

Project Proposal: Ashesi Study Tracker

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Our team aims to develop a program that simulates a study planner for the average Ashesi student to help them properly manage their time and organise themselves. We have found that many students, and even faculty members, are struggling to keep up with the fast-paced academic calendar and all the topics in the syllabi because of the challenges that the accelerated academic year has introduced. Due to this realisation, this project aims to solve the problem by creating a planner that helps students plan their study times. Moreover, we hope that such an application can aid the board of Ashesi University to visualise the workload and progress of students by providing information on student study habits (including information on the progress students are making with school work, extra-curricular activities, personal studying) to help appropriate school authority structure the academic calendar in a way that effective teaching and learning can take place, especially for cases such as the accelerated academic year.

Our program will operate using an Event Class, Subject class, a Student class, an Extracurricular class, a GroupSession class, Tips, a DailyPlanner and WeeklyPlanner class. The Event class is an abstract class with instance variables inherited by the Subject, ExtraCurricular and GroupSession classes.

Within the Subject class, there will be variables for the name of the subject or course that the student is taking, the modules under that course, the lecturer name, the faculty intern's name, class location, time of classes and a progress module; it will also contain methods to get and set a user's progress level and methods to add and remove a course from the user's planner. Under the Student class, there will be variables for the user's name and program of study.

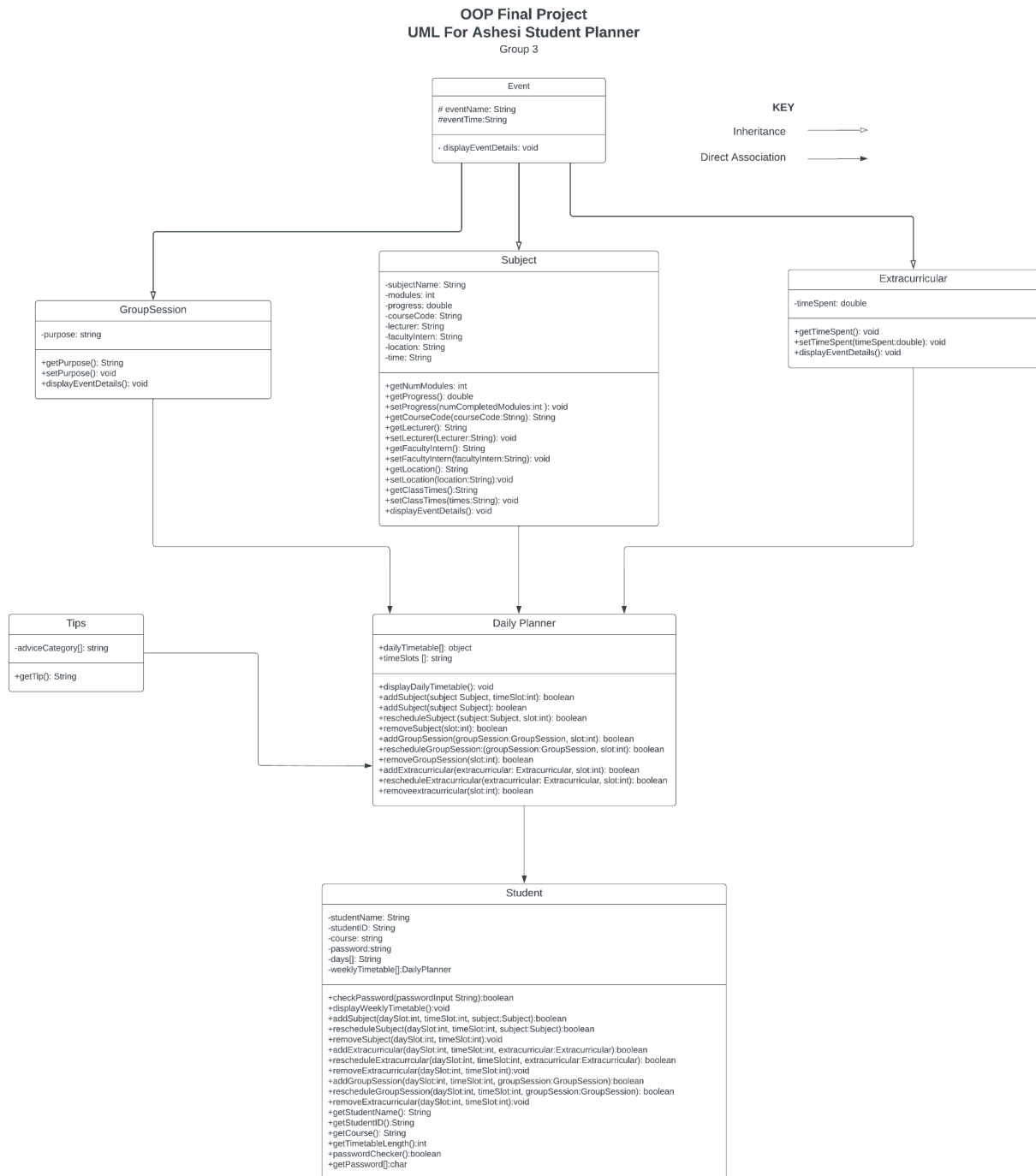
Next, the Extracurricular class extending the Event class will contain variables to store the name of the user's extracurricular activity, the time that the user will spend or spends on the extracurricular activity(i.e. typical meeting time for a club), and the time in which they will start the activity on a specific day or days; it will also contain methods to add and remove an extracurricular activity to their schedule, get what extracurricular activity the user is partaking in and get the time spent on that activity.

