

Team project report #1

- Inception

Group 2



Requirements capture and modeling

1. Actors and systems

Actor	Generalization
Staff	
Contact Staff	
Campaign Staff	
Accountant	
Sub-system	
Campaign Management	
Advert Management	
Staff Management	

```

classDiagram
    class ContactStaff {
        <<Generalization>>
    }
    class Staff {
        <<Subsystem>>
    }
    class CampaignStaff {
        <<Subsystem>>
    }
    class Accountant {
        <<Subsystem>>
    }
    class CampaignManger {
        <<Actor>>
    }

    ContactStaff <|-- Staff
    ContactStaff <|-- CampaignStaff
    ContactStaff <|-- Accountant
    
```

2. Requirement lists

* Four Requirements in blue are our main topics.

Requirement	Summary	Actor	Sub-system
1. To record details of Agate's clients and the advertising campaigns for those clients.			
1.1 To record names, address and contact details for each client.	Add a client	Campaign Manager	Campaign Management
1.2 To record the details of each campaign for each client. This will include the title of the campaign, planned start and finish dates, estimated costs, budgets, actual costs and dates, and the current state of completion.	Add a campaign, Schedule a date of a campaign	Campaign Manager	Campaign Management
1.3 To provide information that can be used in the separate accounts system for invoicing clients for campaigns.	Get campaign invoicing info	Contact Staff	Campaign Management

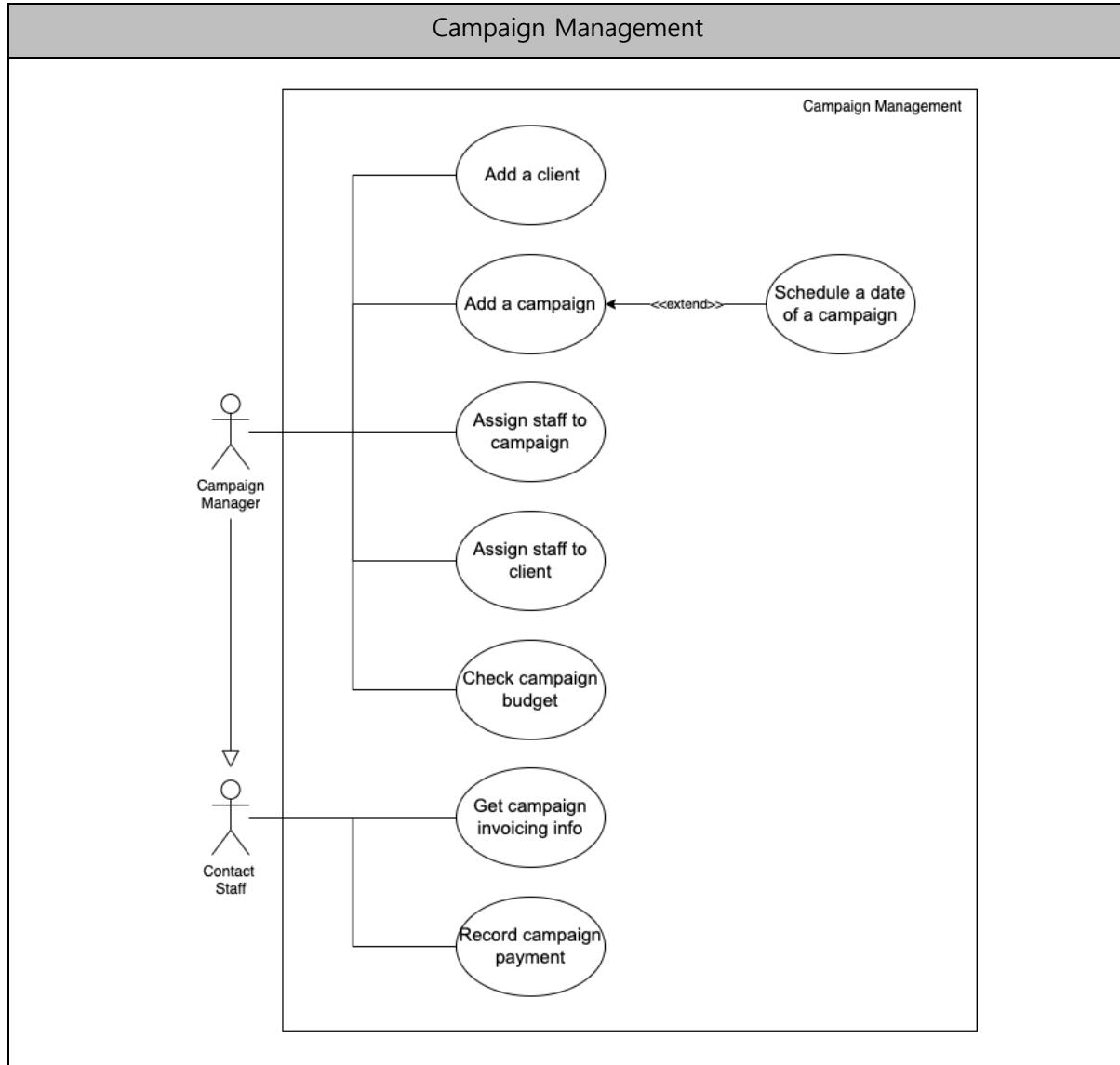
1.4 To record payments for campaigns that are also recorded in the separate accounts system.	Record campaign payment	Contact Staff	Campaign Management
1.5 To record which staff are working on which campaigns, including the campaign manager for each campaign.	Assign staff to campaign	Campaign Manager	Campaign Management
1.6 To record which staff are assigned as staff contacts to clients.	Assign staff to client	Campaign Manager	Campaign Management
1.7 To check on the status of campaigns and whether they are within budget.	Check campaign budget	Campaign Manager	Campaign Management
2. To provide creative staff with a means for recording details of adverts and the products of the creative process that leads to the development of concepts for campaigns and adverts.			
2.1 To allow creative staff to record notes of ideas for campaigns and adverts.	Create a concept note	Campaign Staff	Advert Management
2.2 To provide other staff with access to these concept notes.	Browse concept notes	Staff	Advert Management
2.3 To record details of adverts, including the progress on their production.	Add a new advert to a campaign	Campaign Staff	Advert Management
2.4 To schedule the dates when adverts will be run.	Schedule a date of an advert	Campaign Staff	Advert Management
3. To record details of all staff in the company.			
3.1 To maintain staff records for creative and administrative staff.	Add a new member of staff	Accountant	Staff Management
3.2 To maintain details of staff grades and the pay for those grades.	Add a new staff grade Edit the pay for a staff grade	Accountant	Staff Management
3.3 To record which staff are on which grade.	Edit the grade with the staff	Accountant	Staff Management
3.4 To calculate the annual bonus for all staff.	Calculate staff annual bonus	Accountant	Staff Management

4. Non-functional requirements.

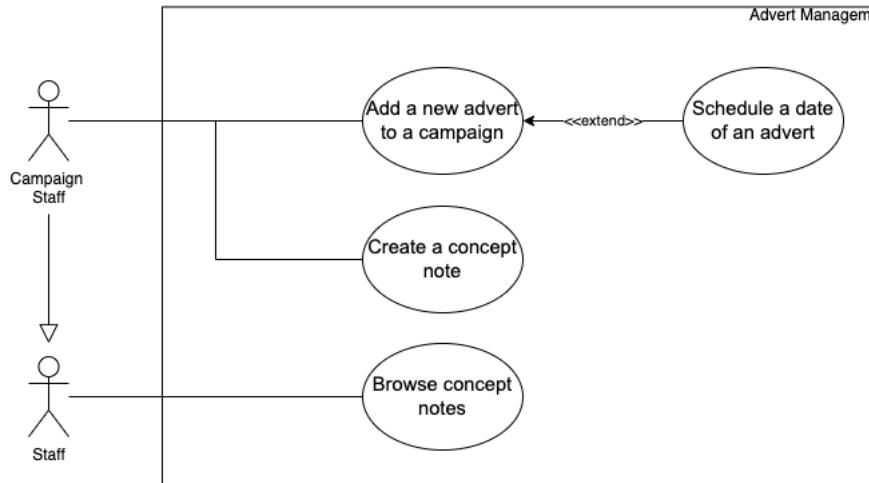
4.1 To enable data about clients, campaigns, adverts and staff to be shared between offices.

