ClassEZ

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(Team 30)

What this project is & who’s working on it

ClassEZ is an app that allows students to find classes that take minimum effort

Our website has a polling system where each logged in user can add low effort classes and the number of hours they spent on them

Whereas each person’s review of each classes in a “hey it wasn’t so bad” way is inaccurate and subjective, this will help students get a more objective, quantitative idea of how much effort they will have to put in the class

Our main website will order each item (class) based on the number of hours taken, so they can scroll to the top to find classes

Original goals for the sprint

Have the main website (Michael)

Have the login system working with OAuth (Winstone)

Submit suggestion (Michael)

Scrape FCE website (Winstone)

EasyCourses

Michael Lee
LogOut

Filter

o Search by Dep

o Include Minis

Search

82-137 Chinese Calligraphy **FCE 4.2 hrs/wk**

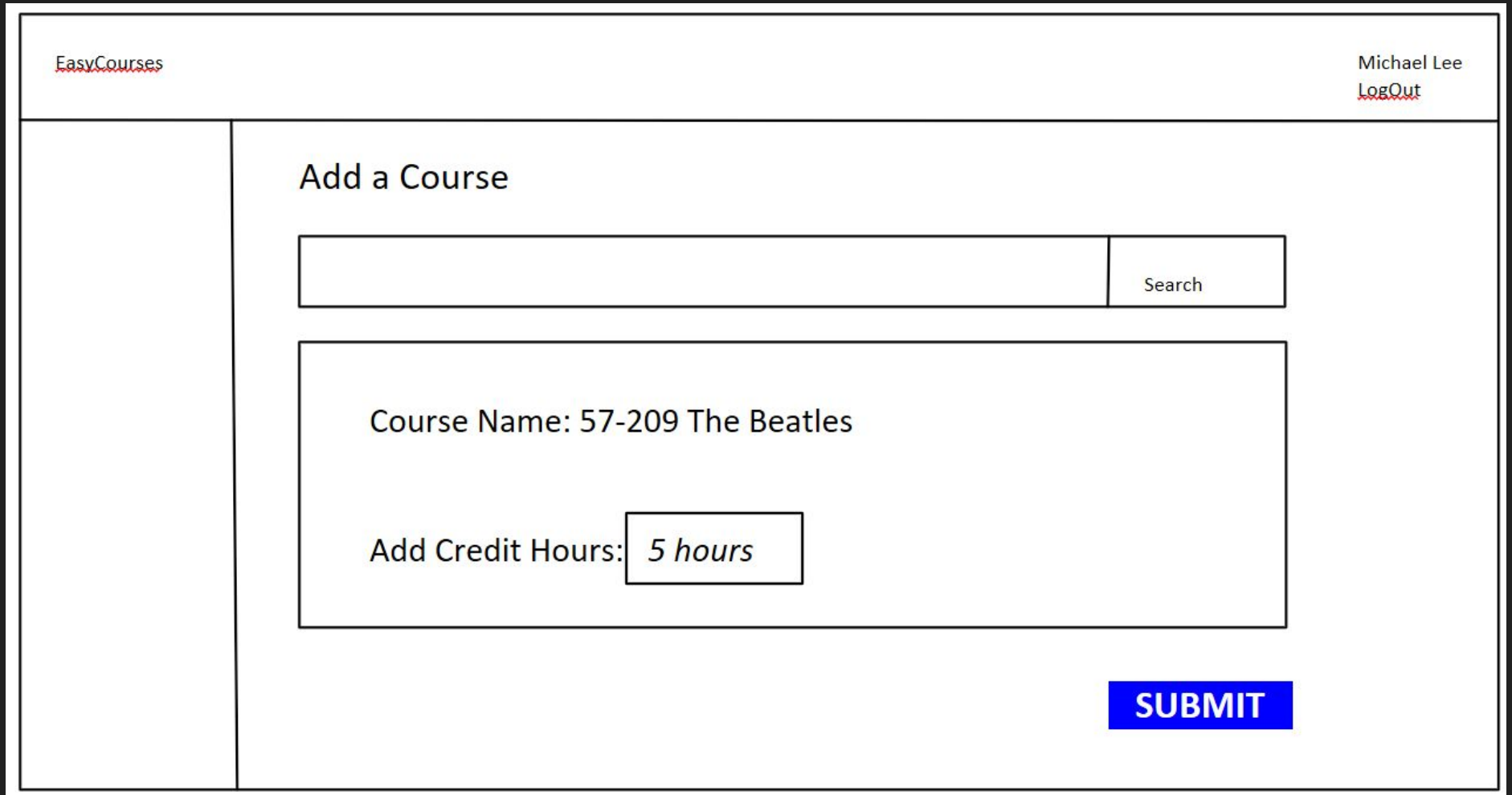
This introductory course on Chinese calligraphy provides students with basic knowledge of Chinese calligraphy and how it mirrors Chinese history, culture, and philosophy.

Prerequisite: None

17-437 Web Application Development **FCE 25 hrs/wk**

This is a class that teaches you how to build a website, from frontend (HTML and CSS) to backend (routing and database). It mainly focuses on the Django framework in Python as well as JavaScript

Prerequisite: 15-213


EasyCourses
Michael Lee
LogOut
Add a Course
Search
Course Name: 57-209 The Beatles
Add Credit Hours:
5 hours
SUBMIT

EasyCourses

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LogOut

My Profile Page

Edit Profile

My Profile Page

Add new image

My Votes

82-137 Chinese Calligraphy

You have voted:

6 hours

17-437 Web Application Development

You have voted:

25 hours

What you completed

Login into the main website using OAuth (Google login)

- We weren’t overly familiar with the mechanics of OAuth, so installing as well as debugging to ensure it runs well took quite a bit of time and effort
- We had to redo our login

Problems encountered

On top of OAuth struggles, we found that implementing a user-based voting system was a lot more complicated than we had initially anticipated

- We already have models kind of in charge of keeping a database of classes, but we need to think of how it will be intertwined with the numerical data on the number of hours that the people will be voting for
- Believe this will more time consuming to implement compared to everything that's come before

Also, need to think about specifically how we'll implement the voting system and weed out potential outliers to the data