Sprint 6 Plan

Week of Nov. 20, 2017

User Stories	Tasks	Story Points	Dependencies
U10	T18	1	-
U18	T30	1	-
U18	T31	3	-
U19	T32	1	-
U19	T33	2	T32
U19	T34	4	T32, T33

Provisional Burndown Chart

	Task Points	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
T18	1	T:1						
T30	1	0:1						
T31	3	0:3						
T32	1		J:1					
T33	2		F:2					
T34	4		A:3	A:1				

J - Julian [story points per day = 2]

A - Abhay [story points per day = 3]

F - Felix [story points per day = 3]

T - Tito [story points per day = 2/3]

O - Olivia [story points per day = 2]



Final Burndown Chart

	Task Points	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
T18	1							T:1
T30	1					0:1		
T31	3					0:3		
T32	1			J:1				
T33	2					F:2		
T34	4						A:4	

- J Julian [story points per day = 2]
- A Abhay [story points per day = 3]
- F Felix [story points per day = 3]
- T Tito [story points per day = 2/3]
- O Olivia [story points per day = 2]



Backlog

U10: As Dana (a student), I would like to see which questions on an assignment I got right and wrong after a submission so that I can retry the assignment if the deadline has not passed.

T18: Create a "submission summary" interface that is shown after a student hits the "submit" button which displays all the questions and a check mark or cross denoting whether it was answered correctly or not.

U18: As Dana (a student), I would like to be able to write feedback for the professor and TAs about an assignment after the deadline has passed.

T30: Add a feedback button to the right corner of the student listing.

T31: Implement a GUI that enables student users to write a feedback text anonymously and write it to the file studentFeedback.csv. Format for the file where every row is a student feedback:

Subject, message, date (dd/mm/yyyy)

U19: As Ben (a Statistics professor), I would like to be able to see comments from students about a problem set after the deadline has passed, so I can gauge difficulty and potentially adjust future assignments.

T32: Create a Feedback class to contain the time and feedback.

T33: Create method to extract all student feedbacks for a given assignment and store them into Feedback objects.

T34: Create a button beside each closed assignment in the instructor listing GUI to show all the feedbacks for that given assignment (need to create a new GUI to display the feedbacks).

Report

Julian

- Implemented the class FeedBack, which takes in a subject header and the date as parameters
- Implemented the strategy design pattern where ListingGUI is the parent abstract class of InstructorListingGUI and StudentListingGUI
- Refactored the code in InstructorListingGUI and StudentListingGUI to increase performance and legibility
- Removed the 2 inner classes from InstructorListingGUI and created 2 Button classes StatusButton and ExportButton
- Managed to cut down InstructorListingGUI from 669 lines to 330 lines
- Both InstructorListingGUI and StudentListingGUI are constantly refreshing to have a multi user functionality without having to terminate the program
- Fixed a bug in getMean() from the class InstructorListingGUI, where the bug was dividing a double by 0
- Added methods in StudentListingGUI to properly segregate different actions occurring in the constructor, and made the code more legible and understandable
- Added arraylists to sort the assignments based on released, unrelead and closed for the InstructorListingGUI to not have to iterate through the arraylist of assignments completely 3 times. Similarly, the assignment files were sorted into open and closed indicated ArrayLists

Olivia

- When the first instructor account is registered, they are now considered as an admin and must set an access code for when other instructors register
- Fixed the layout of Personal Information windows for both students and instructors
- Added "Give Feedback" button on student listing panel
- Implemented student feedback GUI which enables students to enter a subject line and their feedback content to the instructors.
- Fixed the incorrect assignment number in getStudentGrade method and regex pattern for finding assignment submission files in getExistingAssignments() in Grading.java
- Modified LoginRegisterGUI.java to check if users.csv exist before authenticating accounts
- Refactored the code in RegisterStudentInfo and RegisterInstructorInfo, by implemented the Strategy design pattern.