4.2 To allow the system to be modified to work in different languages

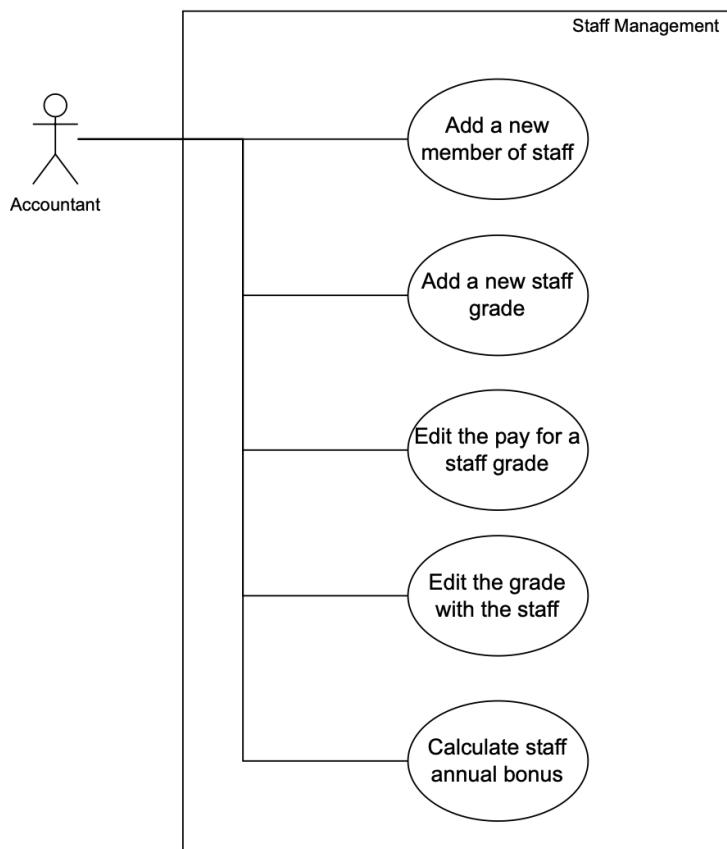
3. Use case model



Advert Management

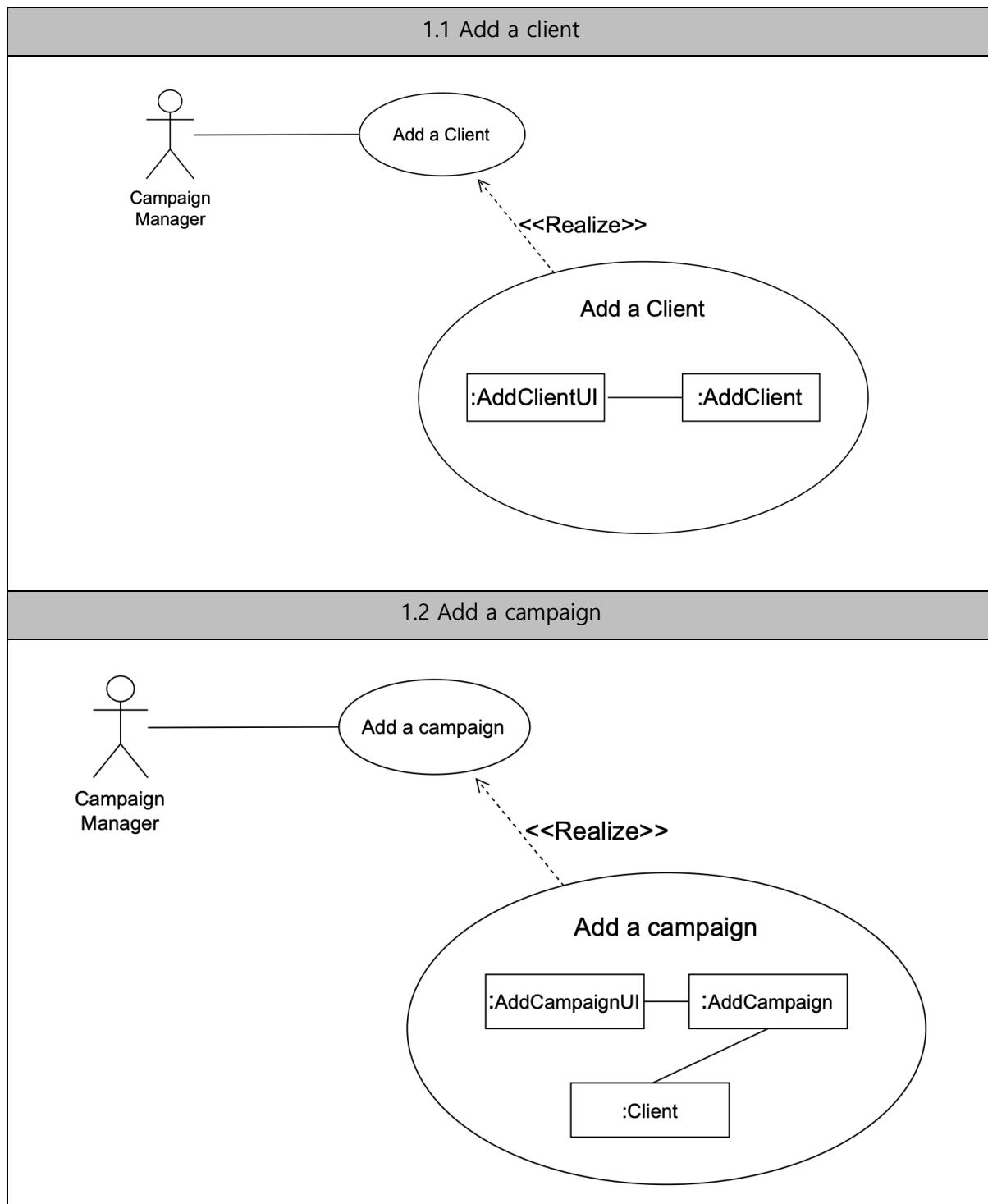


Staff Management

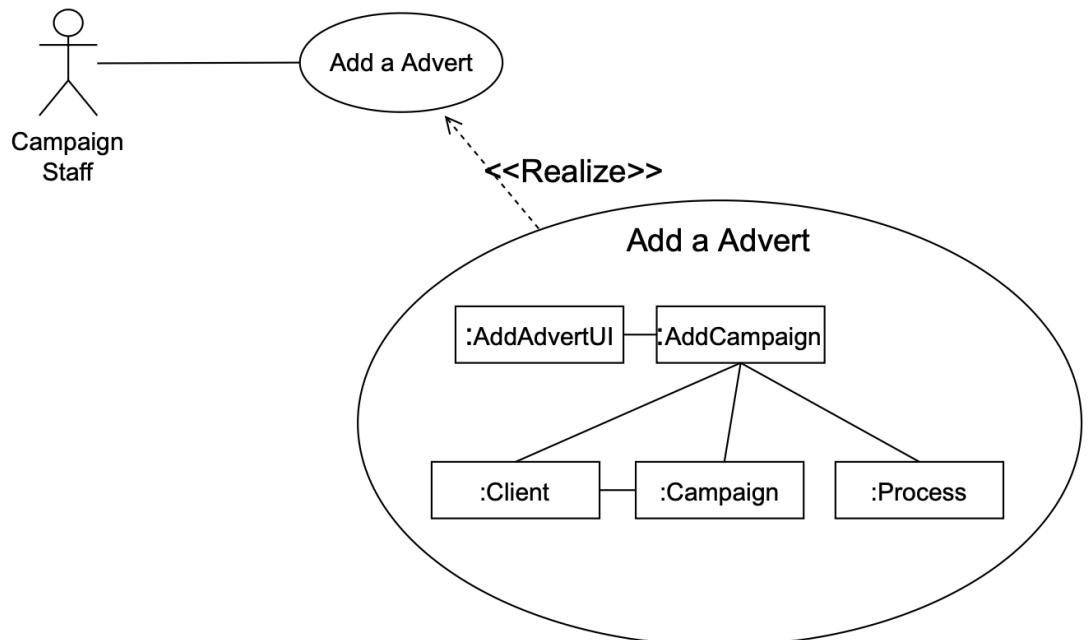


Requirement Analysis

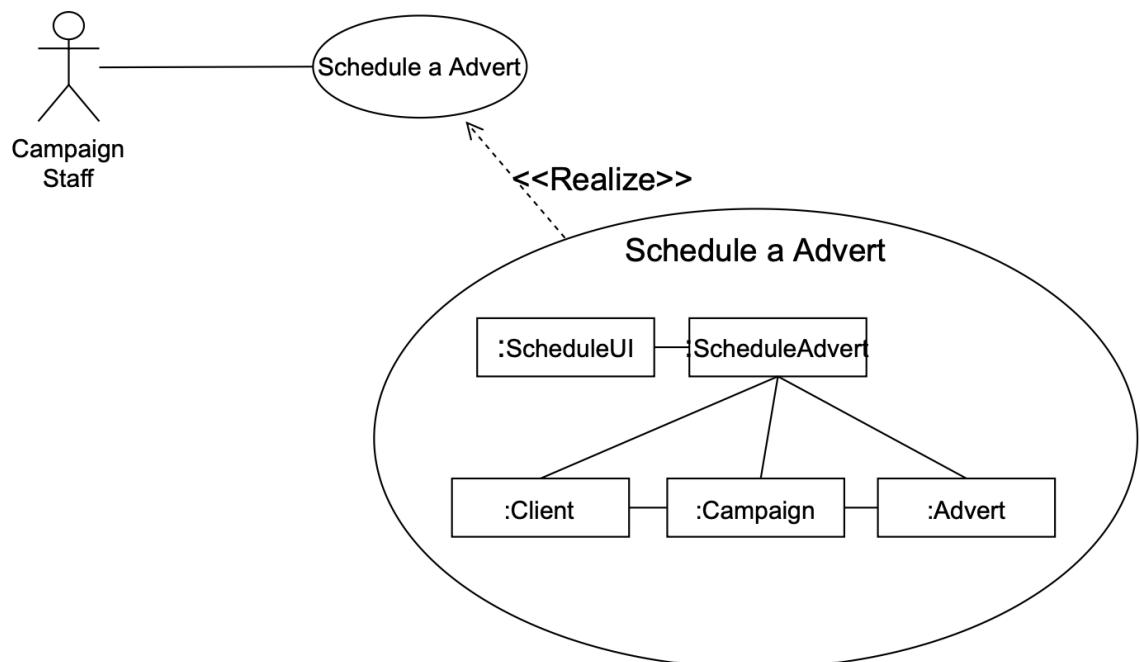
4. Collaboration Diagrams



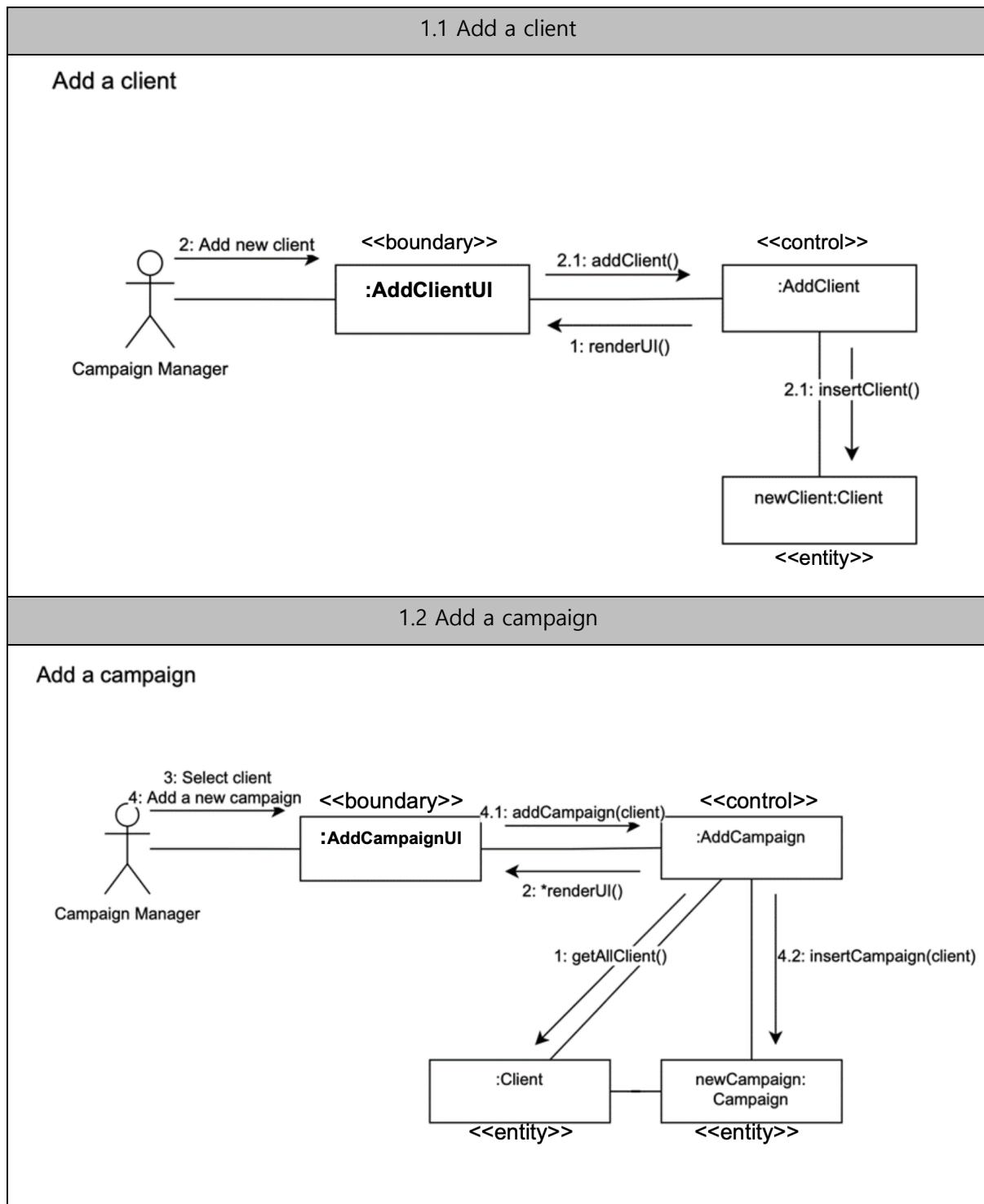
2.3 Add a new advert to a campaign



