

UE22CS352B - Object Oriented Analysis & Design

Mini Project Report

Title

Submitted by:

Name:

PES1UG22CS613 SRILAKSHMANA AMARESH M (PES1UG22CS613)
PES1UG22CS611 SRIHARI KRISHNA (PES1UG22CS611)
PES1UG22CS580 SHREYAS KARTHIK (PES1UG22CS580)
PES1UG22CS554 SHASHANK UDYAVAR (PES1UG22CS554)

Semester: 6 Section: J

Facultly: Bhargavi Mokashi

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING FACULTY OF ENGINEERING PES UNIVERSITY

(Established under Karnataka Act No. 16 of 2013) 100ft Ring Road, Bengaluru – 560 085, Karnataka, India

Problem Statement:

Key Features:

User Registration & Authentication:

The system supports different types of user registrations—mentors, mentees, parents, and admins. Users can register, log in, and log out. Each role has a dedicated authentication flow that directs them to their respective home pages.

Role-Based Dashboards:

After logging in, users are routed to home screens tailored to their roles:

Mentors can view and manage their mentees, schedule sessions, and provide feedback.

Mentees can view their upcoming sessions and submit feedback.

Admins have access to reports, assignment tools, and search functionality for both mentors and mentees.

Parents can monitor their child's progress and review mentor feedback.

Session Scheduling & Management:

Mentors can schedule sessions with mentees. The application enforces business rules (for example, ensuring that session durations are capped at 20 minutes) and uses design patterns like the Builder pattern to create session objects in a flexible and maintainable way.

Feedback Mechanism:

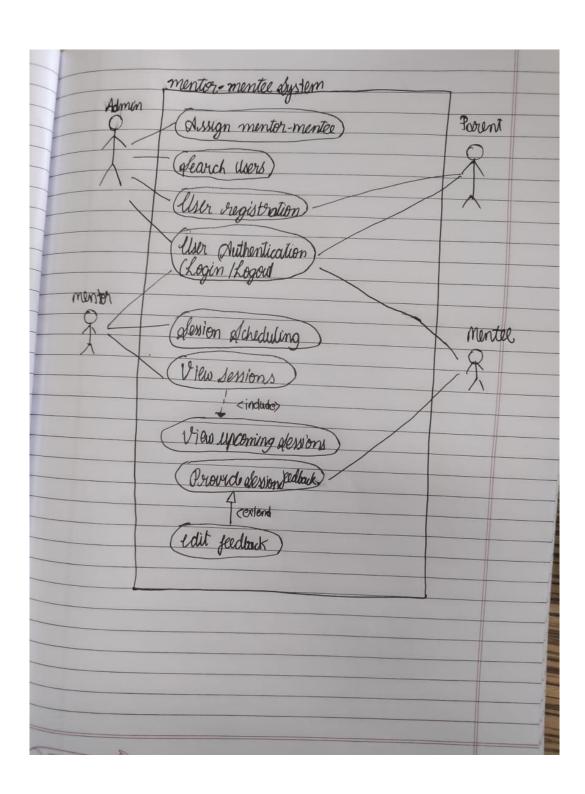
Both mentors and mentees are able to provide feedback on completed sessions. Feedback operations are encapsulated in dedicated services that maintain the separation of concerns.

Search and Assignment:

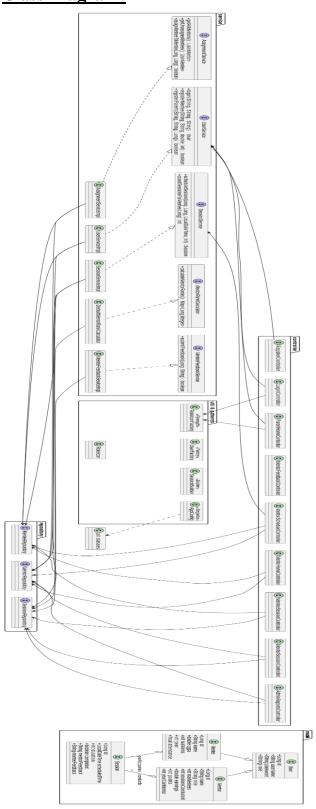
Administrators can search for mentors and mentees using a common search interface that allows substituting different search strategies. Additionally, the system supports the assignment of mentees to mentors, which helps in organizing and managing mentor—mentee relationships.

