching School	Credit	Course duration	Mark	GPA	Pass
Math	yzq	BUPT	2023.4	BUPT	2	30	50.0	0.0	false
Physics	fyq	Room3	5	bupt	4	20	88.0	3.7	true
C++	fyq	Room3	4	bupt	4	32	80.0	3.0	true

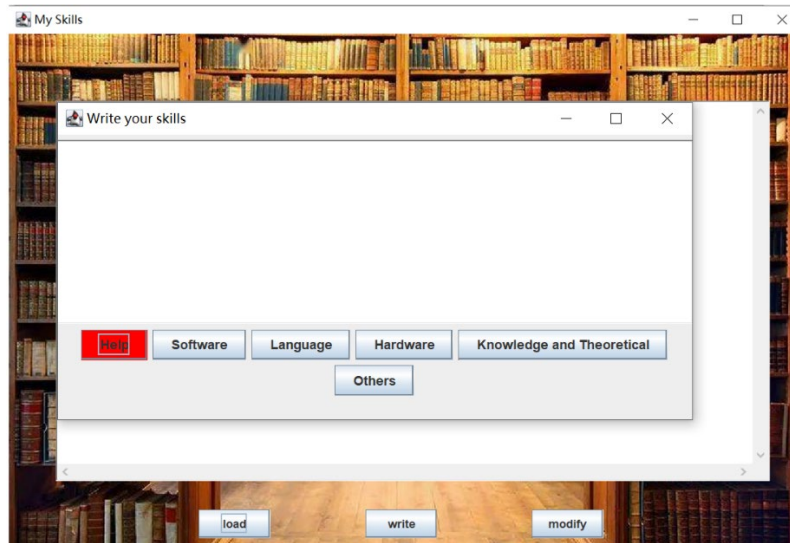
## SKILLS PAGE

- Click "load" to read the information entered and show it on the screen

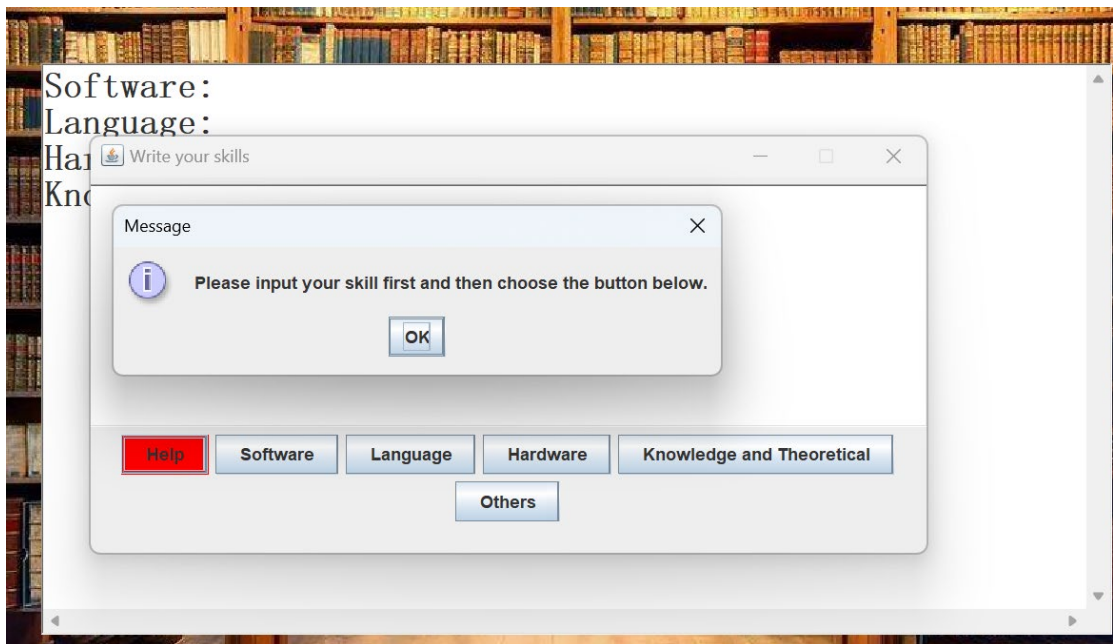


