

Sprint 3 Plan

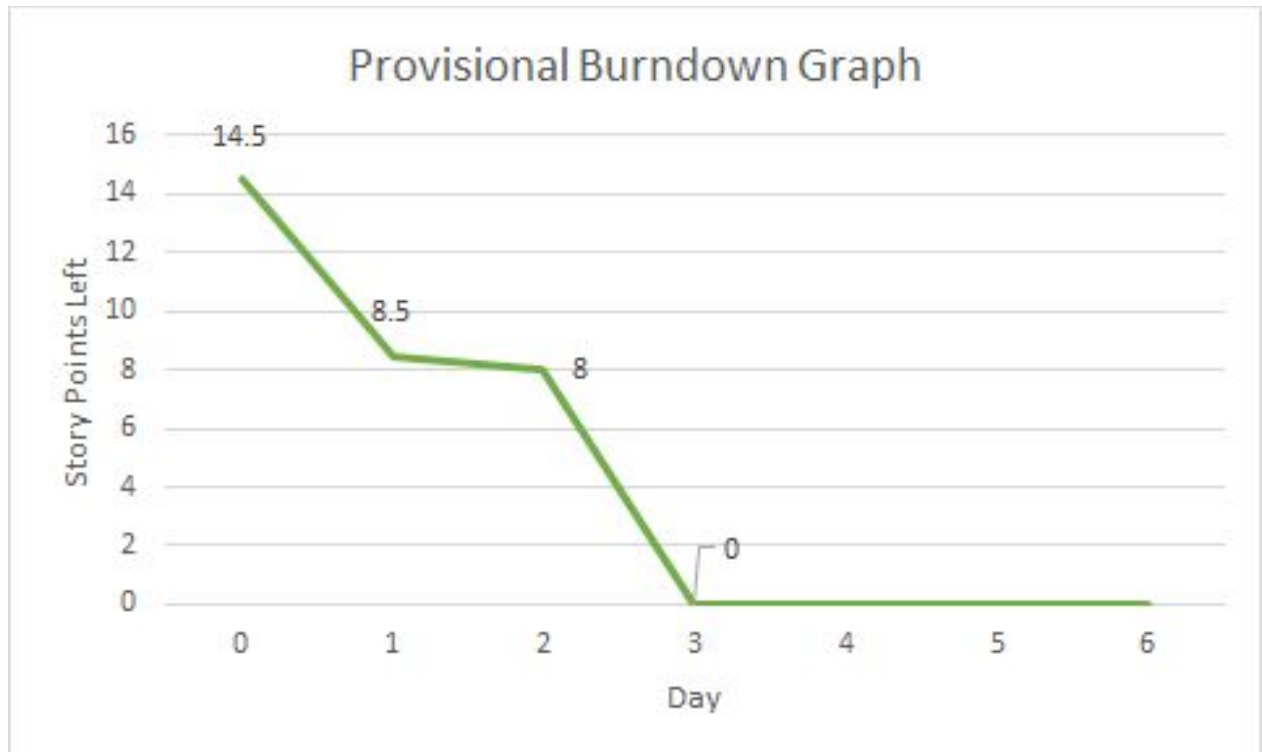
Week of Oct. 30, 2017

User Stories	Tasks	Story Points	Dependencies
U2	T6	4	-
U3	T8	2	-
U4	T9	1/2	-
U4	T10	1	-
U4	T11	1/2	-
U4	T12	1/2	T10,T11
U5	T13	2	-
U6	T14	4	-

Provisional Burndown Chart

	Task Points	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
T6	4	T:3/2	T:2	T:1/2			
T8	2	O:2					
T9	1/2	A:1/2					
T10	1	A:1					
T11	1/2	A:1/2					
T12	1/2		T:1/2				
T13	2	F:2					
T14	4		F:2	F:2			

J - Julian [story points per day = 4]
A - Abhay [story points per day = 2]
F - Felix [story points per day = 2]
T - Tito [story points per day = 2]
O - Olivia [story points per day = 2]



Backlog

U4: As Karen/Ben (a statistics professor) and Jenny (a TA), I would like for every user to be asked for authentication before accessing their assignments, to differentiate users as instructors and students, so that students are not able to edit/create assignments.

T9: Create a main file that instantiates the login/registration GUI.

T10: Edit the format of (users.csv) to include a new parameter: instructor/student.

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is_instructor (boolean), user id (integer), hashed password  
                (string)
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When a user register a new account, prompt a window asking whether they are a student or instructor.

T11: Edit the register method in Authenticator.java, to include the Is instructor flag at registration.

T12: If login was successful, open the assignment listing window according to the user type.

U5: As Dana (student), I would like to view all my open and in-progress assignments along with their due dates.