Abhay

- Created the GUI for instructors to be able to see all the feedback that students have submitted
 - Added button to the instructor dashboard so that instructors can access this new GUI
- Slightly revamped the GUI for students to complete assignments by changing the colours of the buttons, increasing the size of the title, and increasing the height of the window
- Also cleaned up getAssignmentName() method which now returns a substring of the original file name instead of going through each letter and adds a space between the word "Assignment" and the number
- Modified Feedback class to take in the message in the constructor and removed the setMessage() method
- Fixed up Tito's StudentSubmissionSummaryGUI's visual aspects to more consistently replicate other windows

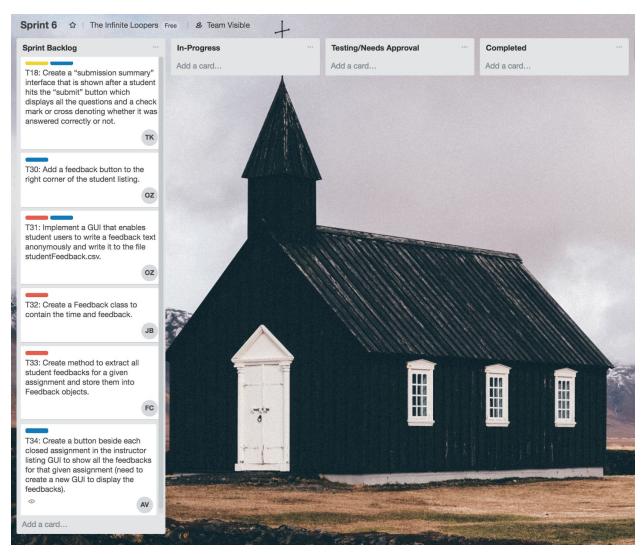
Tito

- Created summary GUI where student can view a summary of which questions they got right or wrong
- Added functionality to AssignmentCompletionGUI's "submit and grade" button to create this new summary window
- Added a Done button to StudentSubmissionSummaryGUI's window to close and open StudentListingGUI

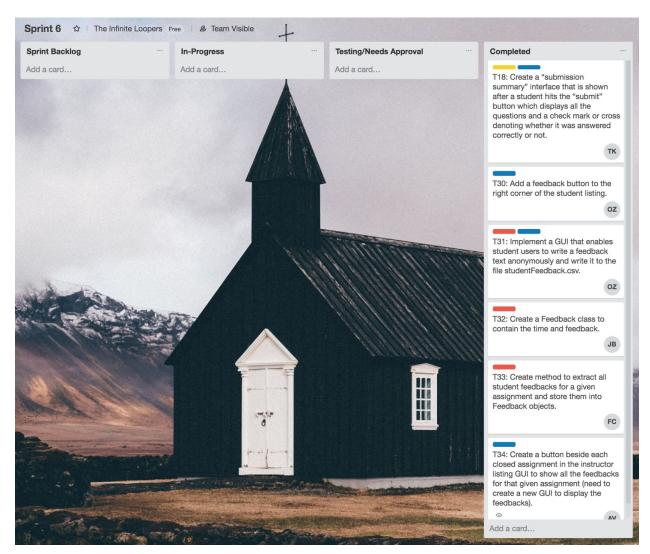
Felix

- Changed Feedback class to store date as a String rather than a Calendar object
- Implemented an extractFeedback() in ExtractData.java that returns a list of Feedback objects created from studentfeedback.csv file
- Refactored code in RegisterStudentInfo.java and RegisterInstructorInfo.java to improve performance, commenting and structure