Models:

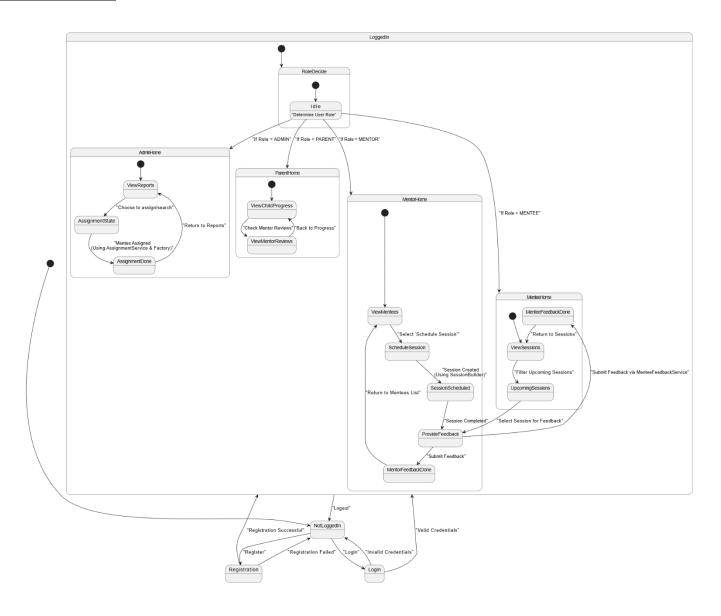
Use Case Diagram:



Class Diagram:

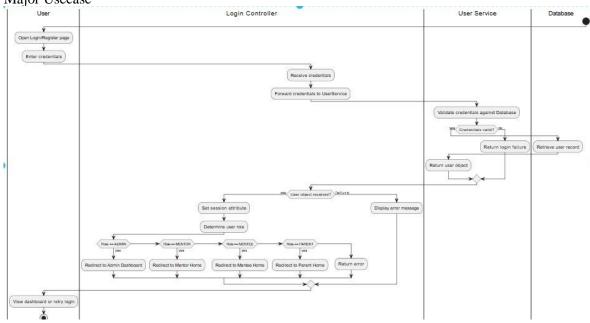


State Diagram:

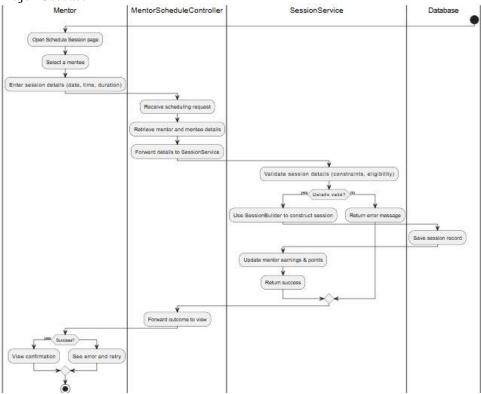


Activity Diagrams:

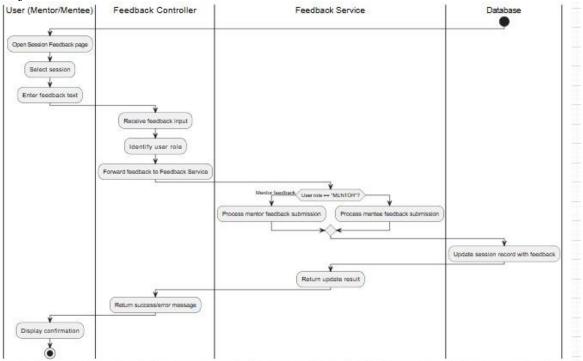
1. Major Usecase



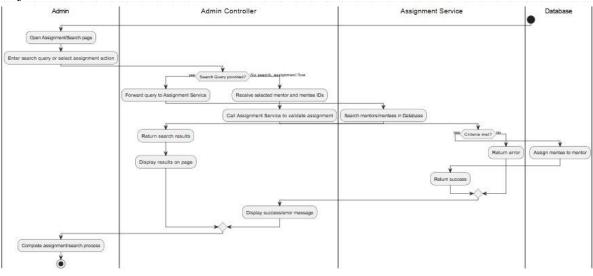
2. Major Usecase



3. Major Usecase



4. Major Usecase



Architecture Patterns, Design Principles, and Design Patterns:

Architecture Patterns

Model – View – Controller Pattern (MVC)

Design Principles

The project uses 4 of the SOLID principles Single Responsibility Principle Open/Closed Principle Liskov Substitution Principle Dependency Inversion Principle

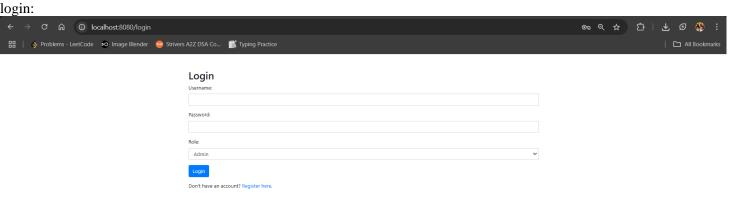
Design Patterns

Singleton for centralized configuration (e.g., AppConfig).
Factory for consistent user creation (e.g., UserFactory).
Builder for constructing complex session objects (e.g., SessionBuilder).
Flyweight for shared role icon data (e.g., RoleIconFactory and RoleIcon).

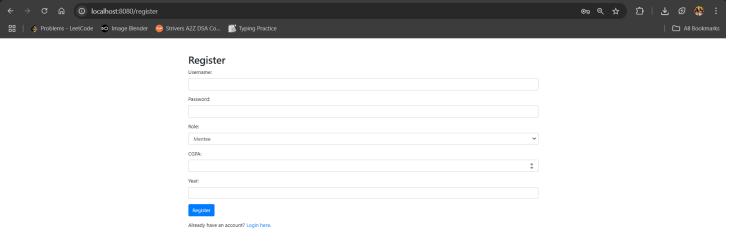
Github link to the Codebase:

https://github.com/amaresh-X64/OOAD_PROJECT

Screenshots of UI:



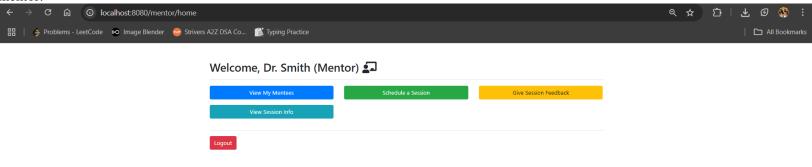
register:



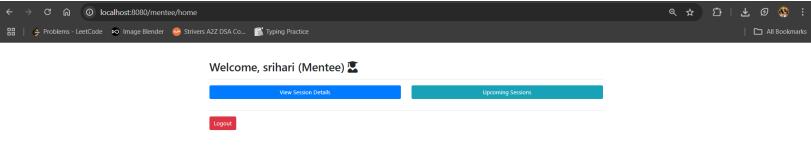
admin:



mentor:



mentee



parent:



Individual contributions of the team members:

Name	Module worked on
Srilakshmana Amaresh M	Flyweight
Srihari Krishna	Singleton
Shreyas Karthik	builder
Shashank Udyavar	factory