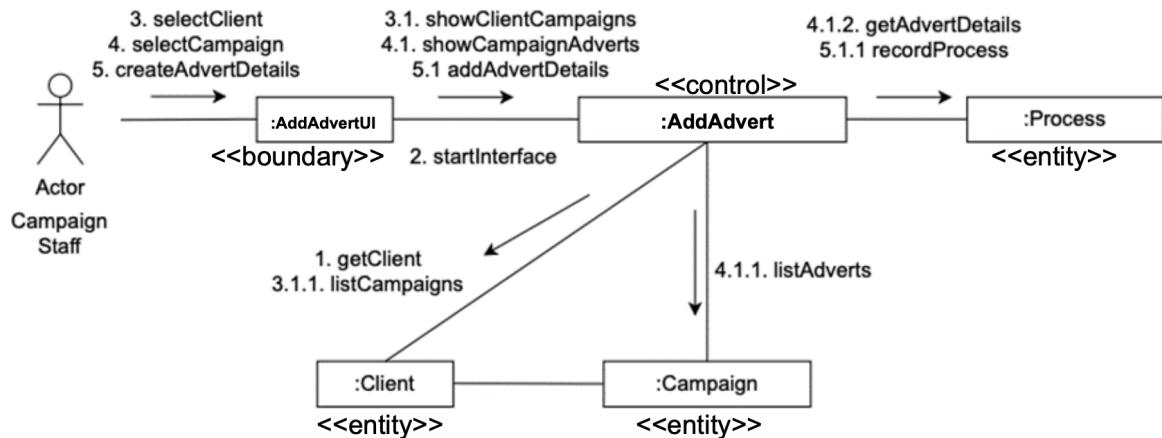
2.4 Schedule a date of an advert



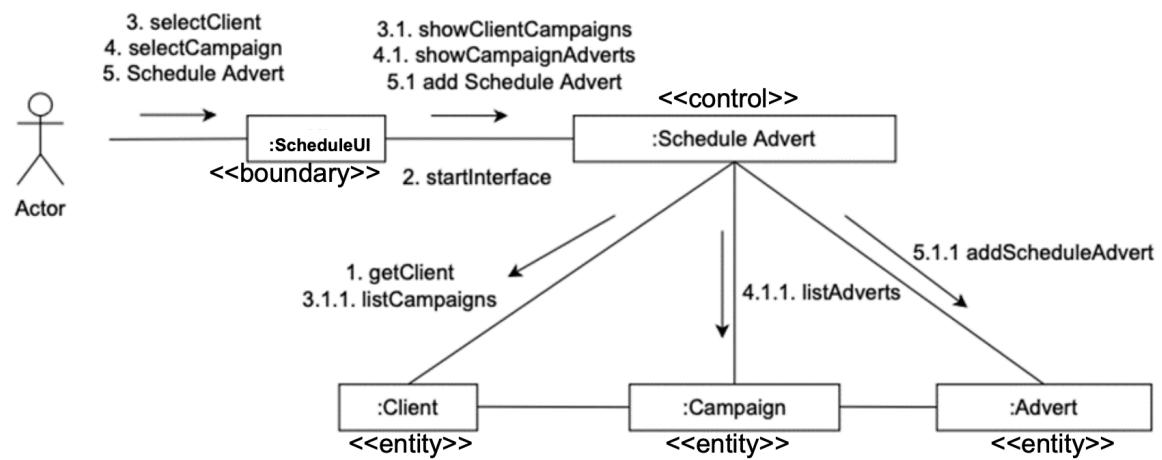
5. Communication Diagram



2.3 Add a new advert to a campaign

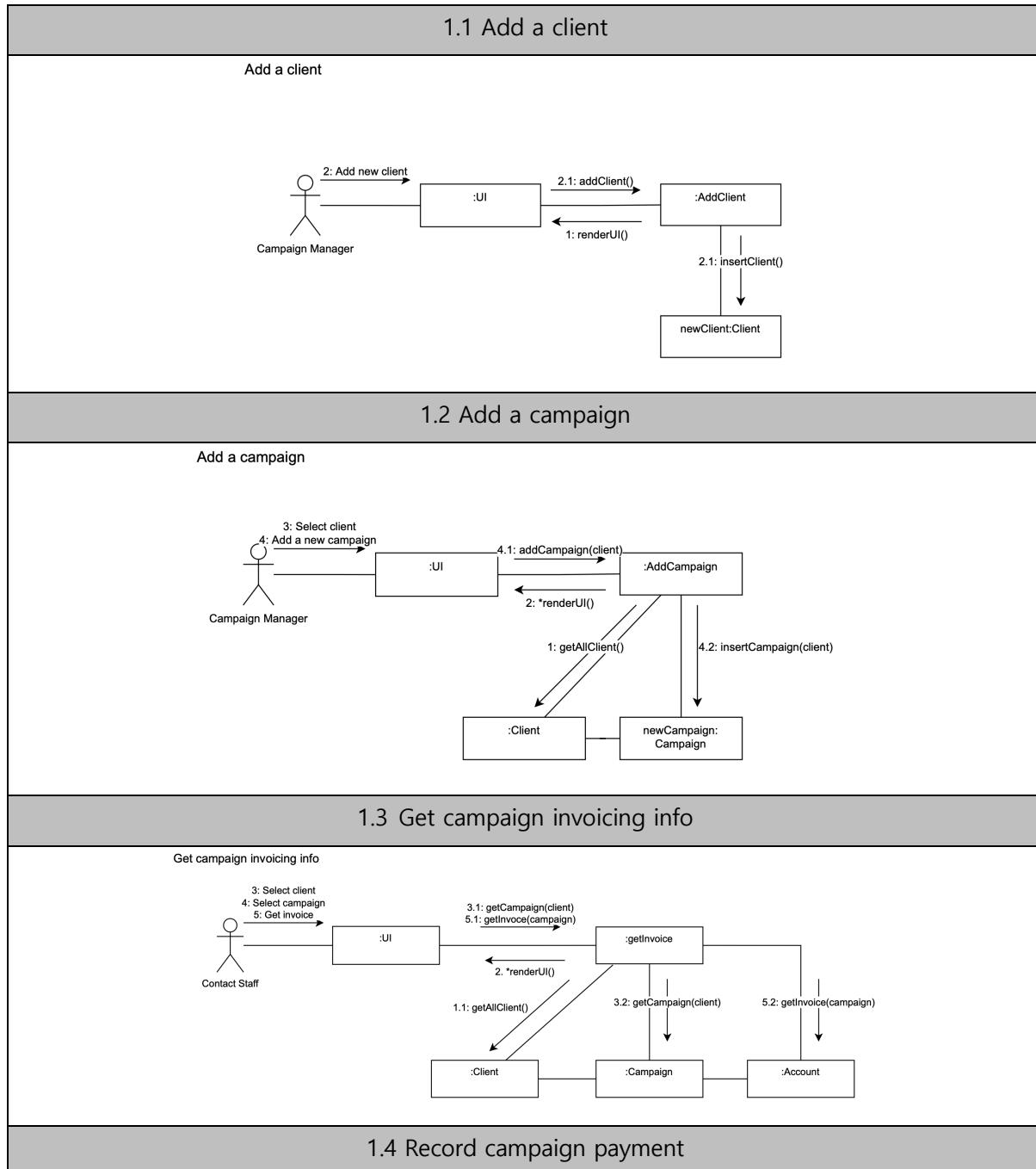


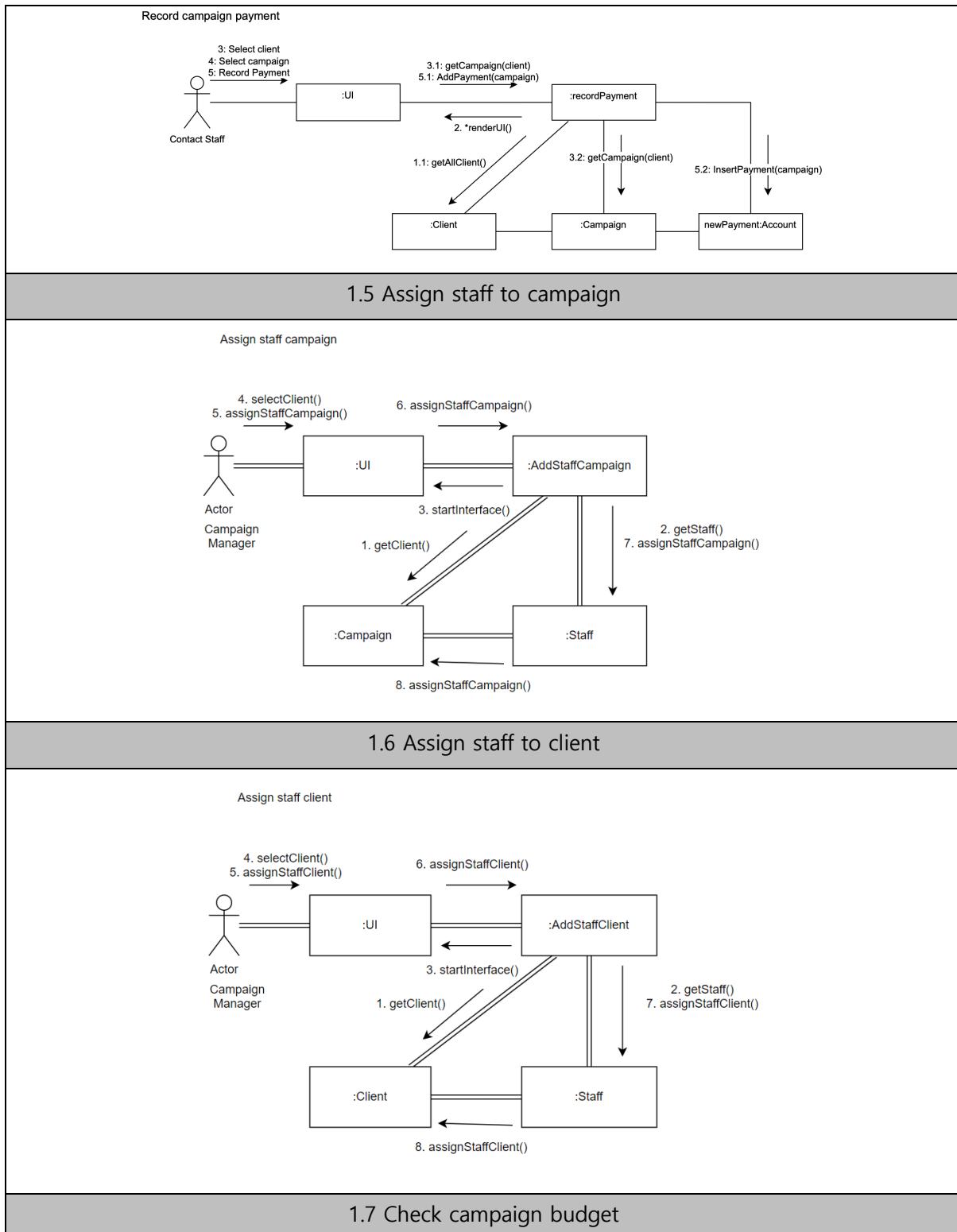
2.4 Schedule a date of an advert

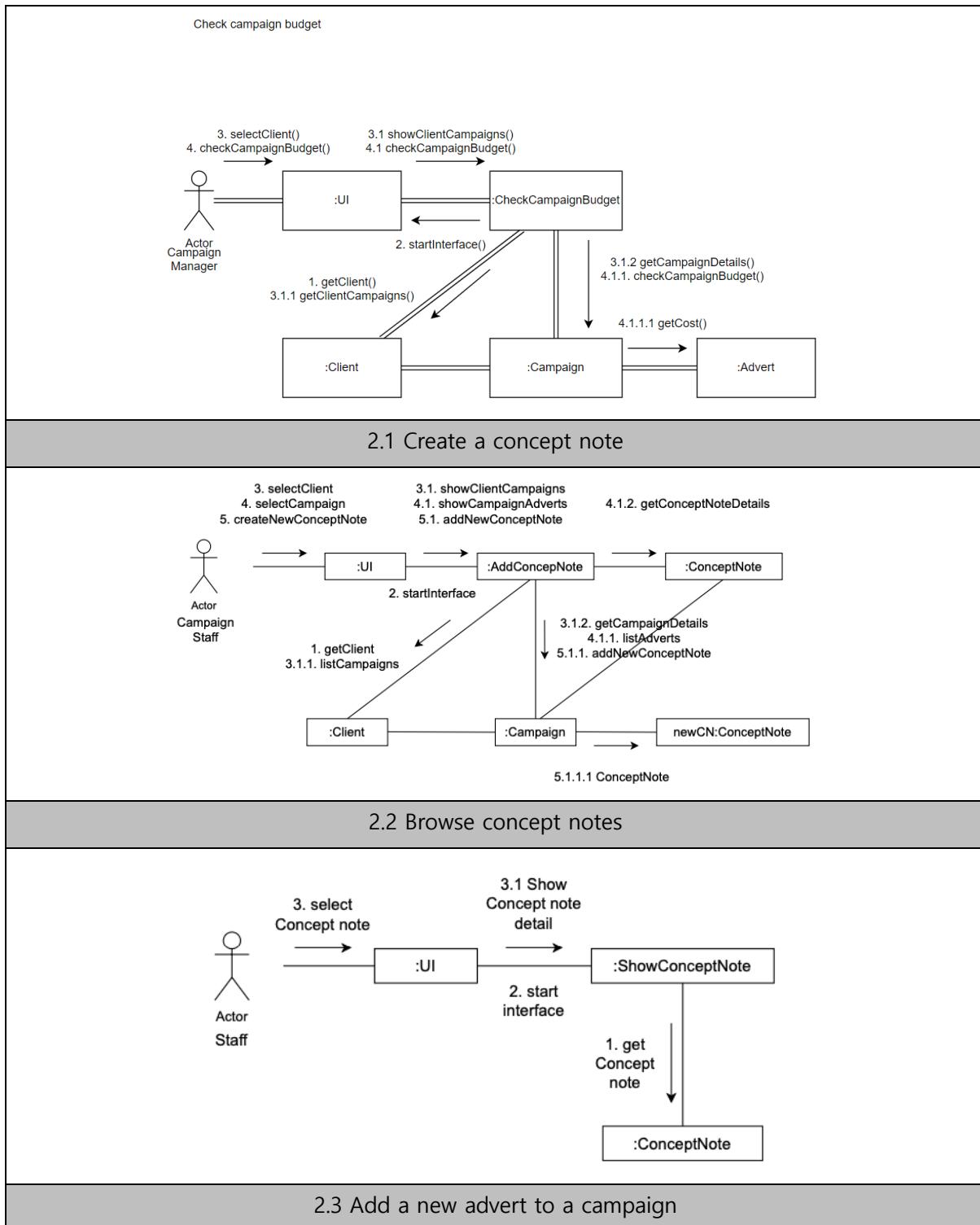


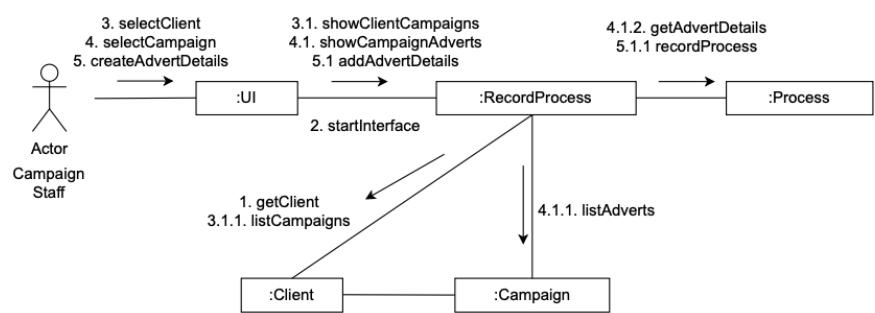
...More works
(not this assignment's requirement)