The GroupSession(which extends the Event class) class caters for group assignments a student may have. This class will also contain methods to add, reschedule, remove, get, and set group sessions, as well as variables representing the course in which the group work has been assigned, the purpose of the meeting, and the time the group meeting is set.

The DailyPlanner class will contain a method to display the user's schedule and variables to store an array storing the days of the week, an array storing the times of the day, and a multidimensional array storing the user timetable.

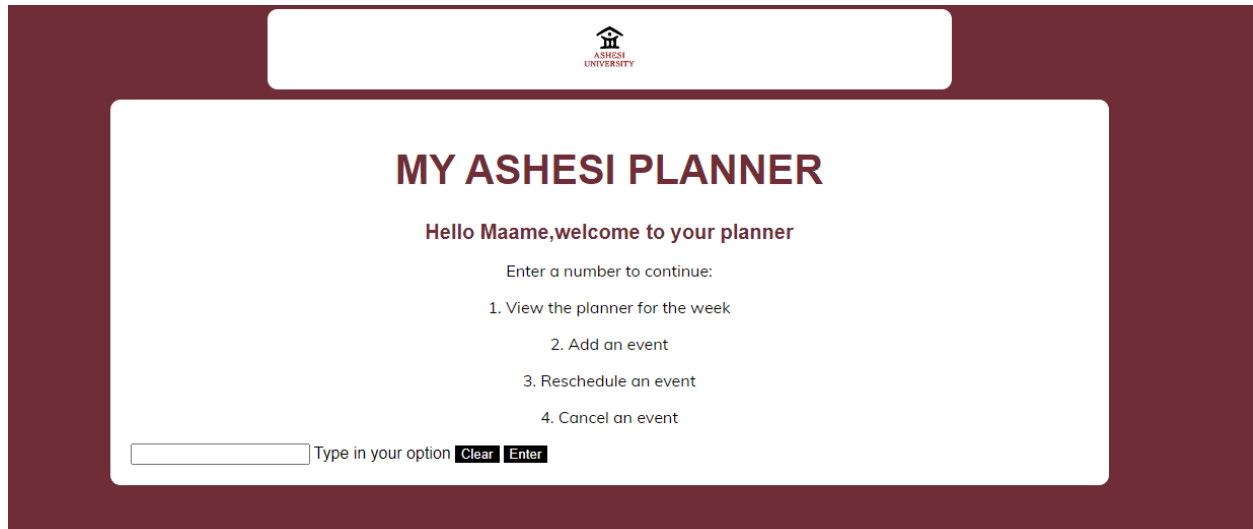
The WeeklyPlanner class has functionalities similar to those of the DailyPlanner class. However, it allows the user to customise their planner for the entire week through the add and remove methods it incorporates.

UML of Planner



[Access UML Diagram here](#)

MVP of Planner:



The screenshot shows a web application titled "MY ASHESI PLANNER" with a dark red background. At the top, there is a white header bar containing the Ashesi University logo. Below the header, a white box displays the title "MY ASHESI PLANNER" in bold. A welcome message "Hello Maame,welcome to your planner" is followed by the instruction "Enter a number to continue:". A numbered list of four options is provided: 1. View the planner for the week, 2. Add an event, 3. Reschedule an event, and 4. Cancel an event. At the bottom of the white box, there is a text input field, the label "Type in your option", and two buttons labeled "Clear" and "Enter".

Statement of Contribution

Group Member	Contribution
Maisy Baer	<ul style="list-style-type: none">- UML research, creation and updating- HTML code for MVP- Skeleton for Student, DailyPlanner and Main class- Updating, editing and correcting general code- Method additions to Subject class- Updates to Method- Commenting and organising codes
Maame Dankwaa Afranie Adjei	<ul style="list-style-type: none">- Major updates to Student and Subject class (Method additions)- Major edits to the Main class- Creation of Test cases in the Main class- UML editing- Major modifications to the Tips class- Introduction of Java collection for arrays.- Major edits to the Daily and Weekly Planner classes- General syntax error correction

Lady-Margaret Hagan	<ul style="list-style-type: none"> - UML editing - Error Handling (Exception Handling) - Creating an Event Abstract class - Peer Review Editing - General syntax error correction - Updating Daily Planner for Subject Class - Formatting project proposal document - README.txt document creation
Reindorf Narh	<ul style="list-style-type: none"> - Creation of GitHub for code - UML editing - General syntax error correction - Major debugging - Creation of skeleton for Daily Planner, Student, Subject, Tips, GroupSession, and ExtraCurricular classes. - Peer Review Editing - File I/O handling