- Click "write" to write the skills you gained

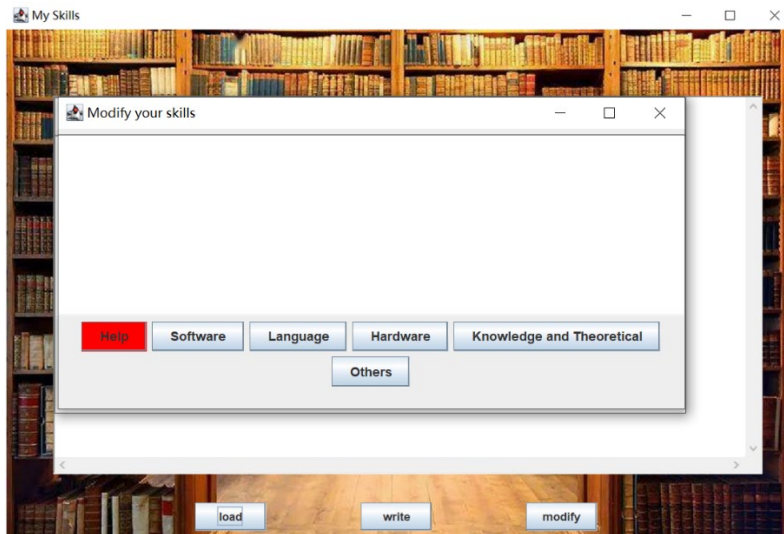




2.1 Click the “Help” button to read the instructions

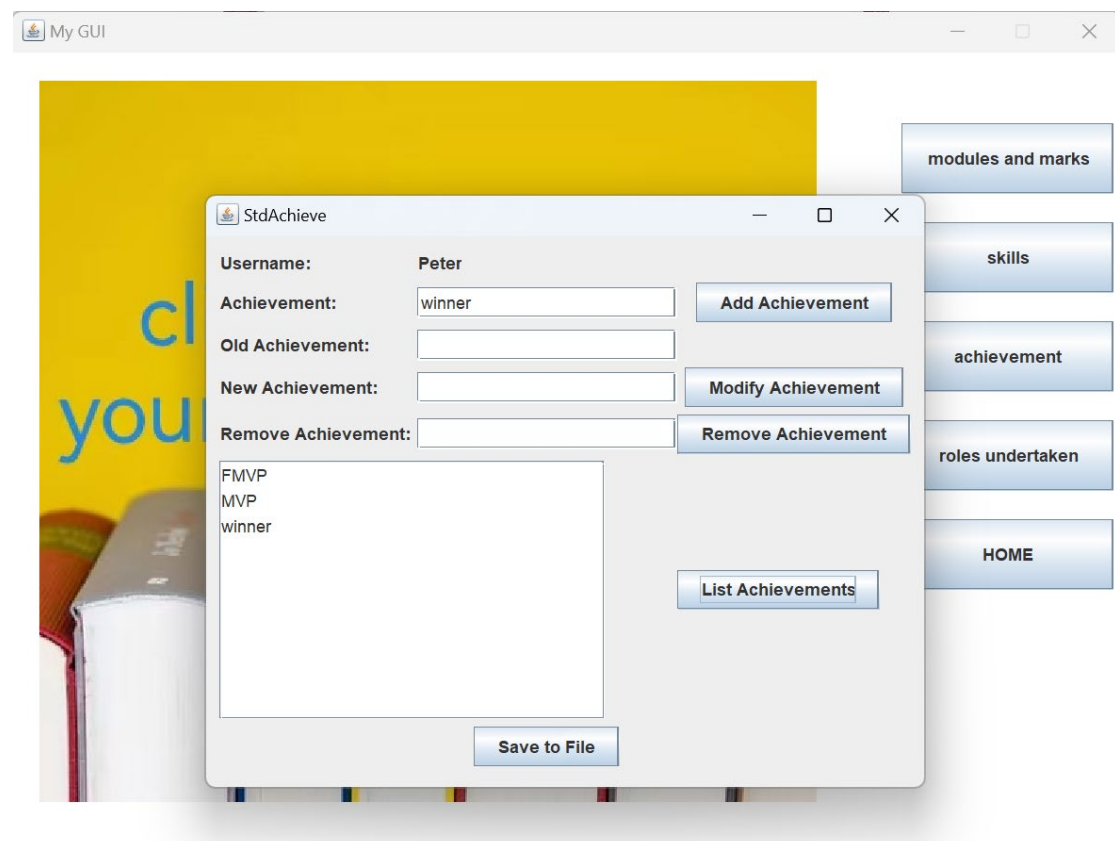


- 2.2 Type in the skill first, then choose the type of the skill
3. Click the “modify” button to edit the skills you entered