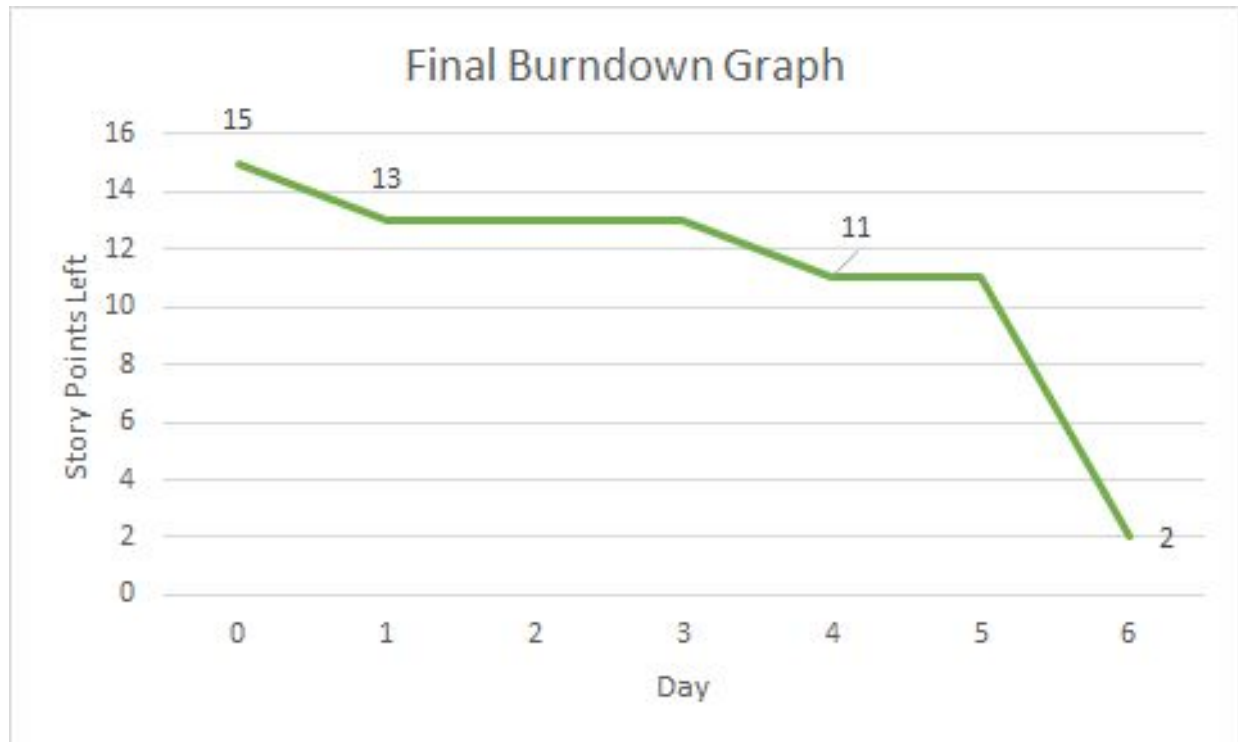
T13: Create a Swing interface for students to see a list of “released” assignments by parsing through each assignment#.csv file and only displaying the ones that have the released flag set to true

U6: As Dana (a student), I would like to be able to select an open problem set before its deadline has passed and begin answering questions.

T14: Create an “assignment interface” in which questions are randomly selected from the assignment .csv file (assignment#.csv) and displayed with their options as radio buttons.

Final Burndown Chart

	Task Points	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
T6	4				J:1		J:1
T8	2	O:2					
T9	1/2				A:1/2		
T10	1				A:1		
T11	1/2				A:1/2		
T12	1					T:1/2	T:1/2
T13	2						F:2
T14	4						F:4



Report

- Added new user story (U4) to incorporate authentication.
- Changed the AssignmentListingGUI.java file name to InstructorListingGUI.java
- Added Edit buttons to every assignment listed (released/unreleased). This was part of T6's task that was in Sprint 2.
- Edited color of released/unreleased and edit buttons.
- Implemented a method that reads all Assignment questions and other data and stores it in a 2D ArrayList.
- Fixed the glitch in InstructorListingGUI when releasing/unreleasing assignments on 2017-11-04.
- Revamped login/registration GUI to better match initial mockups.
- Removed main methods from all files and created ApplicationDriver.java that initializes the application by opening the login/registration UI.
- Added checkbox on registration screen so instructors can register accordingly.
- Fixed bug in problem creation UI where when an instructor would add a new problem, the options text fields would get populated with text when they should just be empty.

- Made sure instructor cannot create a problem without filling in all necessary fields or create an assignment with no problems or assignment #
- Tito worked on T6 with Julian as it was more work than initially planned for
 - Changed the edit window to display the previous entries in each field
 - Added a drop down list of all the problems that were added
- Working on T12 where the designated window of assignment listing based off of if you are a student or instructor.
- Changed the indices in Authenticator.java to check proper columns due to a change in .csv file where there is a new flag added (is_instructor).
- Added a welcome message according to if you are a student or instructor.
- Upon successful login as instructor, InstructorListingGUI frame is made.
- Added a release button for all the unreleased assignment listings
- Added an unrelease button for all the released assignment listings
 - Implemented a method to update the assignments listing interface after the change of status
- Implemented GUI for students to see a list of open assignments.
- Implemented GUI for students to view questions and options in a random order of a given assignment.