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| Final Project– MODULAR STUDY APPLICATION | ABSTRACT  A Project Design for the development of a Modular Study Application for students. The design outlines the interface and functionality, application structure, build instructions and UML Diagram for the application.  Kory Bennett / Brock Allton / Dylan Sawyer / Justin Casey / Dan Page / Cale Ward  UMUC 495 6380 2 March 2020 |

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Revision History

|  |  |  |
| --- | --- | --- |
| Date | Description | Author |
| 02 Mar 2020 | Initial Draft | K. Bennett |
| 04 Mar 2020 | Update User guide | K. Bennett |
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Phase 3 Source

1. **Overview**

The Modular Study System is a program that can be utilized by students at any level from grade school through college. The purpose is to allow the user, a student, to load practice test questions on each subject and then test themselves on those questions. The program will store the questions that are loaded, the questions that are asked, the answer given for those questions, and keep track of how many times the questions were answered correctly or incorrectly.

1. **Project Plan**

**Project Description & Objective**

The Modular Study System is a program that can be utilized by students at any level from grade school through college. The purpose is to allow the user, a student, to load practice test questions on each subject and then test themselves on those questions. The program will store the questions that are loaded, the questions that are asked, the answer given for those questions, and keep track of how many times the questions were answered correctly or incorrectly.

**Project Management**

**Methodology**

The Modular Study System team will be utilizing Trello and Gantt charts for progress tracking of this project. Due to the rather quick deadline for the project, and the different items that will be in constant motion, the Gantt chart will provide an excellent visual representation of all tasks displayed against a timeline of the life of the project. Gantt charts can adjust automatically and display up to date project schedule and timelines. Since meetings will not be taking place daily, the Gantt chart will make it easy for all team members to understand and follow the progress of the project. Before the Gantt chart can be created all requirements of the program will be thoroughly laid out and understood by all team members.

For the purpose of tracking each portion of the project, the team will utilize Trello. The Trello system provides an excellent source for not only keeping track of to-do-lists, files can be shared amongst members, cards can be easily inserted and removed as required as the project progresses and are edited with comments to easily keep team members informed of the tasks current state. Below is a list of cards that will be used to track the progress of the project:

* Project Plan: tracks all tasks for the completion of this plan
* Test plan: tracks all tasks for the completion of the test plan
* Coding: track the different modules being created for the project
* Testing: track the testing of the different modules as they are completed and being put together

Each of the boards listed will be used on three separate lists: Not Started, In Progress and Completed. The Project Manager will be responsible for upkeep of the cards once the task is assigned. The cards will reflect the specific item to be worked, who is to work on it, when the due date for that item is completed and the positioning of the card on the appropriate list. Although constant reminders will be sent out on what is going on for the week, due dates or items and so on, all team members will be responsible for constant monitoring of Trello and the Gantt chart.

**Communication Tools**

The primary method of communication for the Modular Study System team is via Hangout. This app will allow all members of the team to stay in near constant contact with one other through messages as the app can easily be installed on a phone allowing access anywhere and anytime. The application also allows for video conferencing in the case that face to face communication needs to happen at that moment.

The Modular Study System team will also conduct two video conferences per week, one on Monday and one on Saturday. These meetings will be conducted through WebEx. The meetings on Monday will be to discuss upcoming assignments for the week, who will be responsible for what aspect of the assignment, and when the due date will be for the deliverables. The meeting on Saturday will primarily be for reviews of the class deliverables due that Sunday and to address any concerns or feedback from individuals not brought up throughout the week.

**Analysis, Design & Development Tools**

* + - Plan Monitoring and Analysis Tools
      * Trello for plan progression and assignment monitoring
      * Excel for deliverables due dates and requirements
    - Design Tools
      * Draw.io for program diagrams
      * Lucidchart for class UML diagrams
    - Development Tools
      * GitHub for documentation sharing/submission
      * NetBeans for all class designs
      * MySQL for questions database

**Peer Reviews**

All team members will conduct peer reviews on all deliverables before final submission. The items for review will be available for peer review on the Friday before the due date, and all reviews will be completed by the Saturday before the due date. All comments and suggestions from the reviews will be incorporated into the final product for delivery. Peer input on material can also be done during the Saturday video conference if needed to allow for any last-minute inputs.