6. Communication Diagrams for All Cases

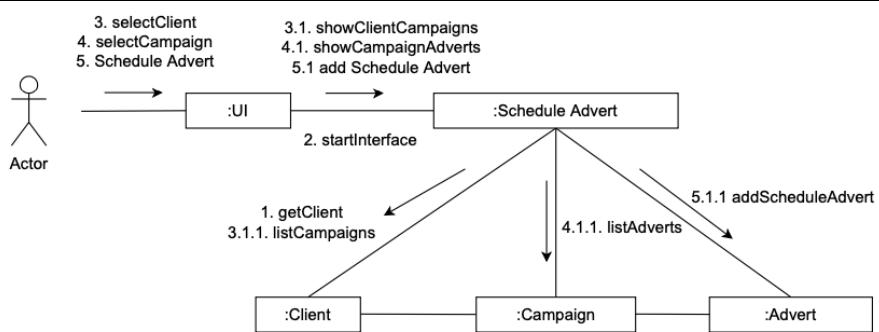




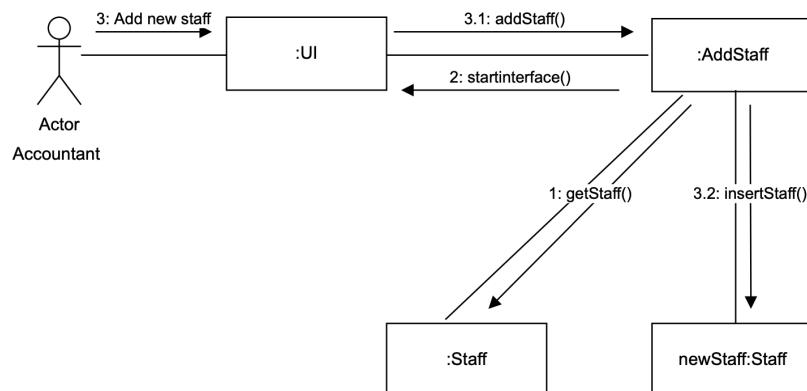




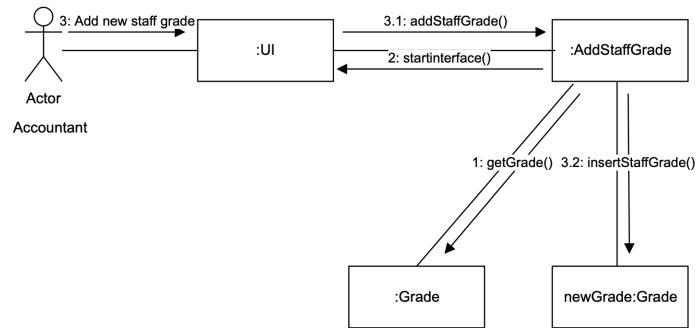
2.4 Schedule a date of an advert



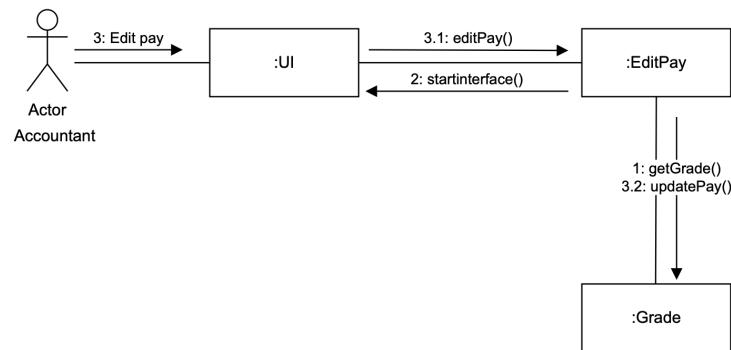
3.1 Add a new member of staff



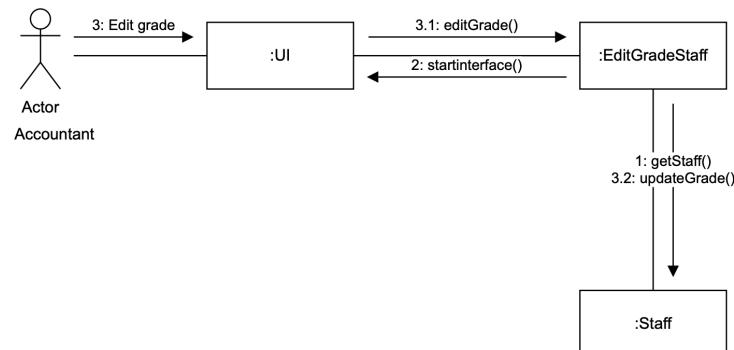
3.2 (1) Add a new staff grade



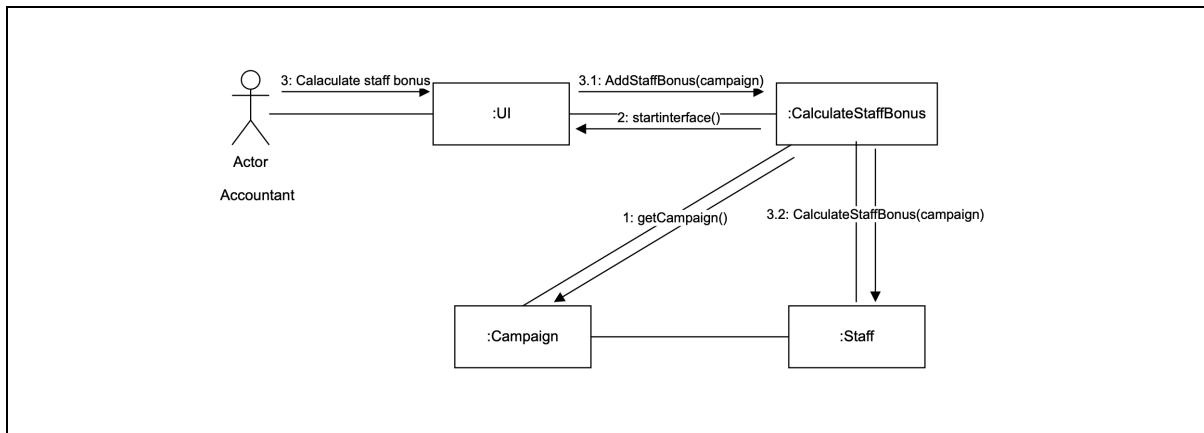
3.2 (2) Edit the pay for a staff grade



3.3 Edit the grade with the staff



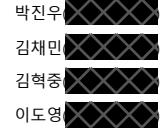
3.4 Calculate staff annual bonus



Team project report #2

- Elaboration

Group 2



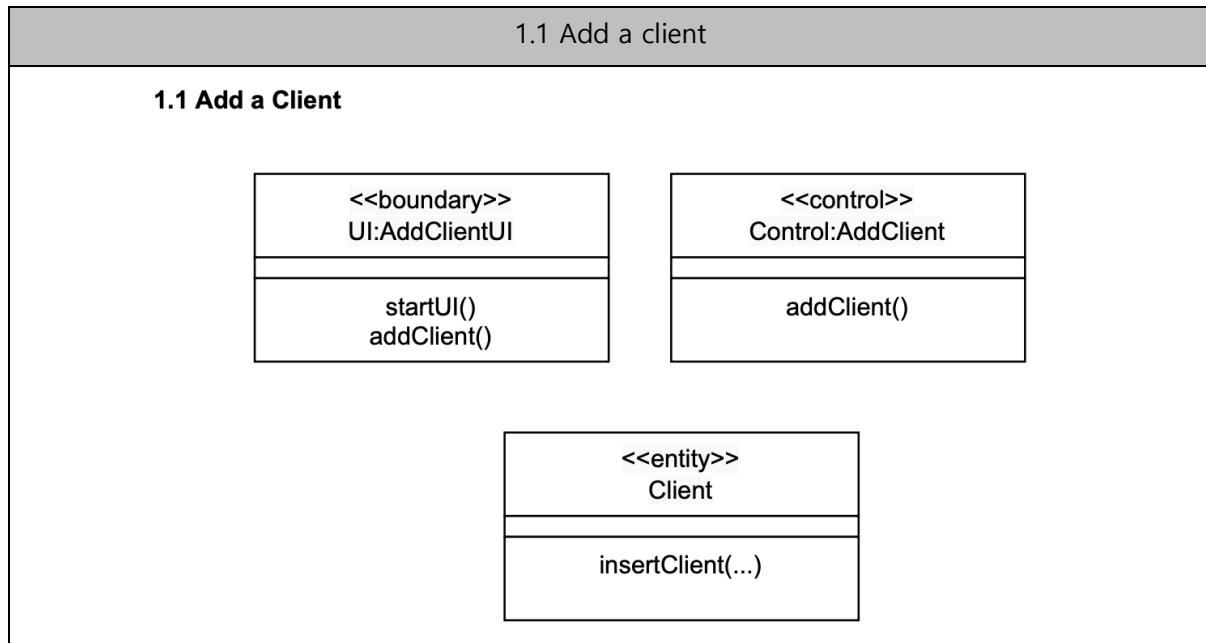
Requirements capture and modeling

1. Glossary

Term	Description
Advert	캠페인의 일환으로 Agate에서 제작하는 광고
Agate	이번 프로젝트의 고객 (정보시스템 사용 주체)
Campaign	광고를 제작하는 활동
Campaign Staff	특정 캠페인에서 일하는 Staff
Contact Staff	Agate와 접촉하고 돈을 받아내며 다른 Staff에게 임금을 지급하는 Staff
Client	Agate의 고객, 광고 캠페인의 주체
Staff	Agate에서 일하는 직원

