

## Criterion A: Planning

### Problem Statement:

#### Criterion A – Planning

##### Defining the problem

The client, Madame Paula Egan-Wright, is the teacher for French at my high school. Her customers are school students who are struggling with their French studies, and need help studying or improving their skills. She has a large amount of resources - dictionaries, textbooks, available for students to take advantage of. Currently, she uses these for students when they come in for help, which may not be helpful to all students who come in for help.

The current system has become unsatisfactory for her, as many students are not learning that much from this system. The textbooks don't offer a realistic way to practice vocabulary words, and result in ineffective learning from the student's end.

I have offered to help Mrs. Egan-Wright with a technologic solution, with a user-friendly interface to help students practice vocabulary. It will allow for students to practice translating words between both languages, ranging from simple words to a list of them along with phrases as well as methods to apply those. It will utilize a computer, using Java so that it could easily be ported to multiple devices.

##### Rationale for the proposed solution

Creating the program on a computer will be optimal. By using Java, it allows use across multiple platforms and as well for it to be ported to mobile devices, giving students freedom to use this app how they choose and for what meets their needs.

This also allows for easier bug fixing if necessary, and easier programming in general. By making it on a computer it allows for a greater potential market and allows for a wider audience to be able to use it.

## **Stating Success Criteria**

1. A data entry form that allows for students to add vocabulary.
2. A testing system to compile the vocabulary and let the student practice it.
3. A vocab system that allows students to translate from English/French or vice versa.
4. A simple, easy to use interface that allows for easy usage of the program without difficulty.
5. A shuffle and repeat feature that allows for the re-use of a deck, and to mix it up.
6. A save and open feature that allows to save decks and re-use for future practice.