

Since the assignment has been assigned our group has met together multiple times to discuss the structure of different objects/methods we want our classes to have.

Olmstead, Kyle (kolmstead@mun.ca)
Huang, Xiaochuan (xh6634@mun.ca)
Shevchenko, Arsenii (ashevchenko@mun.ca)
Langer, Aidan (aplanger@mun.ca)
Harrhy, Jack (jaharrhy@mun.ca)

All team member's sign off. Source: Slack Team Group

COMP 2005 ASSIGNMENT #5

AIDAN LANGER
PROGRAMMER #5, MANUAL GRADING
201735677

Manual Grading mostly composes of allowing a user with instructor privileges to edit the quiz at hand. This could include a large variety of options, but some of the most important would be;

- Changing a question on the quiz due to improper formatting, bad phrasing, etc.
- Changing which answers a question could deem acceptable.
- Modifying a student's grade if their grading on the quiz was found to be incorrect
- Changing how much weight a quiz has on the final grade after the quiz has been finished.
- Change the weight of a specific question.

To manually grade, you would need to have signed in to an instructor account, which would be accessed through our persistence system. You take objects like Questions and Quizzes through the system and run them through functions, allowing you to submit changes and log those changes for other instructors, or yourself, to view.

It is very important for the manual grader to have a clear understanding of how the automatic grading works, as it is crucial to implement the changes made to the grading back into the overall system seamlessly. It is also important to understand how the persistence framework works, as you will be taking answers from the stored database and correcting them.

For instance, if a quiz has a true or false question whose answer is true, after each student takes the quiz, they find the quiz was programmed incorrectly and it marks 'true' as the wrong choice. The instructor then has to log into their account, access the quiz through persistence, complete with grading for each student, then they will pass the question in specific to one of the manual grading functions, in this case a function to change which answers are correct in a

question, and then run this changed quiz instance back through the persistence into automatic grading to edit each student's grade.

Venv Instructions:

```
python3 -m venv manualenv  
venv/Scripts/activate  
pip install flask
```

Use Case

Title: Correct True or False Question

Primary Actor: Instructor

Stakeholders and Interests:

Instructor: Wants to fix a question's answers.

Student: Wants a higher grade on the question.

Other Instructors: Wants a note of the change made.

Precondition: Instructor is logged into the persistence system in their instructor account.

Main Scenario:

1. Instructor pulls quiz from system, with it's grading and question set included.
2. Instructor chooses the question of interest and runs a program over it to change the correct answer.
3. The instructor logs this change for later review.
4. The system receives the correct answer, goes back through the persistence and correctly modifies the automatic grading components with no input from instructor.
5. Instructor repeats 2-4 for however many broken questions there may be.
6. Instructor logs out.