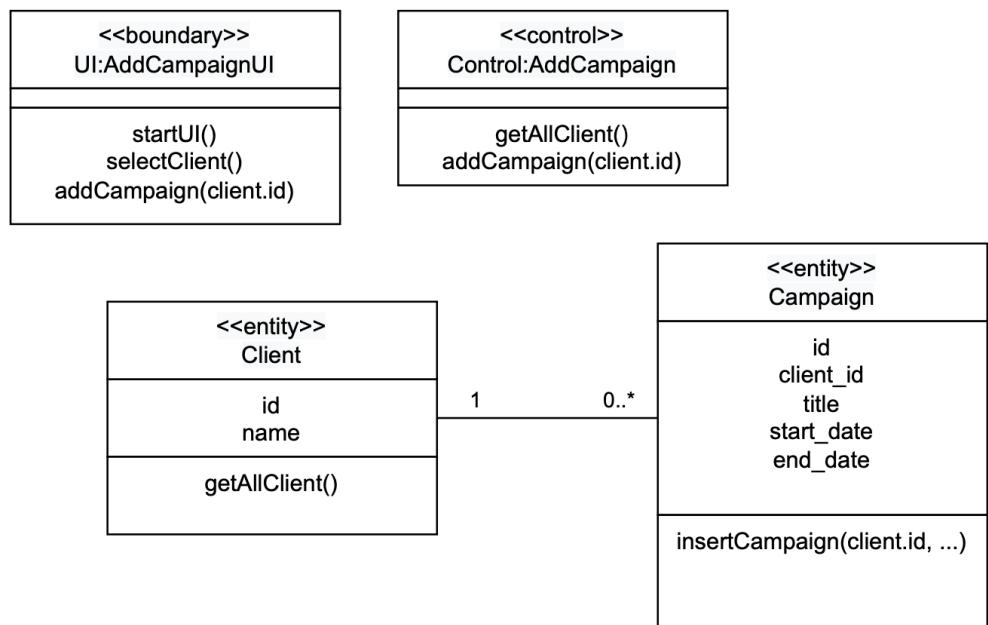
Requirement Analysis

2. Class Models



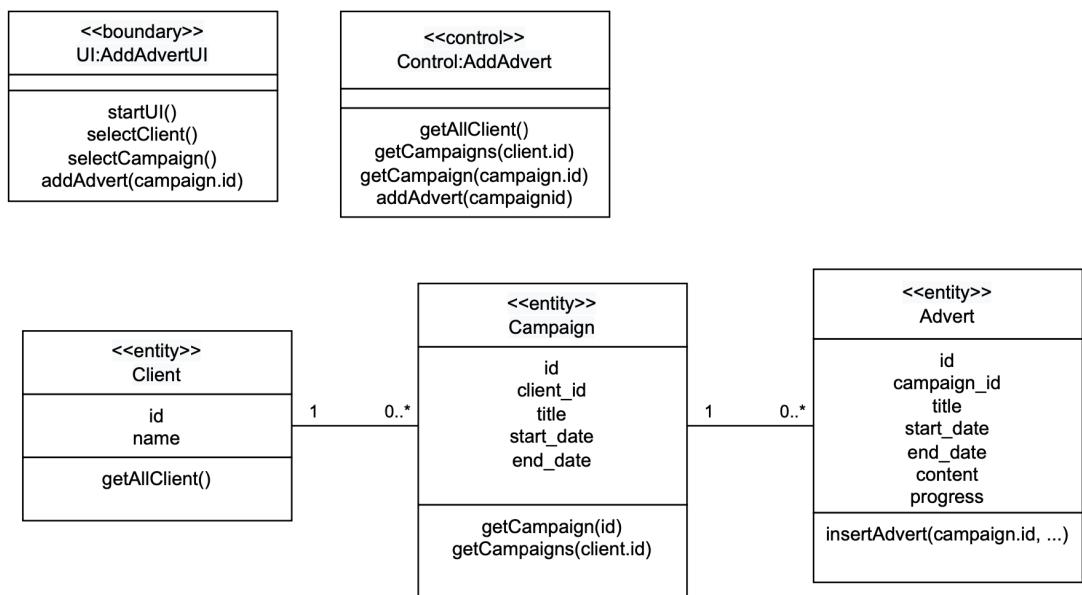
1.2 Add a campaign

1.2 Add a Campaign



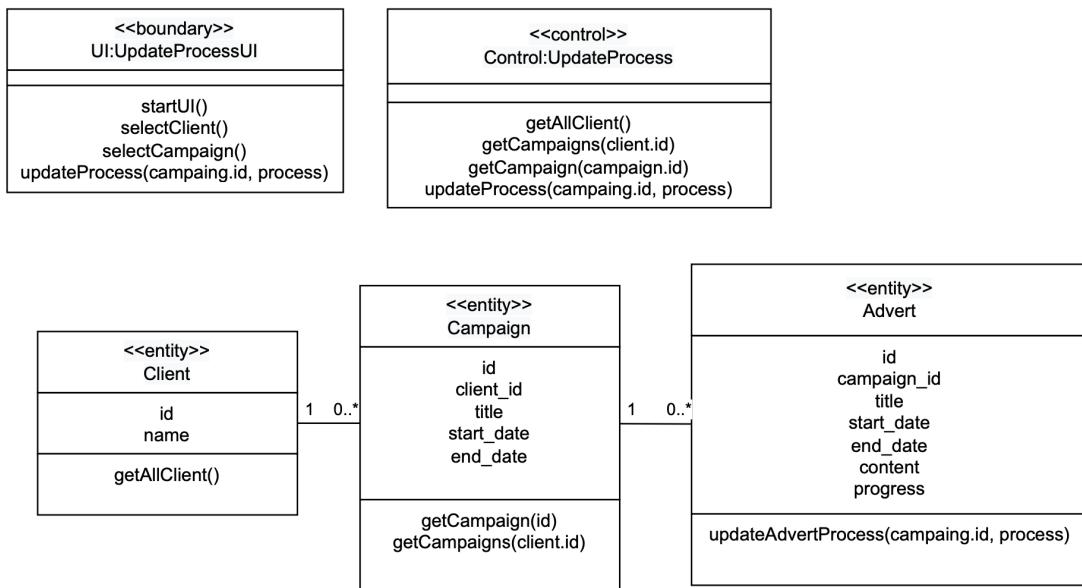
2.3 Add a new advert to a campaign

2.3 Add a new advert to a campaign



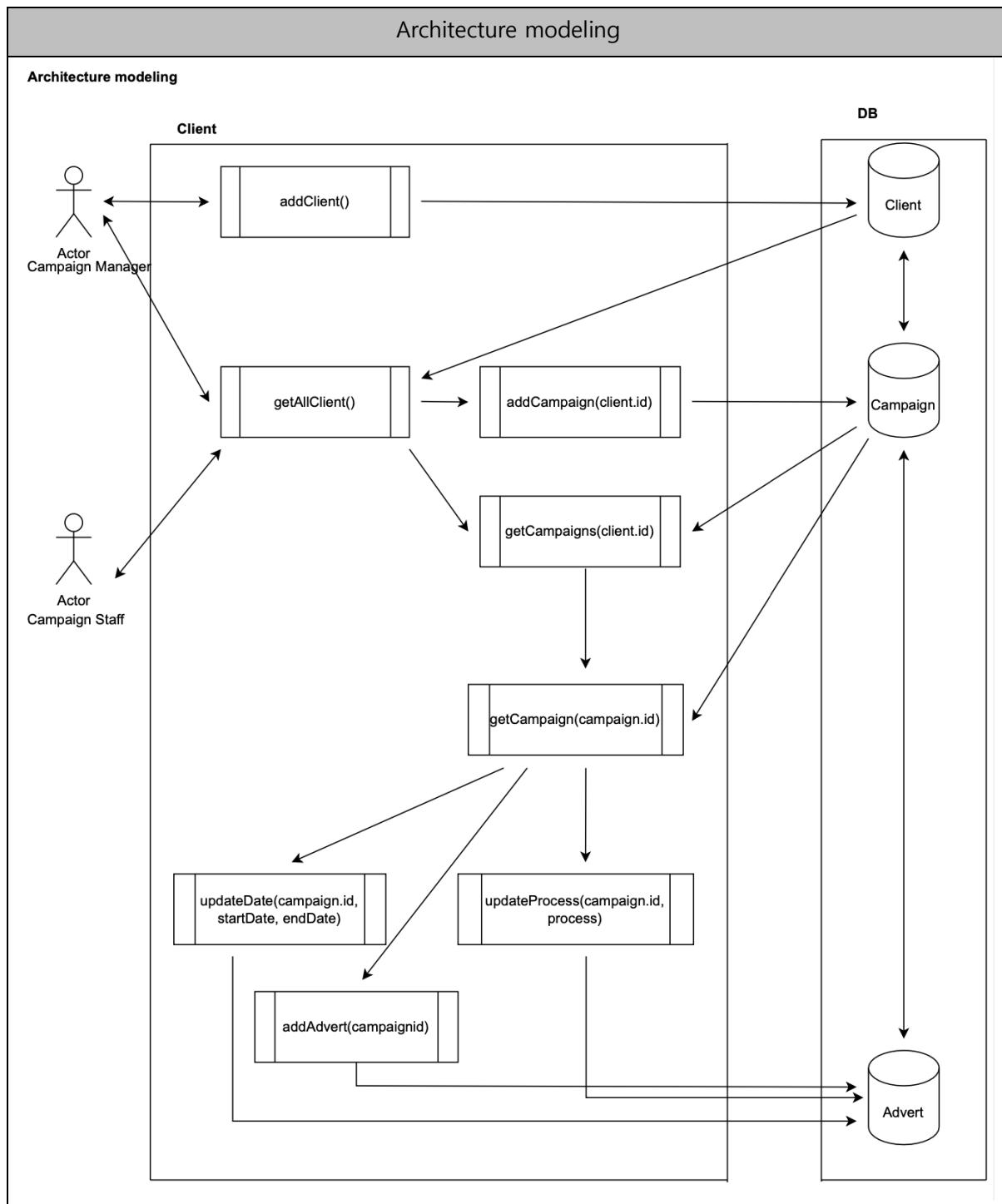
2.4 Schedule a date of an advert

2.3 Add a new advert to a campaign - update process

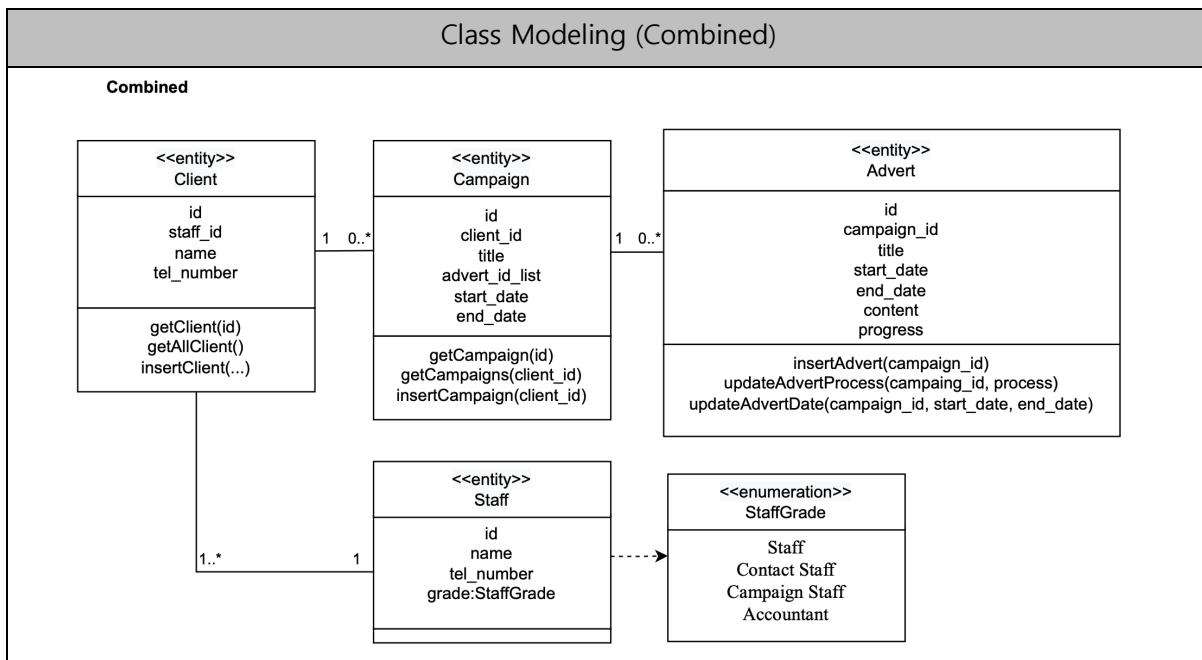


Design

3. Architecture modeling



4. Class modeling (Combined)



5. Prototype

Main

Agate Main System

- Add Client Click to go 1.1
- Add Campaign Click to go 1.2
- Add Advert Click to go 2.3
- Edit Advert Click to go 2.4

1.1 Add a client	1.2 Add a campaign	2.3 Add a new advert																										
Add Client Client Name : <input type="text"/> Client Tel : <input type="text"/> Staff ID : <input type="text"/> <input type="button" value="OK"/> <input type="button" value="Quit"/>	Add Campaign Campaign Title : <input type="text"/> Client Id : <input type="text"/> Start Date : <input type="text"/> End Date : <input type="text"/> <input type="button" value="OK"/> <input type="button" value="Quit"/>	Add advert Campaign ID : <input type="text"/> Title : <input type="text"/> Start Date : <input type="text"/> End Date : <input type="text"/> Content : <input type="text"/> Progress : <input type="text"/> <input type="button" value="OK"/> <input type="button" value="Quit"/>																										
2.4 Schedule a date of an advert																												
Campaign list <table border="1"> <thead> <tr> <th>ID</th> <th>Title</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>abc</td> </tr> <tr> <td>2</td> <td>bcd</td> </tr> <tr> <td>3</td> <td>cda</td> </tr> </tbody> </table>	ID	Title	1	abc	2	bcd	3	cda	Advert list <table border="1"> <thead> <tr> <th>ID</th> <th>Title</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>a adver</td> </tr> <tr> <td>2</td> <td>TV</td> </tr> <tr> <td>3</td> <td>Youtube</td> </tr> </tbody> </table>	ID	Title	1	a adver	2	TV	3	Youtube	Edit advert Advert ID : 1 <table border="1"> <thead> <tr> <th>Title</th> <th>: <input type="text"/></th> </tr> </thead> <tbody> <tr> <td>Start Date</td> <td>: <input type="text"/></td> </tr> <tr> <td>End Date</td> <td>: <input type="text"/></td> </tr> <tr> <td>Content</td> <td>: <input type="text"/></td> </tr> <tr> <td>Progress</td> <td>: <input type="text"/></td> </tr> </tbody> </table> <input type="button" value="OK"/> <input type="button" value="Quit"/>	Title	: <input type="text"/>	Start Date	: <input type="text"/>	End Date	: <input type="text"/>	Content	: <input type="text"/>	Progress	: <input type="text"/>
ID	Title																											
1	abc																											
2	bcd																											
3	cda																											
ID	Title																											
1	a adver																											
2	TV																											
3	Youtube																											
Title	: <input type="text"/>																											
Start Date	: <input type="text"/>																											
End Date	: <input type="text"/>																											
Content	: <input type="text"/>																											
Progress	: <input type="text"/>																											