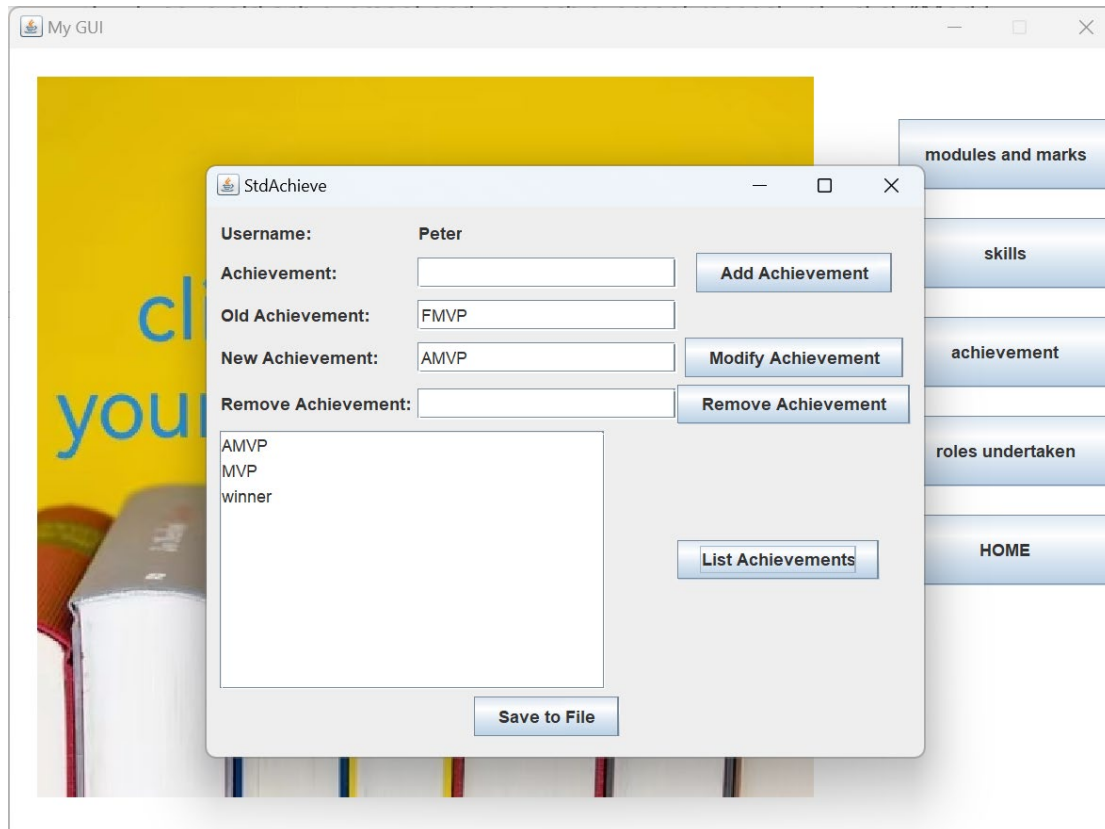


## ACHIEVEMENT PAGE

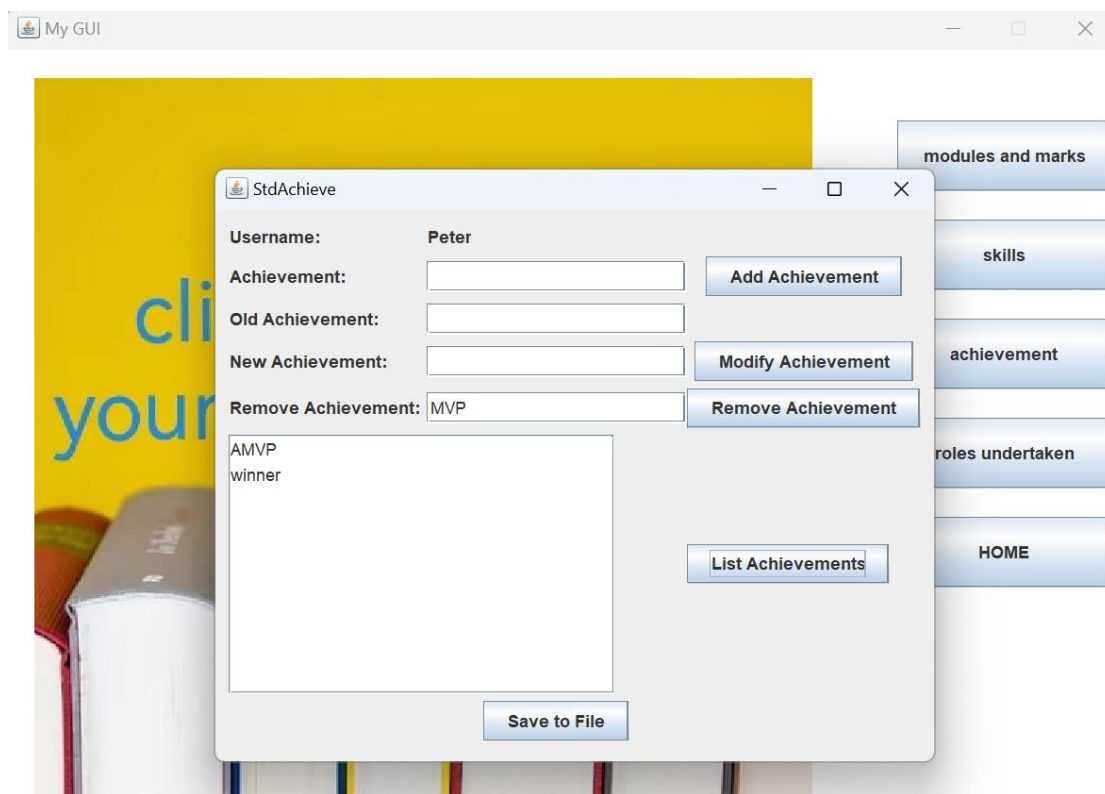
1. Click "Add Achievement", then click "list achievement", you can see the achievements listed on the south.



2. Type in old achievement and new achievement respectively, click "Modify