**Resources**

This project will employ the use of various software products that will be used in the capacity communications, program review and coding. Below is a listing of the resources used:

|  |  |
| --- | --- |
| **Name** | **Use** |
| GitHub | Documentation Repository |
| Google Docs | Project Review |
| IDE Software | Coding |
| Excel | Gantt Chart / Milestones / Peer Reviews |
| Word | Written Report |
| Google Hangouts | Team Communications |

**Roles and Responsibilities:**

|  |  |
| --- | --- |
| Name: **Kory Bennett** |  |
| Role | Team Lead |
| Responsibility | Team organizer / Documentation |
|  |  |
| Name: **Brock Alton** |  |
| Role | Project Manager |
| Responsibility | Co Team Lead / Documentation |
|  |  |
| Name: **Dylan Sawyer** |  |
| Role | Team Member |
| Responsibility | Lead Developer |
|  |  |
| Name: **Dan Page** |  |
| Role | Team Member |
| Responsibility | Software Developer |
|  |  |
| Name: **Justin Casey** |  |
| Role | Team Member |
| Responsibility | Software Developer |
|  |  |
| Name: **Cale Ward** |  |
| Role | Team Member |
| Responsibility | Software Developer |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Impact** | **Action** |
| Team Availability | Team is split across two time zones and with different work schedules. Lack of communication could cause delays in project development/deliverables. | Rely on online communication via hangout and email correspondence. All team members are aware to check Hangouts and email on a regular basis, and to notify when unable to attend a scheduled meeting. |
| Compressed Schedule | 8-weeks is a very quick timeline for a group project, especially when team members are geographically separated. Possibilities of missing deadlines. | Ensure all team members are aware that this is a joint effort, and each contribution is significant. If one person cannot meet obligations, then informing Team Lead and Project Manager is paramount and another person or people can pick up the task. |
| Family/Military obligations | Family and military obligations will always play a primary concern in day to day activities, and can have a large impact on the availability for meetings and having sufficient time to completed assigned tasks. | Communication is key to inform team supervision of possible conflicts stemming from family or military. When a conflict arises, tasks will be adjusted as needed to meet deadlines. |

**Project Schedule**

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Duration (Days) | Start Date | End Date |
| **1. Planning and Design** | **45** | 20 January | 08 March |
| 1.1 Project Plan | 7 | 20 January | 26 January |
| 1.1.1 Documentation Writing | 5 | 22 January | 26 January |
| 1.1.2 Document Review / Submit | 2 | 25 January | 26 January |
| **1.2 Test Plan / User guide** | **7** | 27 January | 02 February |
| 1.2.1 Test plan | 5 | 27 January | 31 January |
| 1.2.2 User Guide | 1 | 01 February | 01 February |
| 1.2.3 Document Review / Submit | 1 | 02 February | 02 February |
| **1.3 Project Design** | **7** | 03 February | 09 February |
| 1.3.1 Initial Design | 5 | 10 February | 14 February |
| 1.3.2 Design Review | 1 | 15 February | 15 February |
| 1.3.3 Document Review / Submit | 1 | 16 February | 16 February |
| **2. Testing and Implementation** | **14** | 17 February | 01 March |
| 2.1 Sprint | 7 | 17 February | 23 February |
| 2.2 Sprint | 7 | 24 February | 01 March |
| **3. Project Close and Deliverable** | **7** | 02 March | 08 March |
| 3.1 Code Review | 2 | 02 March | 03 March |
| 3.1.2 Test Data | 2 | 04 March | 05 March |
| 3.1.3 User Guide Review and Revision | 2 | 06 March | 07 march |
| 3.1.4 Project Submission | 1 | 08 March | 1. arch |

1. **Requirements and Specifications**

|  |  |
| --- | --- |
| Requirement # | Description |
| 1 | The application will open with a Java-based Graphic Interface |
| 2 | Several test subjects will be available for user selection |
| 3 | User will have the ability to customize the number of questions |
| 4 | Questions will be multiple choice with only one correct answer |
| 5 | Questions will display in a random sequence until finished |
| 6 | Test results will display at the end of the test and be accurate |
| 7 | User may return to the main menu and select another test |
| 8 | A previous score will not affect the next test score |
| 9 | Questions will only display for the chosen subject |
| 10 | Entering more questions than available will alert the user |

(Summary Placeholder)

1. **System Specifications**

**Main.java**

* Started by the user
* Initializes and handles GUI.java
* Queries Maria DB for the above information through Database.java
* Parses database results for optimal viewing in GUI
* Receives requests from GUI.java
* Sends results to GUI.java
* Serves as the primary interface to the database
* Responsible for randomizing questions
* Tracks questions completed out of total
* Tracks number of correct answers out of total

**Database.java**

* Responsible for maintaining the connection to SQL database
* Receives queries from Main.java
* Sends information to Main.java
  + Available Databases
  + Number of Questions within each database
  + Individual Questions

**Question.java**

* Helper class for storing question information
* Created per question, generated from Database.java
* Resulting questions are sent to Main.java