(a) campaign list (b) advert list (c) edit advert

(a->b->c) Select campaign -> select advert -> edit advert

Team project report #3

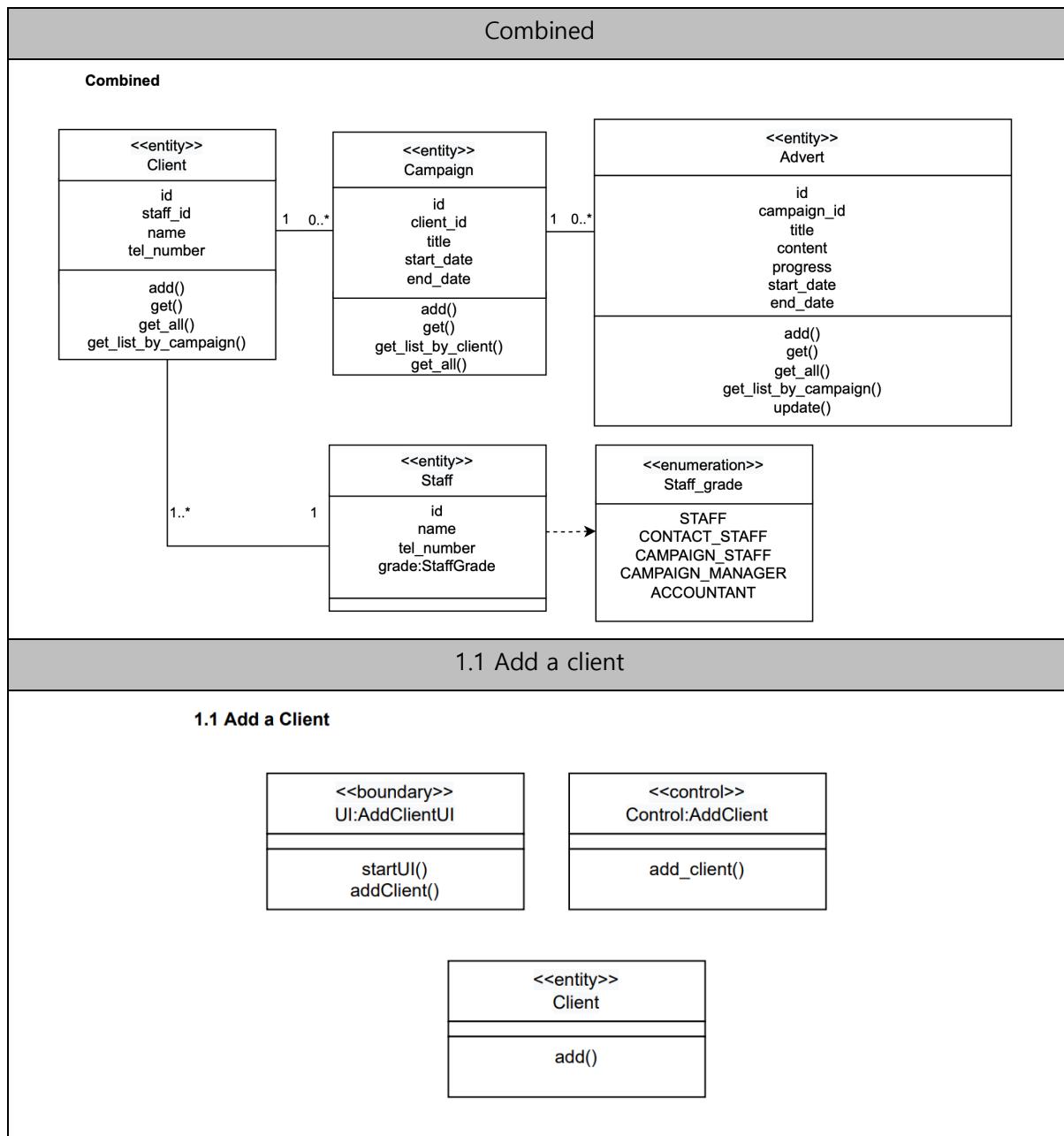
- Construction

Group 2

박진우	██████
김채민	██████
김혁중	██████
이도영	██████

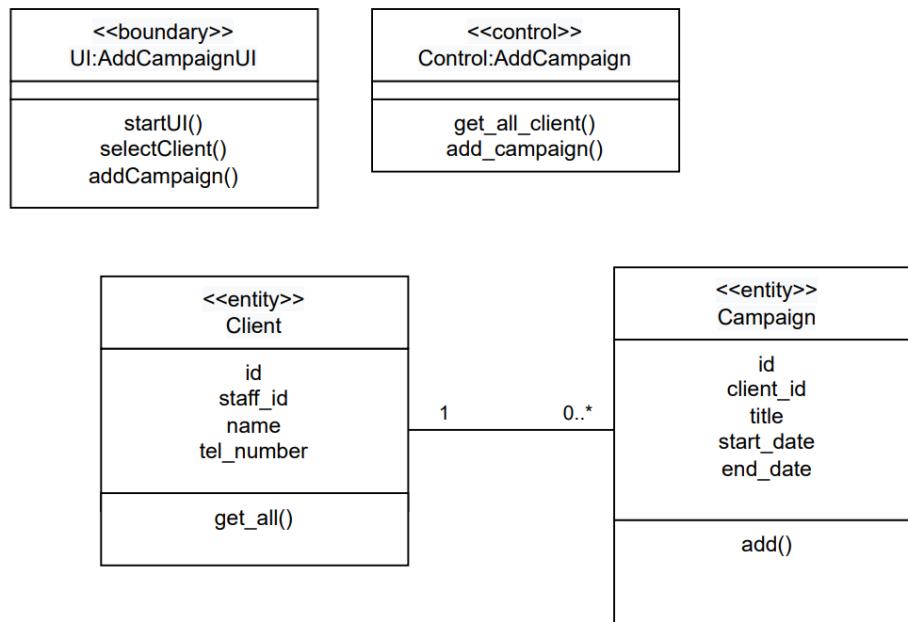
Requirement Analysis

1. Class Models



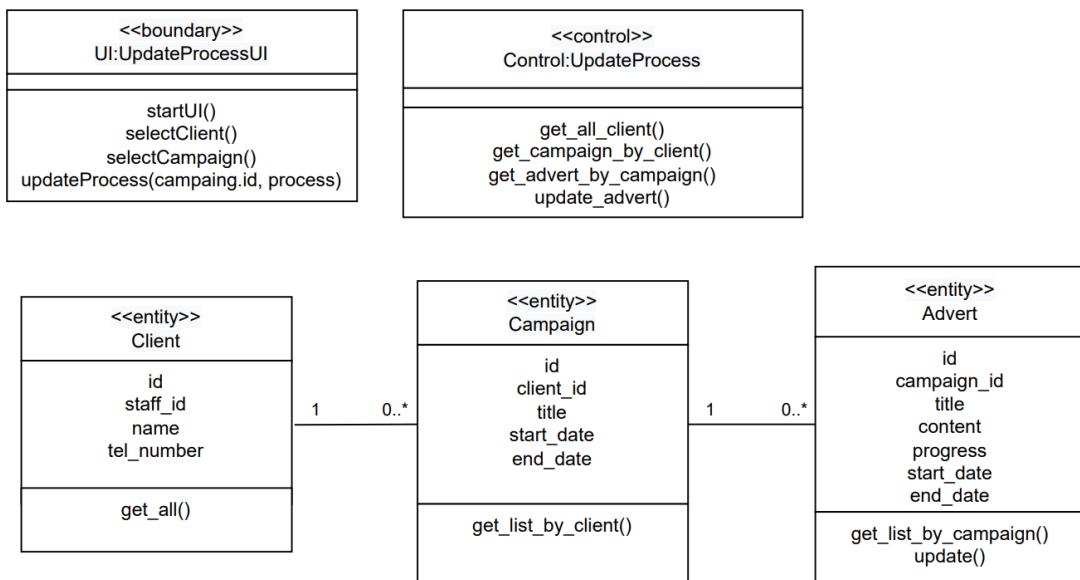
1.2 Add a campaign

1.2 Add a Campaign



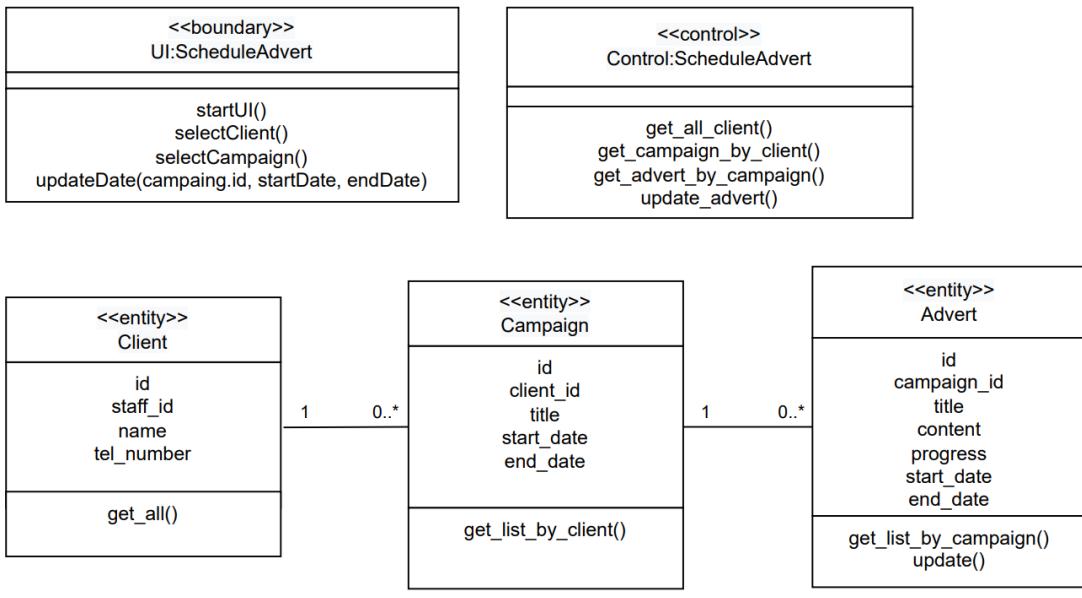
2.3 Add a new advert to a campaign

2.3 Add a new advert to a campaign - update process



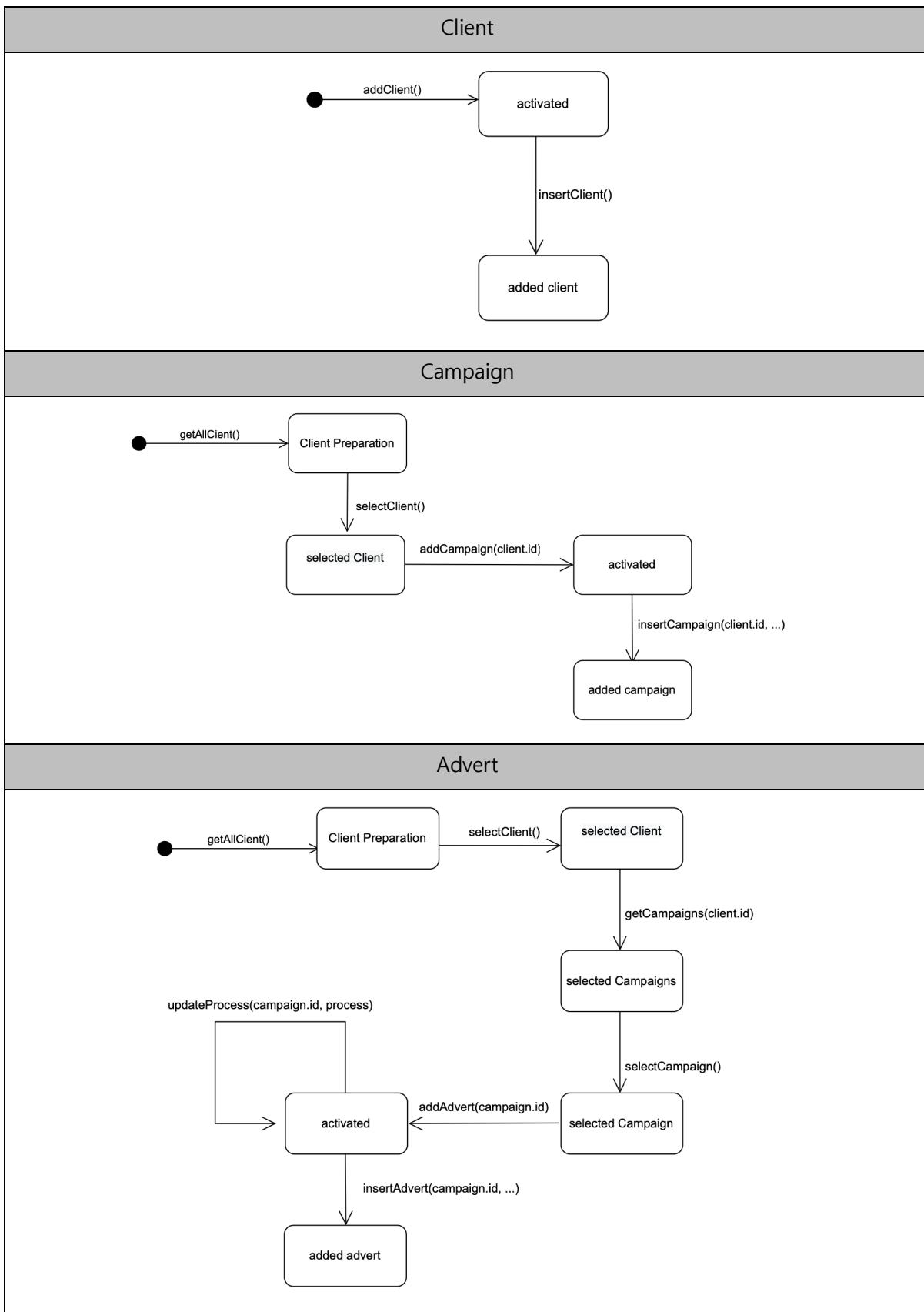
2.4 Schedule a date of an advert

2.4 Schedule a date of an advert



Design

2. Statecharts



3. User interface prototype (App Inventor)

Main

AGATE

Add Client
Add Campaign
Add Advert
Edit Advert

1.1 Add a client

Add Client

Client Name: 경희대

Client Tel: 0310000

Staff ID: 1

OK QUIT

Add Client

Client Name: 경희대

Client Tel: 0310000

Staff ID: 1

OK QUIT

Add Client

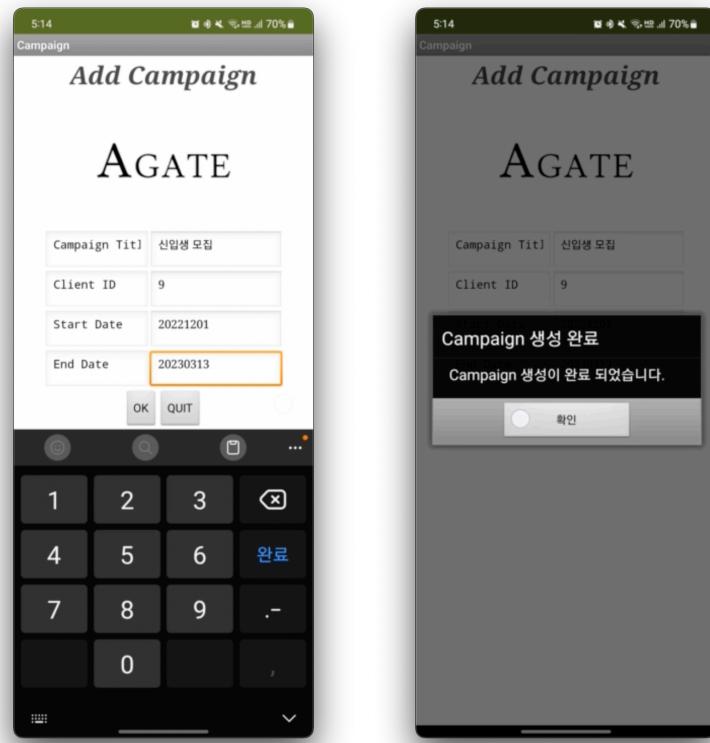
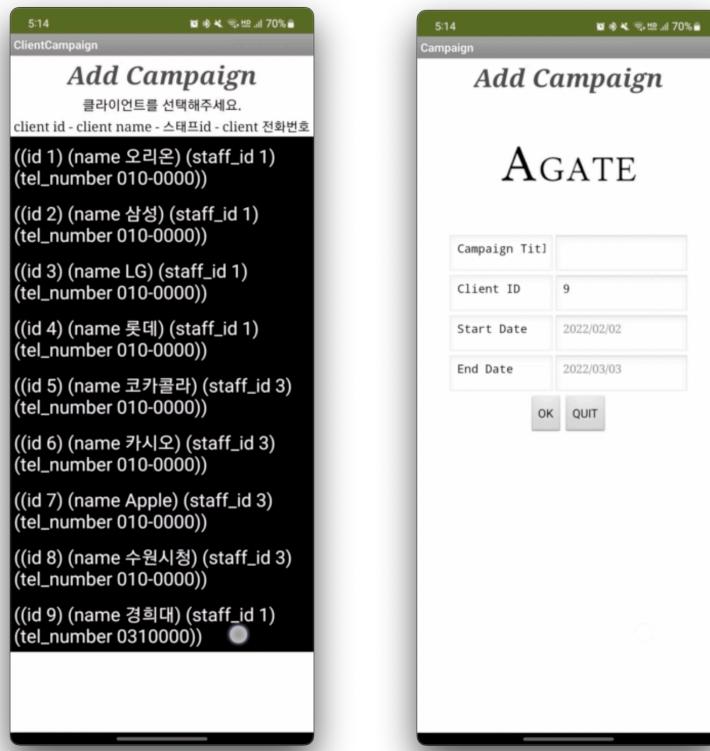
Client Name: 경희대

Client Tel: 0310000

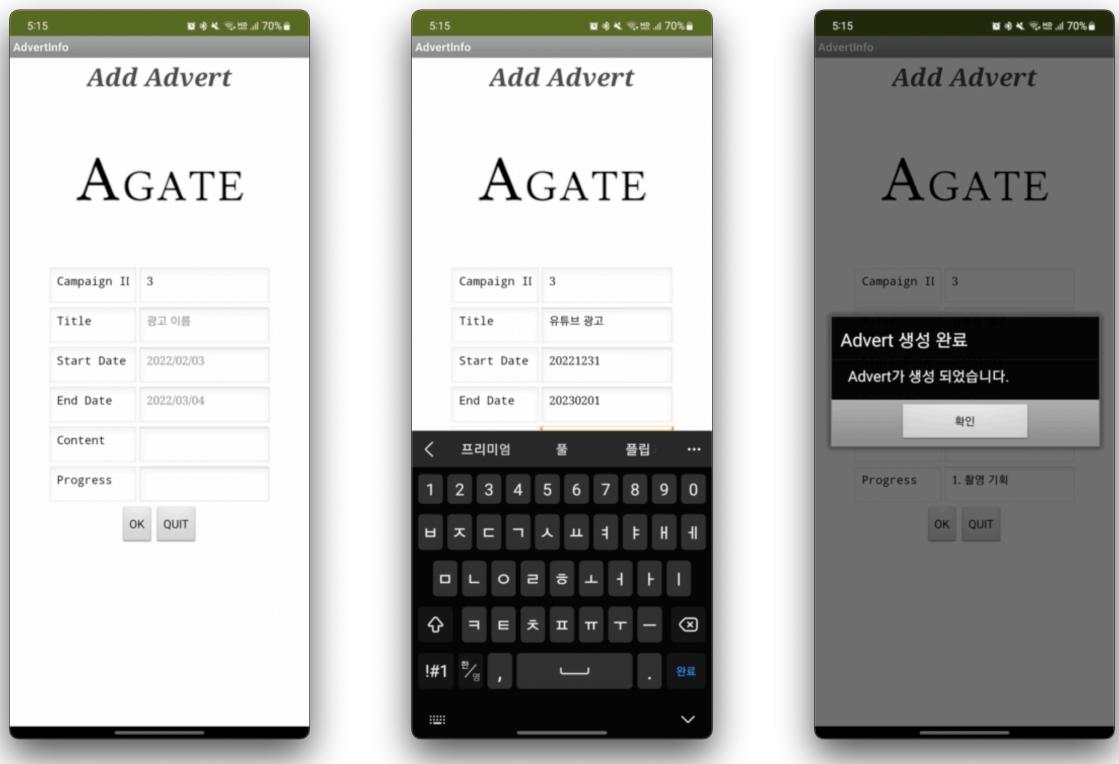
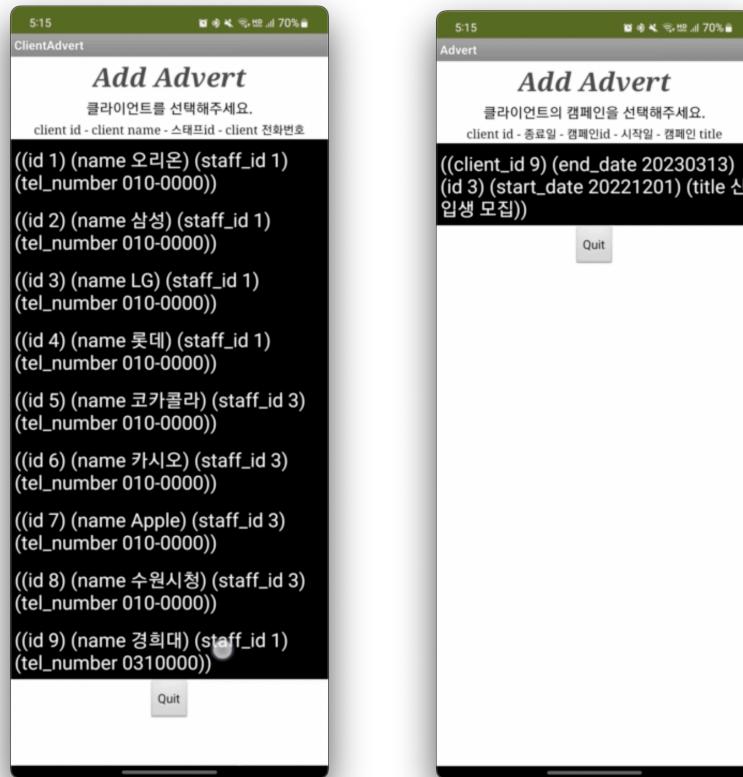
Client 생성 완료
Client가 생성 되었습니다.