Taskboard Snapshot

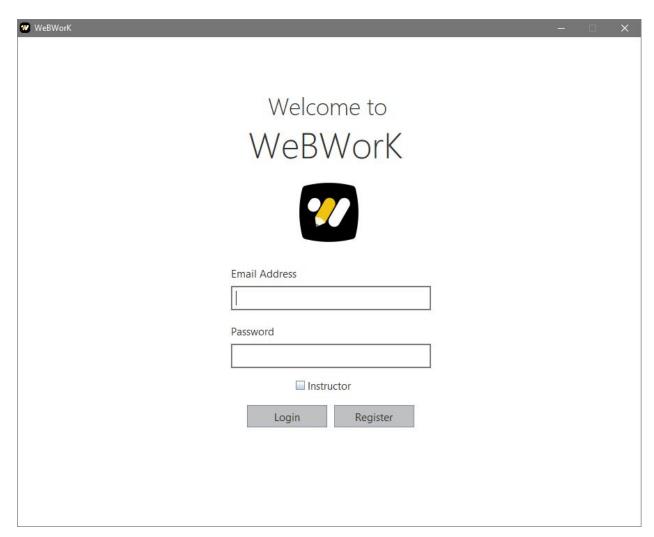


Before

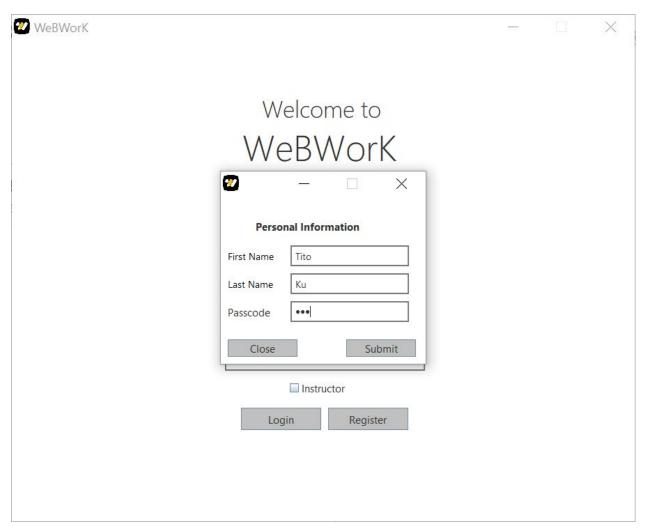


After

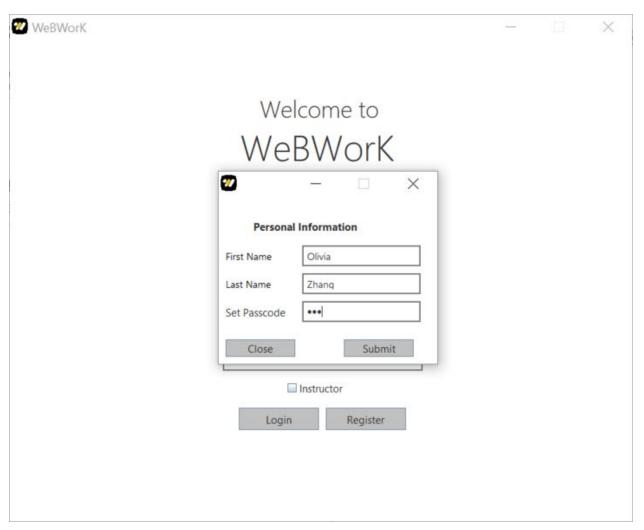
Screenshots for the final deliverable



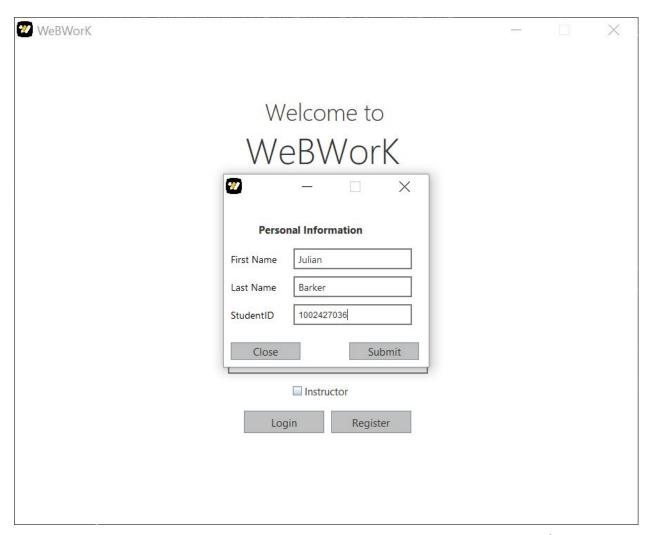
WeBWorK Login Page



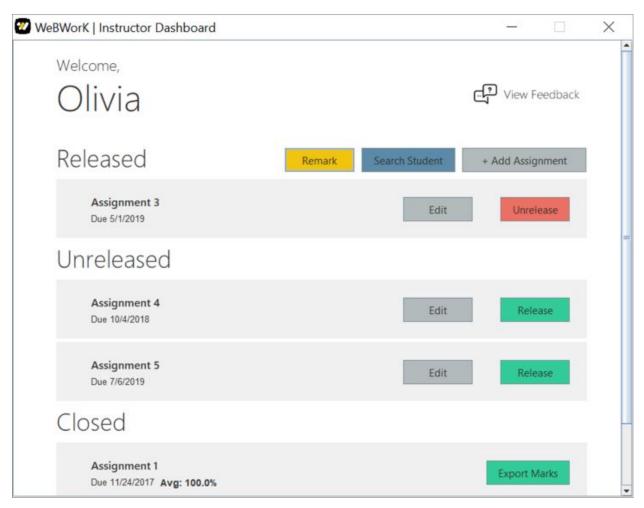
Admin Instructor entering his/her personal information and setting the invite code for other instructors