Achievement", then click "list achievement", you can see the achievements modified listed on the south.

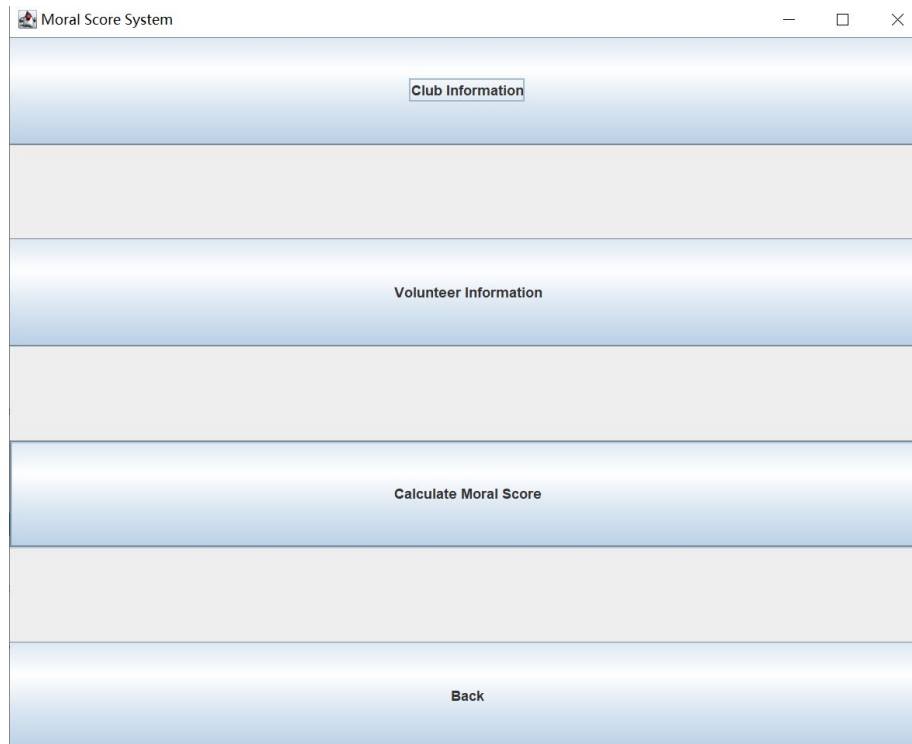


3. Type in remove achievement, click "Remove Achievement", then click "list achievement", you can see the achievements removed on the south.