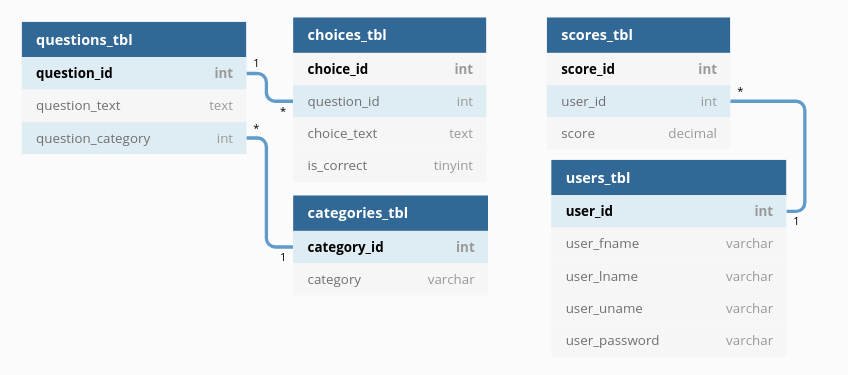
**Choice.java**

* Helper class for storing answers to questions
* Created per choice, generated from Database.java
* Resulting choices are attached to corresponding questions
* Choices are compared by Main.java to determine if correct

**SQL**

* Stores all subject and question information
* Only interfaced by Database.java
* Hosted remotely to mitigate database setup complications

Entity Relationship Diagram



**Build Instructions**

**cd into the ‘Code’ directory**

* 1. **Compile your Java code, generating class files**

*javac -cp “.:./mysql-connector-java-8.0.19.jar” <ALL\_JAVA\_FILES>*

* 1. **Create a JAR file called study**

*jar cmf manifest study <ALL\_CLASS\_FILES>*

* 1. **Execute the JAR file**

*java -jar study*

1. **User Guide**

The Modular Study System is a program that can be utilized by students at any level from grade school through college. The purpose is to allow the user, a student, to load practice test questions on each subject and then test themselves on those questions. The program will store the questions that are loaded, the questions that are asked, the answer given for those questions, and keep track of how many times the questions were answered correctly or incorrectly.

**Maria Db Backend:**

Maria Db, a SQL database variant will be responsible for housing the content of the Modular Study System. Containing a variety of subjects and questions within each subject. The content of the database will be provided to the user via a “Middle Man” java processor into the GUI Frontend.

**GUI Frontend:**

The Graphical User Interface will serve as the primary interaction with the user. The GUI is java based and will handle the input/output (IO) functions of the project. From here the user can select study subjects, answer questions and receive test scores.

**System Features:**

* Multiple study subject selection
* Multiple choice testing
* End of test score feedback
* Randomized questions
* Variable test lengths

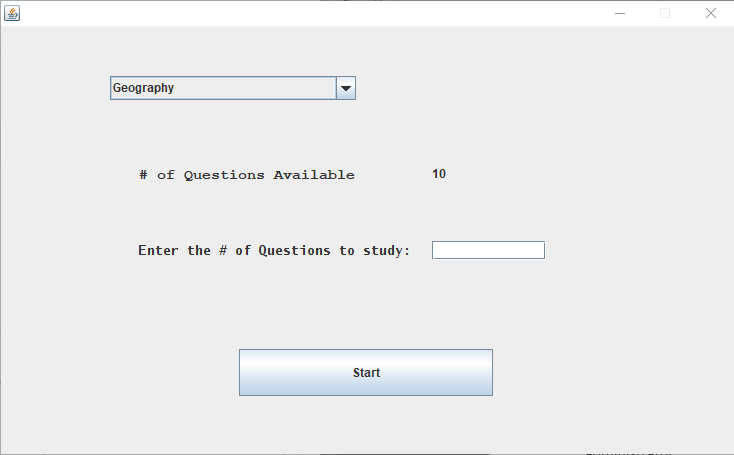
**Getting Started:**

**System Requirements:**

* Intel Core i5 or equivalent
* 2 GB memory (32-bit) or 4 GB memory (64-bit)
* 100 GB Storage Capacity
* Windows 7 or higher

**Compiling:**

The user will need to complile the code from the command line and will have two options to run the code. From the command line of the directory that all of the code is located the user can “shift” right click on the Command Prompt and “run the command prompt as administrator”

* + - 1. From there the user will navigate to the execution directory of the code.  
            
         Directory will vary depending where the user places the files.
      2. From here the user will need to compile the code:  
         
      3. After compiling, the user can type the run.bat command:  
         
      4. The java program will then execute:  
         

**Selecting a Test:**

Upon executing the program, the initial state will open a Jframe containing the controls to select a test subject. Navigate through the list of subjects, selecting the desired test.

Next select the number of questions desired for the test.

The number of questions available will appear next to the number entry.   
  