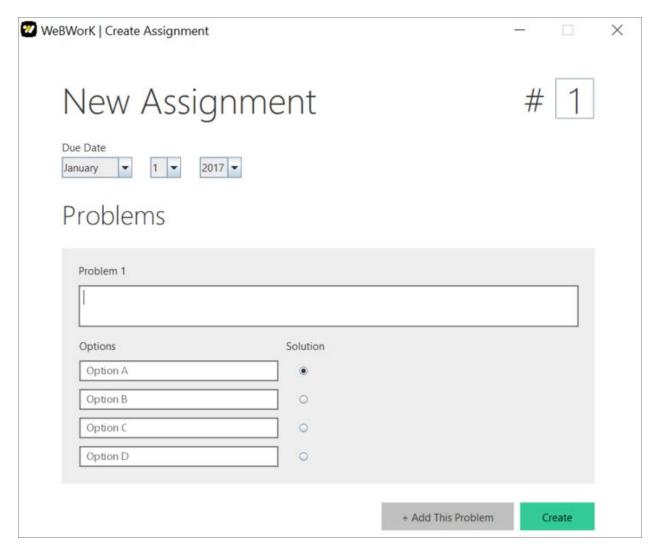
Secondary instructor registering with the given invite passcode from the admin instructor



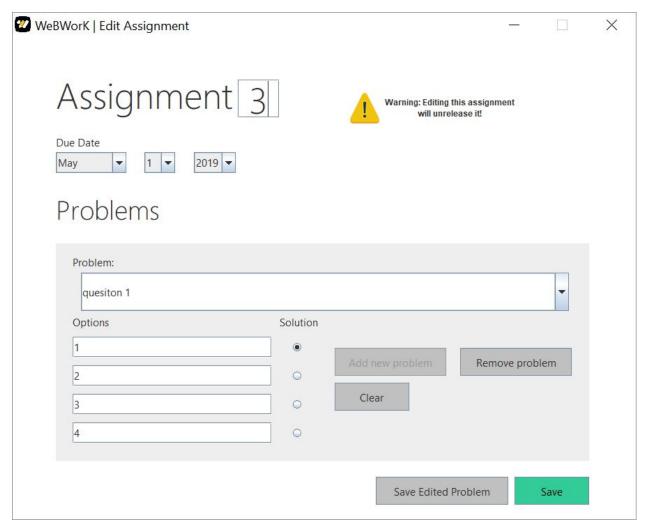
Student enrolling into the application system by entering their personal information