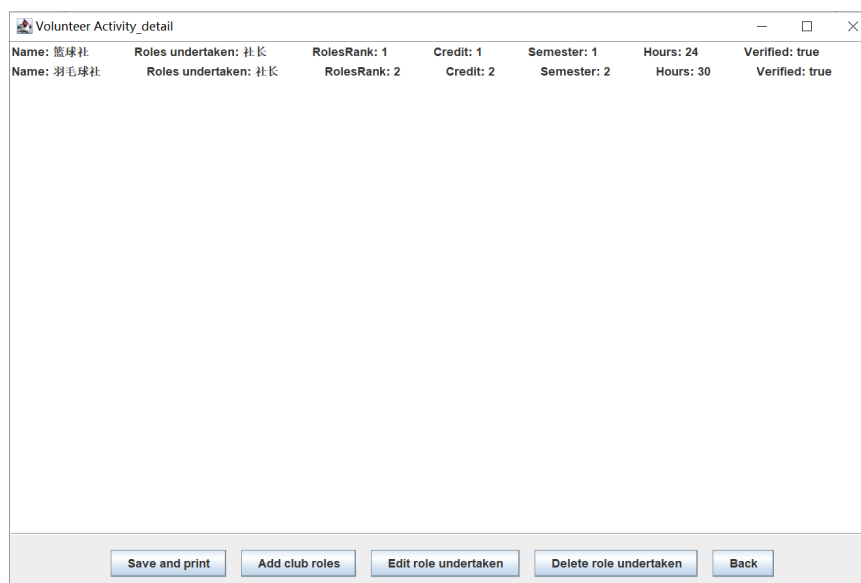


4. Click "Save to File", save the information as txt file.

## ROLES UNDERTAKEN PAGE



1. Click the "Club information" button, to perform the add, edit, delete and save functions respectively



Select one item to edit:

The screenshot shows a web application window titled "Volunteer Activity\_detail". It contains a table with three rows of volunteer activities. A modal dialog box titled "volunteer work information" is open in the center, allowing users to add, edit, or delete activities. The dialog has fields for name, time, semester, volunteer\_rank, credit, hours, and a verified/not-verified checkbox. At the bottom of the main window, there are five buttons: "Save and print", "Add volunteer works", "Edit volunteer work", "Delete volunteer work", and "Back".

Name	Volunteer_rank	Time	Semester	Credit	Hours	Verified
1223	4	12	31	13	13	true
冬奥支援	1	2022	5	100	100	true
植树节	1	2023	6	12	30	true

volunteer work information

name: 植树节

time: 2023

semester: 6

volunteer\_rank: 1

credit: 12

hours: 30

verified/not-verified: ☒

save cancel

Save and print Add volunteer works Edit volunteer work Delete volunteer work Back

- Click the "Volunteer information" button, to perform the add, edit, delete and save functions respectively

This screenshot shows the same "Volunteer Activity\_detail" window as above, but with the "volunteer work information" dialog box closed. The table of activities remains the same. The focus is on the bottom navigation bar which contains the buttons: "Save and print", "Add volunteer works", "Edit volunteer work", "Delete volunteer work", and "Back".

Name	Volunteer_rank	Time	Semester	Credit	Hours	Verified
1223	4	12	31	13	13	true
冬奥支援	1	2022	5	100	100	true
植树节	1	2023	6	12	30	true

Save and print Add volunteer works Edit volunteer work Delete volunteer work Back

- Click the "Calculate Moral Score" button, click the "Input statistics" button, enter the account of roles undertaken and volunteer experience respectively, click the "calculate" button to get the final moral score.

**Moral Calculation Table**

Input statistics

Name	Rank	Hour	Credit
篮球社	1	24	1
羽毛球社	2	30	2
1223	4	13	13
冬奥支援	1	100	100
植树节	1	30	12

Credit of Roles Undertaken: 3  
 Credit of Volunteer Experience: 125  
 Account of Roles Undertaken: 0.5  
 Account of Volunteer Experience: 0.5

Moral score: 64.0

Back

## WARNING

You should be responsible for the information you entered, because it is a self-learning system designed for the undergraduate, not a school official learning system. We are **NOT** responsible for any disputes, misleading information, or any adverse consequences caused by incorrect input.