Select “Start”

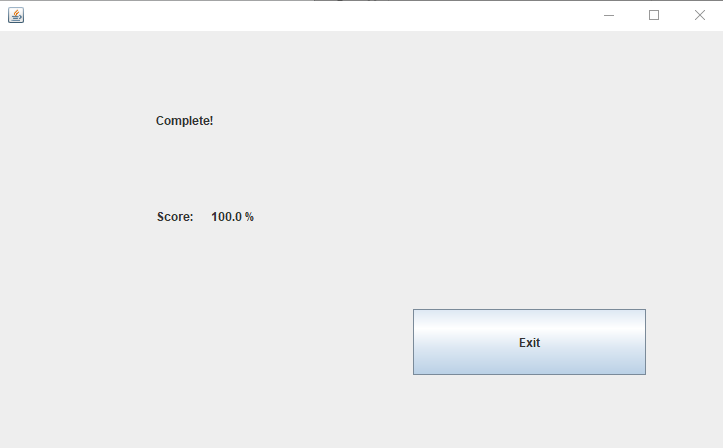
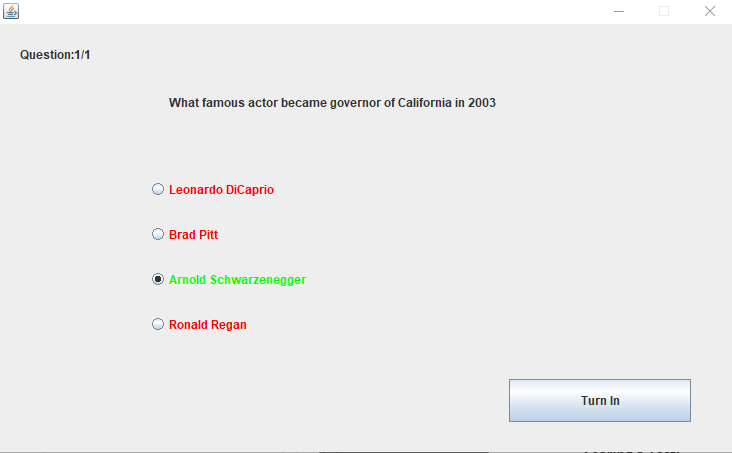
(Note: If more questions are requested than are available, the user will be notified.)

**Taking a Test:**

Once the start button is clicked after selecting a test, the questions will be displayed in random order to the user.

1. The question format is multiple choice with four answers and only one correct answer.
2. Click the radio button next to the correct answer to select it.
3. Click the Submit button to check the answer.   
   (If the answer was correct it will be highlight in green and the rest of the answers will be red. This is true if you select the wrong answer, it will be highlighted in red and the correct answer will highlight green.)
4. Now select next for the next question.

**Scoring a Test:**

Once the final question has been answered, a “Turn In” button will appear. Pressing this button will display the test results as a percentage of corrected answers divided by the total questions.  


Once finished the user may exit the program.

(Note: Scores of one test does not affect the score of any other test.)

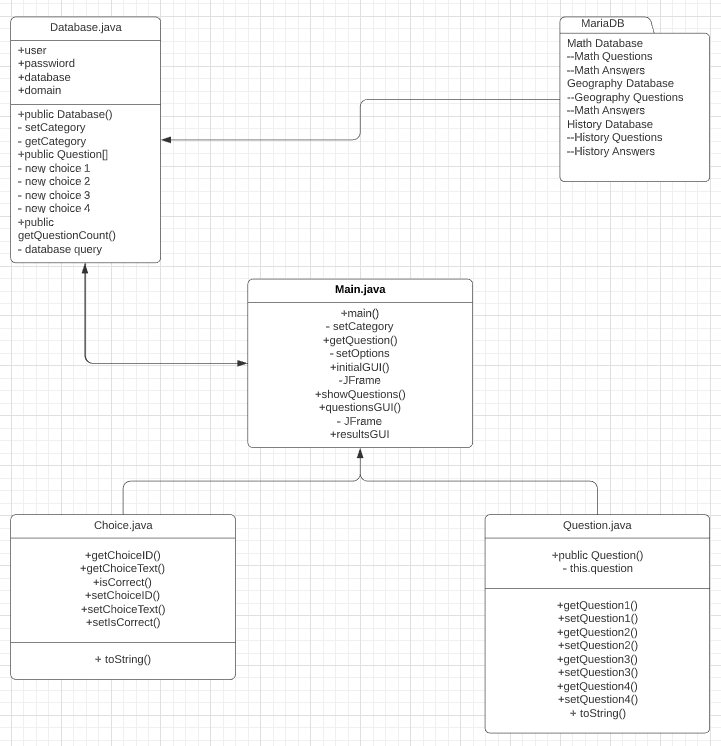
1. **Test Plan and Results**

(Test Plan Table and Screen Shots )

**Test Plan Screenshots**

1. **Design and Alternate Designs**

**UML Diagram:**



1. **Development History**

(Summary Place Holder)

1. **Conclusions, Lessons Learned and Future Improvements**

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