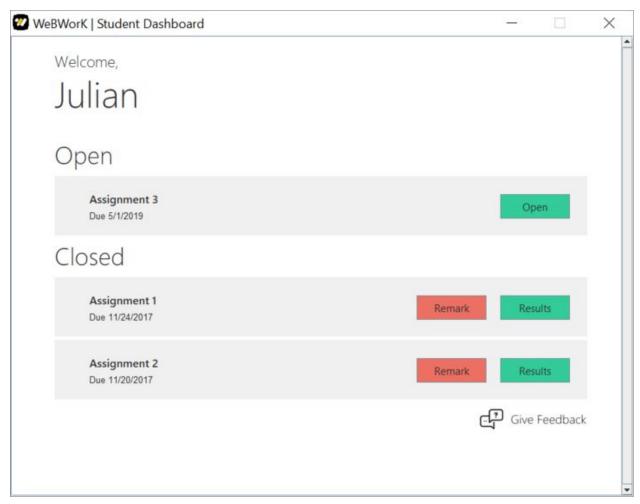
Instructor Dashboard



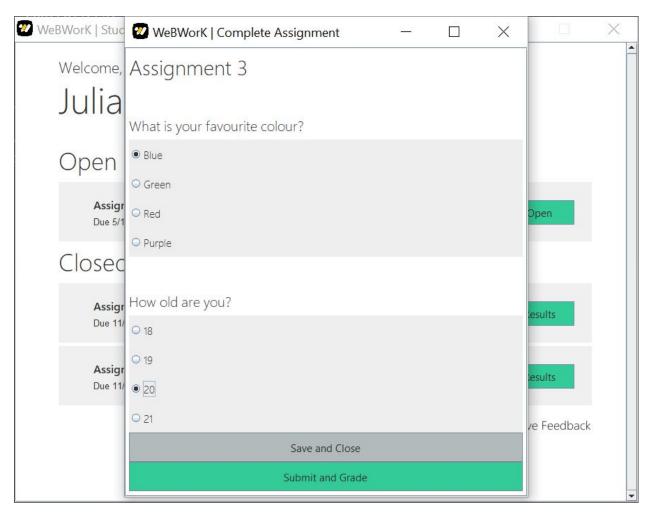
Assignment Creation



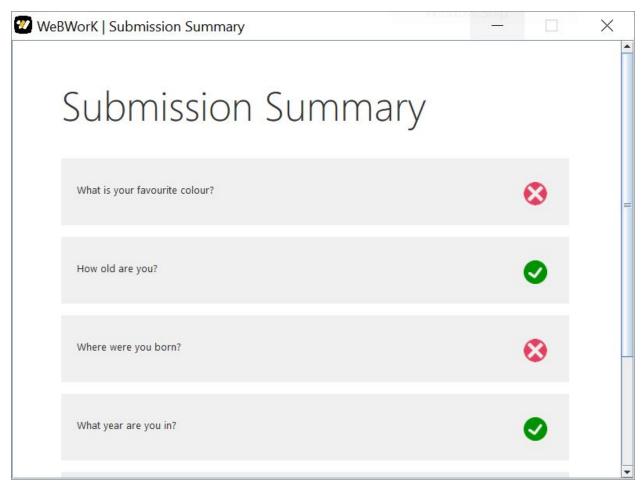
Assignment Editing



Student Dashboard



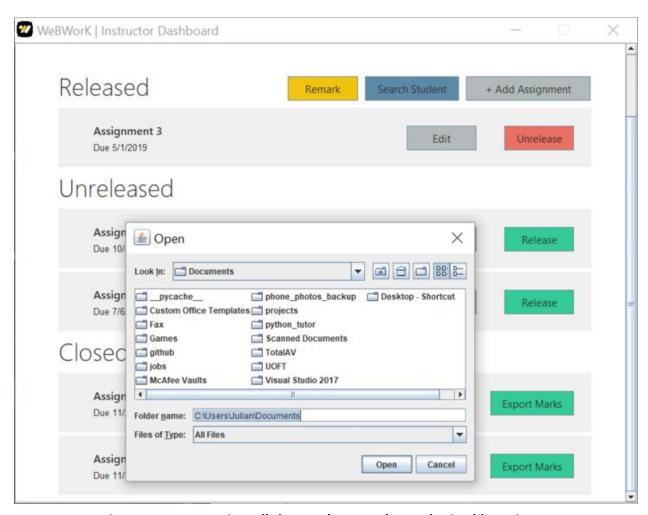
Assignment Completion



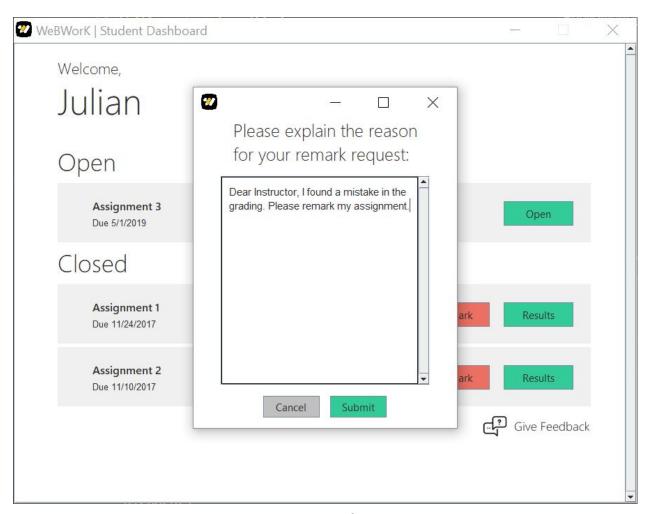
Submission Summary



Student viewing submission results



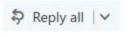
Instructor exporting all the student marks to desired location



Student requesting for a remark

Remark Request from student 1002428036 for Assignment2





Reason for remark:

Dear Instructor, I found a mistake in the grading. Please remark my assignment.