확인

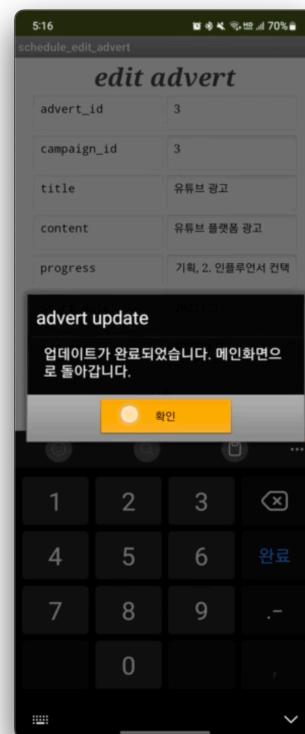
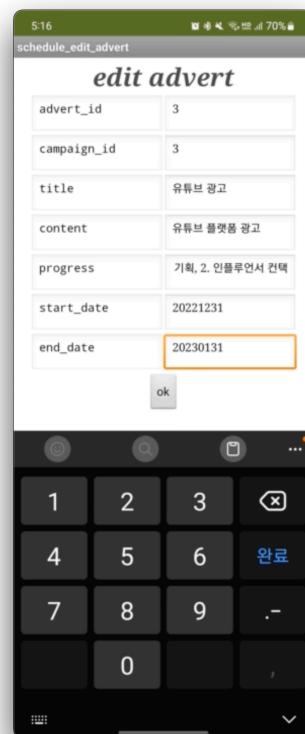
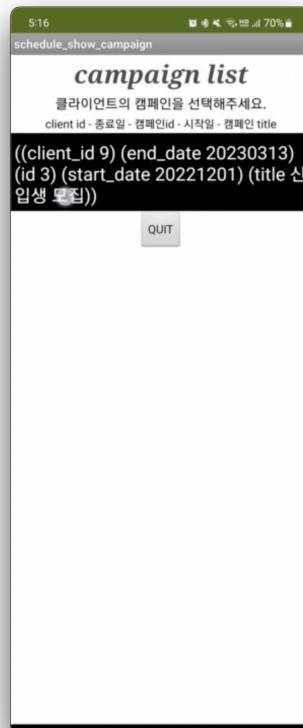
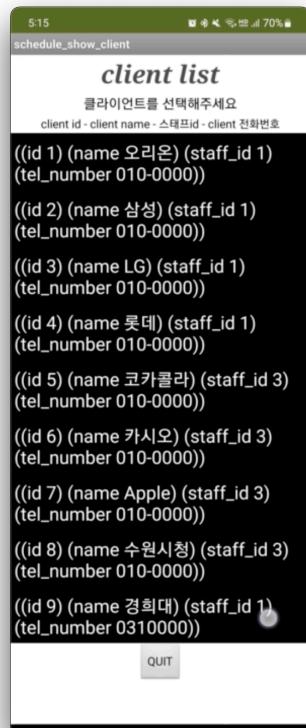
1.2 Add a campaign



2.3 Add a new advert



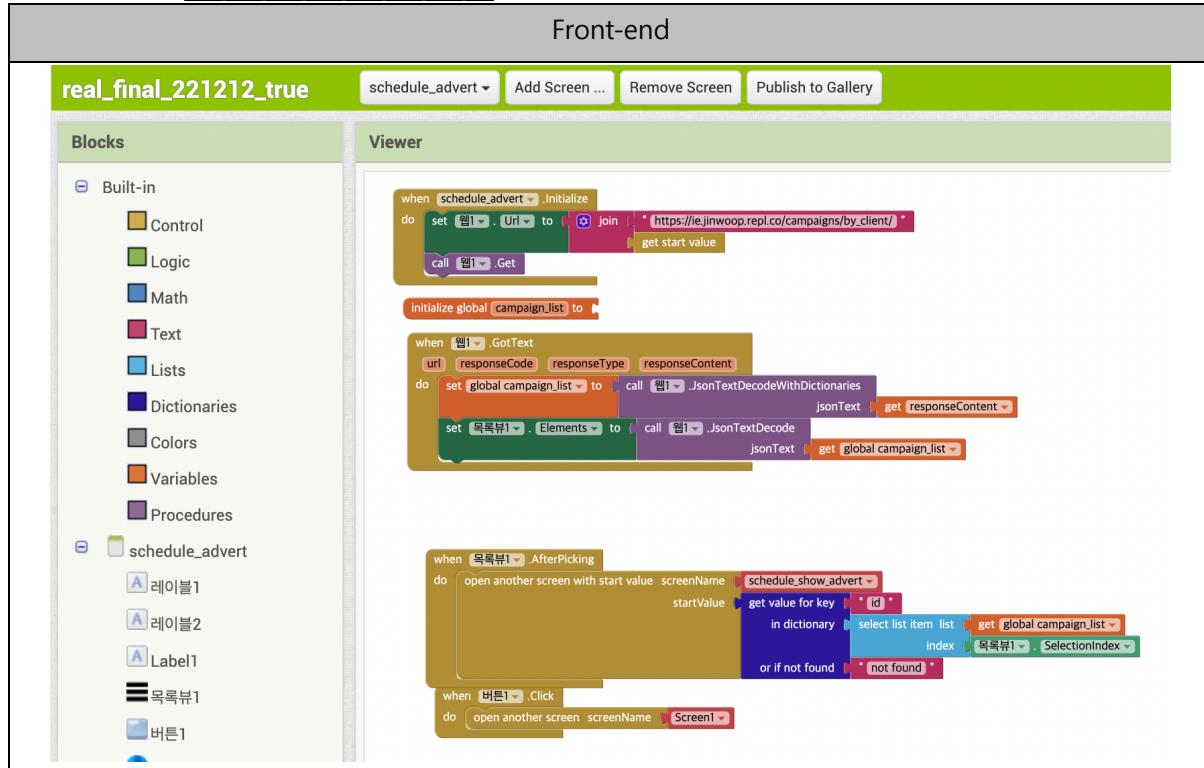
2.4 Schedule a date of an advert (Update)



Implementation

4. Program code

a. front-end :  (위치: code/frontend/)

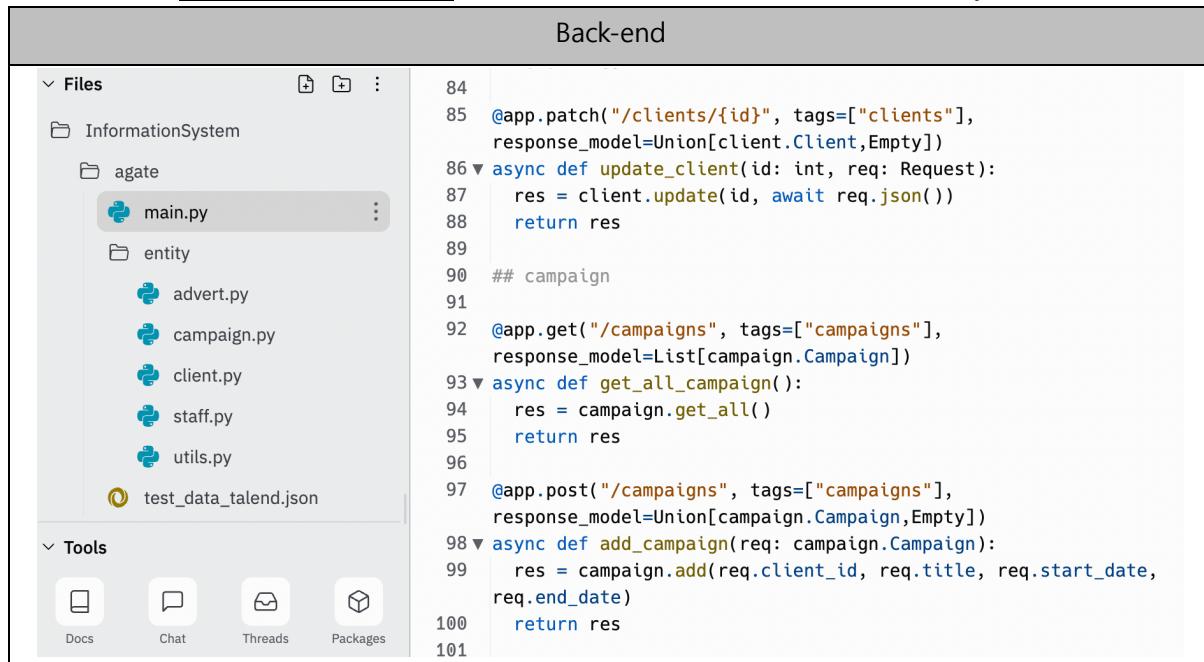


The screenshot shows the Front-end interface of a campaign management application. At the top, there's a toolbar with buttons for "schedule_advert", "Add Screen ...", "Remove Screen", and "Publish to Gallery". Below the toolbar, the title bar says "real_final_221212_true". The main area is divided into two sections: "Blocks" on the left and "Viewer" on the right.

Blocks: This section contains a tree view of available blocks. Under "Built-in", categories include Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. Under "schedule_advert", specific blocks are listed: 레이블1, 레이블2, Label1, 목록부1, and 버튼1.

Viewer: This section displays a visual script. It starts with a "when schedule_advert .Initialize" event. Inside, it sets 웹1 to a URL and performs a join operation to get start value. It then initializes a global variable "campaign_list". The next part handles "GotText" events from 웹1, setting the global campaign.list to the result of calling 웹1.JsonTextDecodeWithDictionaries. Finally, it processes "AfterPicking" events from 목록부1, opening another screen with start value screenName and value for key "id". It also handles a "Click" event for a button labeled "버튼1", opening a screen named "Screen1".

b. back-end : 풀더 내 모든 .py 파일 (위치: code/backend/, code/backend/entity/)



The screenshot shows the Back-end interface with a code editor displaying Python code for a REST API. The code is part of a file named "main.py" located in the "InformationSystem/agate/entity" directory.

```
84
85 @app.patch("/clients/{id}", tags=["clients"])
86     response_model=Union[client.Client,Empty]
87
88     def update_client(id: int, req: Request):
89         res = client.update(id, await req.json())
90
91         ## campaign
92
93         @app.get("/campaigns", tags=["campaigns"],
94             response_model=List[campaign.Campaign])
95
96         def get_all_campaign():
97             res = campaign.get_all()
98
99             return res
100
101
102         @app.post("/campaigns", tags=["campaigns"],
103             response_model=Union[campaign.Campaign,Empty])
104
105         def add_campaign(req: campaign.Campaign):
106             res = campaign.add(req.client_id, req.title, req.start_date,
107                 req.end_date)
108
109             return res
```

5. Documentation

a. Client

API & description	
(GET) /clients	모든 client 리스트를 반환한다.
Request	Response
-	[{ "id": 0, "staff_id": 0, "name": "string", "tel_number": "string" }]
API & description	
(POST) /clients	client를 새로 만든다. (만들어진 client를 반환)
Request	Response
{ "staff_id": 0, "name": "string", "tel_number": "string" }	{ "id": 0, "staff_id": 0, "name": "string", "tel_number": "string" }
API & description	
(GET) /clients/{id}	특정 id의 client를 반환한다.
Request	Response
-	{ "id": 0, "staff_id": 0, "name": "string", "tel_number": "string" }
API & description	
(PATCH) /clients/{id}	특정 id의 client를 수정한다. (수정된 client를 반환)
Request	Response
* 수정하고 싶은 key-value만 입력 { "staff_id": 0, "name": "string", "tel_number": "string" }	{ "id": 0, "staff_id": 0, "name": "string", "tel_number": "string" }

b. Campaign

API & description	
(GET) /campaigns	모든 campaign 리스트를 반환한다.
Request	Response
-	[{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }]
API & description	
(POST) /campaigns	Campaign을 새로 만든다. (만들어진 campaign을 반환)
Request	Response
{ "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }	{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }
API & description	
(GET) /campaigns/{id}	특정 id의 campaign을 반환한다.
Request	Response
-	{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }
API & description	
(PATCH) /clients/{id}	특정 id의 campaign을 수정한다. (수정된 campaign을 반환)
Request	Response
* 수정하고 싶은 key-value만 입력 { "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }	{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }

API & description	
(GET) /campaigns/by_client/{client_id}	특정 client id의 campaign 리스트를 반환한다.
Request	Response
-	[{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }]

c. Advert

API & description	
(GET) /adverts	모든 advert 리스트를 반환한다.
Request	Response
-	[{ "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }]
API & description	
(POST) /adverts	advert를 새로 만든다. (만들어진 advert를 반환)
Request	Response
{ "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }	{ "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }
API & description	
(GET) /adverts/{id}	특정 id의 advert를 반환한다.
Request	Response
-	{ "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }

	<pre> "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" } </pre>
API & description	
(PATCH) /adverts/{id}	특정 id의 advert를 수정한다. (수정된 advert를 반환)
Request	Response
<p>* 수정하고 싶은 key-value만 입력</p> <pre> { "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" } </pre>	<pre> { "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" } </pre>
API & description	
(GET) /adverts/by_campaign/{campaign_id}	특정 campaign id의 advert 리스트를 반환한다.
Request	Response
-	<pre> [{ "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }] </pre>

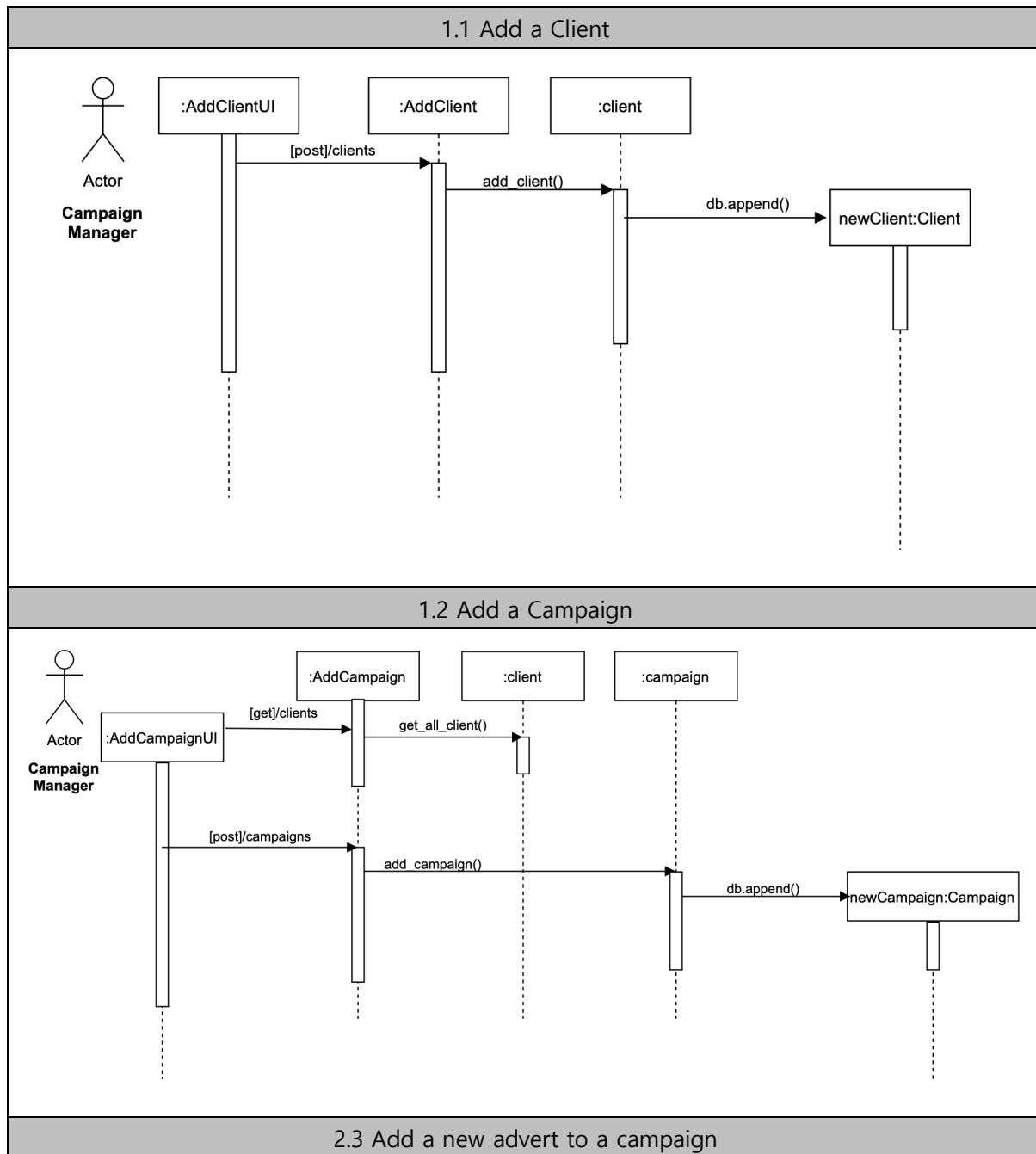
Team project report #4

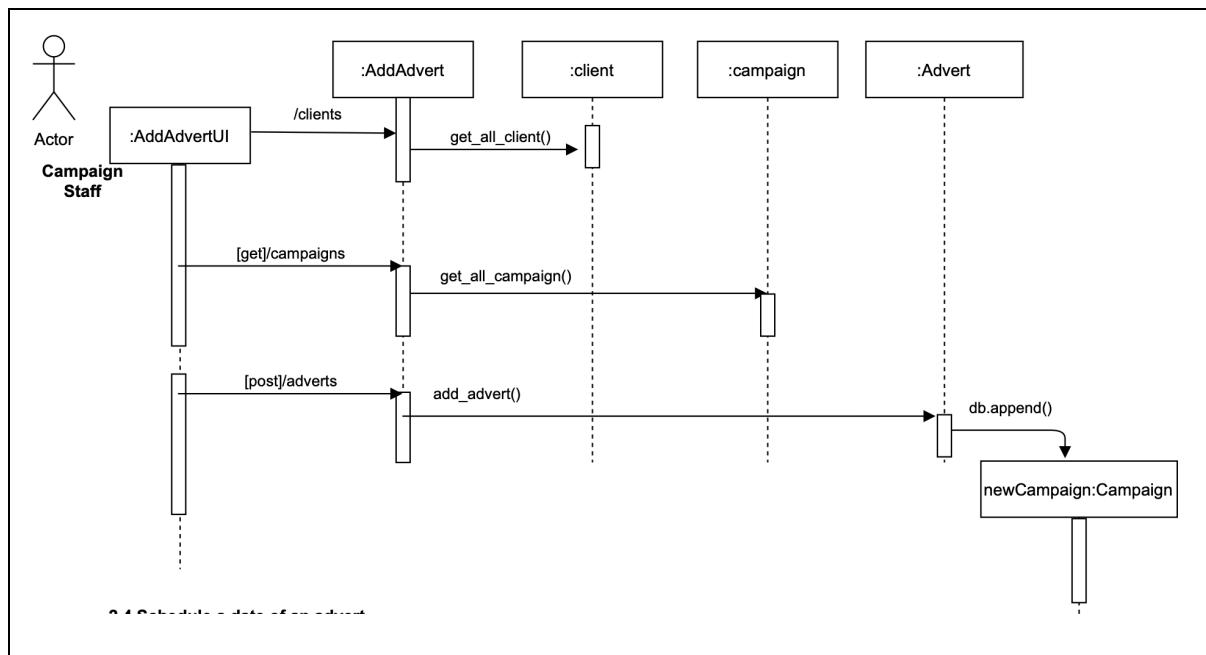
- Transition

Group 2

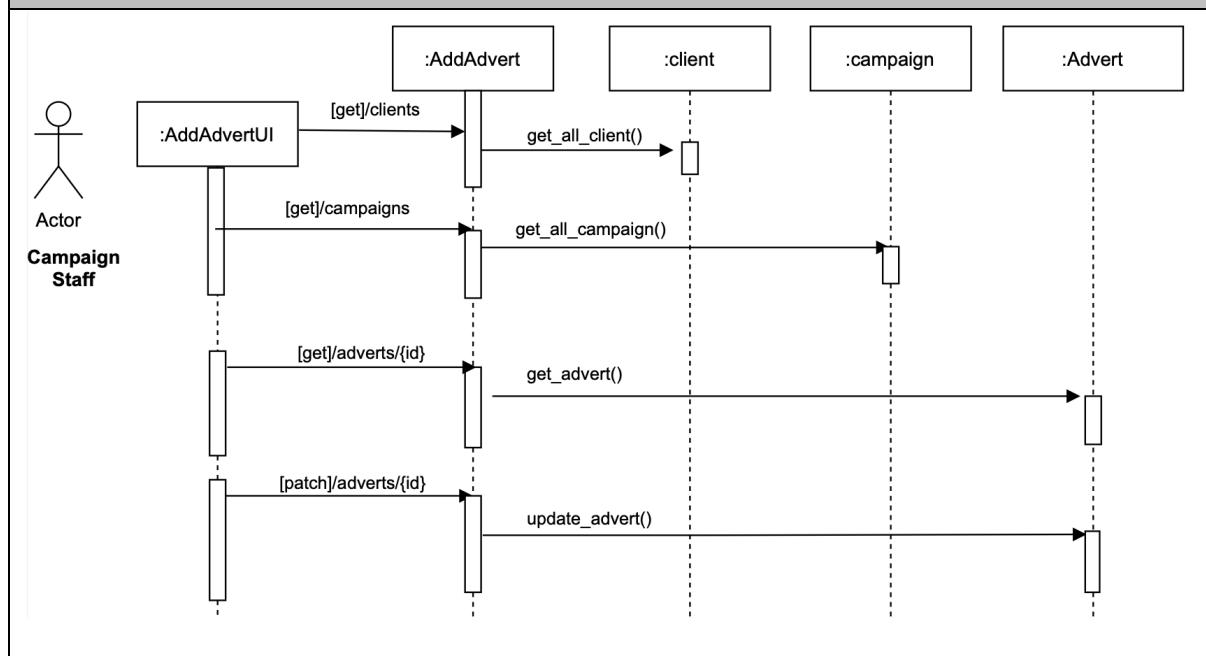
박진우	██████
김채민	██████
김혁중	██████
이도영	██████

0. Sequence Diagram





2.4 Schedule a date of an advert



Implementation

1. Program code

a. front-end : [REDACTED] (위치: code/frontend/)

The screenshot shows the 'Front-end' interface for a project named 'real_final_221212_true'. The interface has a green header bar with buttons for 'schedule_advert', 'Add Screen ...', 'Remove Screen', and 'Publish to Gallery'. Below the header is a toolbar with icons for 'Blocks' and 'Viewer'. The 'Blocks' panel on the left lists categories like Built-in, schedule_advert, and specific blocks for Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. The 'Viewer' panel on the right displays three stacked Scratch-style scripts:

- The top script starts with a 'when [schedule_advert v] Initialize' event. It sets a variable '웹1' to a URL and performs a 'join' action with the URL. It also initializes a global variable 'campaign_list'.
- The middle script starts with a 'when [웹1 v] GotText' event. It processes the received text as JSON using 'JsonTextDecodeWithDictionaries' and stores it in the 'campaign_list' global variable.
- The bottom script starts with a 'when [목록부1 v] AfterPicking' event. It opens another screen with a start value of 'schedule_show_advert'. It then gets the value for key 'id' from the dictionary, selects a list item based on the index, and retrieves the campaign from the global list if found. If not found, it opens a screen labeled 'Screen1'.

b. back-end : 폴더 내 모든 .py 파일 (위치: code/backend/, code/backend/entity/)

The screenshot shows the 'Back-end' interface. On the left, there's a file browser with a tree view. The root folder 'InformationSystem' contains a 'main.py' file under 'agate/entity'. Other files include 'advert.py', 'campaign.py', 'client.py', 'staff.py', and 'utils.py'. A 'test_data_talend.json' file is also present. Below the file browser are 'Tools' icons for Docs, Chat, Threads, and Packages. On the right, a code editor window displays Python code for a REST API endpoint:

```
84
85 @app.patch("/clients/{id}", tags=["clients"])
     response_model=Union[client.Client,Empty]
86 ▼ async def update_client(id: int, req: Request):
87     res = client.update(id, await req.json())
88     return res
89
90 ## campaign
91
92 @app.get("/campaigns", tags=["campaigns"],
     response_model=List[campaign.Campaign])
93 ▼ async def get_all_campaign():
94     res = campaign.get_all()
95     return res
96
97 @app.post("/campaigns", tags=["campaigns"],
     response_model=Union[campaign.Campaign,Empty])
98 ▼ async def add_campaign(req: campaign.Campaign):
99     res = campaign.add(req.client_id, req.title, req.start_date,
     req.end_date)
100    return res
```

2. Documentation

a. Client

API & description	
(GET) /clients	모든 client 리스트를 반환한다.
Request	Response
-	[{ "id": 0, "staff_id": 0, "name": "string", "tel_number": "string" }]
API & description	
(POST) /clients	client를 새로 만든다. (만들어진 client를 반환)
Request	Response
{ "staff_id": 0, "name": "string", "tel_number": "string" }	{ "id": 0, "staff_id": 0, "name": "string", "tel_number": "string" }
API & description	
(GET) /clients/{id}	특정 id의 client를 반환한다.
Request	Response
-	{ "id": 0, "staff_id": 0, "name": "string", "tel_number": "string" }
API & description	
(PATCH) /clients/{id}	특정 id의 client를 수정한다. (수정된 client를 반환)
Request	Response
* 수정하고 싶은 key-value만 입력 { "staff_id": 0, "name": "string", "tel_number": "string" }	{ "id": 0, "staff_id": 0, "name": "string", "tel_number": "string" }

b. Campaign

API & description	
(GET) /campaigns	모든 campaign 리스트를 반환한다.
Request	Response
-	[{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }]
API & description	
(POST) /campaigns	Campaign을 새로 만든다. (만들어진 campaign을 반환)
Request	Response
{ "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }	{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }
API & description	
(GET) /campaigns/{id}	특정 id의 campaign을 반환한다.
Request	Response
-	{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }
API & description	
(PATCH) /clients/{id}	특정 id의 campaign을 수정한다. (수정된 campaign을 반환)
Request	Response
* 수정하고 싶은 key-value만 입력 { "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }	{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }

API & description	
(GET) /campaigns/by_client/{client_id}	특정 client id의 campaign 리스트를 반환한다.
Request	Response
-	[{ "id": 0, "client_id": 0, "title": "string", "start_date": "2022/12/12", "end_date": "2022/12/19" }]

c. Advert

API & description	
(GET) /adverts	모든 advert 리스트를 반환한다.
Request	Response
-	[{ "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }]
API & description	
(POST) /adverts	advert를 새로 만든다. (만들어진 advert를 반환)
Request	Response
{ "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }	{ "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }
API & description	
(GET) /adverts/{id}	특정 id의 advert를 반환한다.
Request	Response
-	{ "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }

	<pre> "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" } </pre>
API & description	
(PATCH) /adverts/{id}	특정 id의 advert를 수정한다. (수정된 advert를 반환)
Request	Response
<pre> * 수정하고 싶은 key-value만 입력 { "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" } </pre>	<pre> { "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" } </pre>
API & description	
(GET) /adverts/by_campaign/{campaign_id}	특정 campaign id의 advert 리스트를 반환한다.
Request	Response
-	<pre> [{ "id": 0, "campaign_id": 0, "title": "string", "content": "string", "progress": "string", "start_date": "string", "end_date": "2022/12/19" }] </pre>

3. Bug list

Bug	How to reproduce	Priority	Fixed?
Edit advert 실행 시, campaign id가 string으로 저장되는 문제	Edit advert에서 임의의 advert를 수정 후 edit 실행	5	O
Edit advert 입력 화면에 quit 버튼이 없는 문제	Edit advert에서 임의의 advert를 선택하여 화면 진입	1	X

Test

4. Test procedure

Test Case	Expected Result	P / F
1. Main		
1.1 Add client 버튼 클릭	2. Add client 화면으로 이동	Pass
1.2 Add Campaign 버튼 클릭	3. Add campaign 화면으로 이동	Pass
1.3 Add Advert 버튼 클릭	4. Add advert 화면으로 이동	Pass
1.4 Edit Advert 버튼 클릭	5. Edit advert 화면으로 이동	Pass
2. Add client		
2.1 Client Name 입력	정상 입력	Pass
2.2 Client Tel 입력	정상 입력	Pass
2.3 Staff Id 입력	정상 입력	Pass
2.4 OK 버튼 클릭	Client 생성 및 modal 실행, 이후 1. Main으로 이동	Pass
2.5 QUIT 버튼 클릭	1. Main으로 이동	Pass
3. Add campaign		
3.1 화면 진입	Client 리스트가 표시	Pass
3.2 Client 선택	3b. Add campaign 화면으로 이동	Pass
3b. Add Campaign		
3.3 화면 진입	3.2에서 선택한 client의 id가 Client ID에 자동 입력	Pass
3.4 Campaign Title 입력	정상 입력	Pass
3.5 Client ID 입력	정상 입력	Pass
3.6 Start Date 입력	정상 입력	Pass
3.7 End Date 입력	정상 입력	Pass
3.8 OK 버튼 클릭	Campaign 생성 및 modal 실행, 이후 1. Main으로 이동	Pass
3.9 QUIT 버튼 클릭	1. Main으로 이동	Pass
4. Add advert		
4.1 화면 진입	Client 리스트가 표시	Pass
4.2 Client 선택	해당 client의 campaign 리스트가 표시	Pass
4.3 Campaign 선택	4b. Add advert 화면으로 이동	Pass
4b. Add advert		
4.4 화면 진입	4.3에서 선택한 campaign의 id가 Campaign ID에 자동 입력	Pass
4.5 Title 입력	정상 입력	Pass
4.6 Start Date 입력	정상 입력	Pass
4.7 End Date 입력	정상 입력	Pass
4.8 Content 입력	정상 입력	Pass
4.9 Progress 입력	정상 입력	Pass
4.10 OK 버튼 클릭	Advert 생성 및 modal 실행, 이후 1. Main으로 이동	Pass
4.11 QUIT 버튼 클릭	1. Main으로 이동	Pass
5. Edit advert		
5.1 화면 진입	Client 리스트가 표시	Pass

5.2 Client 선택	해당 client의 campaign 리스트가 표시	Pass
5.3 Campaign 선택	해당 campaign의 advert 리스트가 표시	Pass
5.4 Advert 선택	5b. Edit advert 화면으로 이동	Pass
5b. Edit advert		
화면 진입	5.4에서 선택한 advert의 정보가 모든 input에 자동 입력	Pass
5.5 advert_id 입력	비활성화 되어있음 (입력 불가)	Pass
5.6 campaign_id 입력	정상 입력	Pass
5.7 title 입력	정상 입력	Pass
5.8 content 입력	정상 입력	Pass
5.9 progress 입력	정상 입력	Pass
5.10 start_date 입력	정상 입력	Pass
5.11 end_date 입력	정상 입력	Pass
5.12 OK 버튼 입력	Advert 수정 및 modal 실행, 이후 1. Main으로 이동	Pass
5.13 QUIT 버튼 입력	1. Main으로 이동	Fail

* 모든 입력에서 validation 고려x

5. Peer review report

- 개별 제출