======== Assignment Details =========

Assignment2

Student Number: 1002428036

Name: Julian

What is your favourite colour?[Solution: Green] ---- answered: Red

How old are you?[Solution: 20] ---- answered: 20

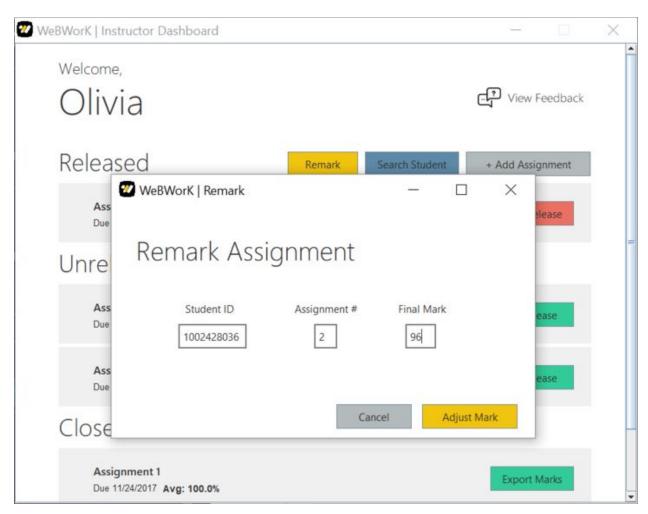
Where were you born?[Solution: China] ---- answered: Canada

What year are you in?[Solution: 3] ---- answered: 3

What brand is your laptop?[Solution: HP] ---- answered: Dell

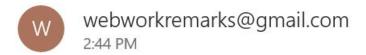
test question[Solution: 1] ----- answered: 3

Instructor viewing remark request from students through email which is sented by the application system



Instructor adjusting student's mark

Grade Adjusted for 1002428036 for Assignment2



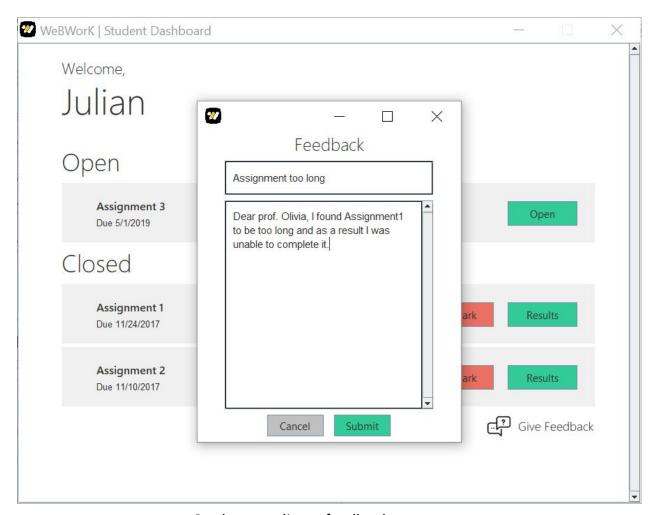
To: julian.b@live.ca

Remark Result:

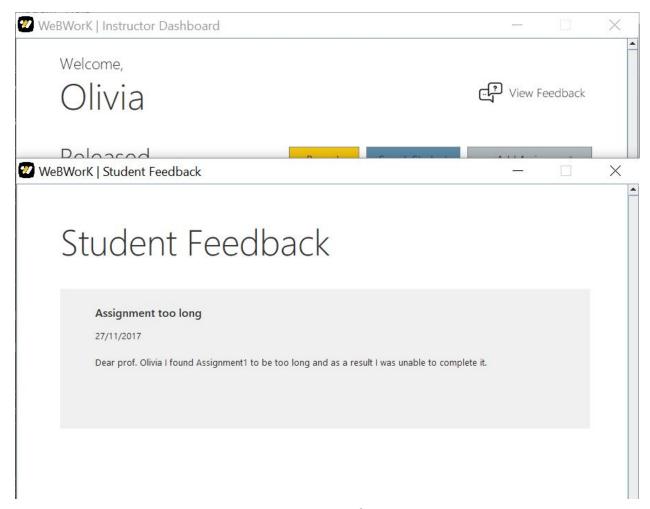
Assignment2 Student Name: Julian Student ID: 1002428036

Final Grade: 7

Students viewing their remark result on email which is sent by the application system



Student sending a feedback message



Instructor viewing feedback