**Grading System Design Documentation**

Group 13

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# Overview

//High level overview of the document and what I should expect to get out of reading this document

# Scope

//What is the problem and reason for you making this piece of software anyways?

# Functionality

//What where you expecting the program to do?

1. Add and delete semester
2. Add and delete course
3. Add course using template
4. View grade and only see what he want
5. Calculate final grades and curve grades
6. View Statistics
7. Highlight the grade which have been commented and view comment of a specific grade
8. Add Category and part
9. Edit Course Structure
10. Record grades either using table or using textField
11. Add students and delete students
12. Import students with files

# Goals

//What goals did you have, which ones did you meet and didn't meet?

# Object Diagram

//Object diagram

//GUI diagram

//Please note that a UML diagram that lists every single class + every single member + every single function handle is meaningless. We're looking for a very simple but informative diagram, something as simple as what class of objects talk to other class or depends on other classes of objects.

# Object Justification

//List out objects or class of objects (You do not need to list EVERY single object)

//Justify each group of objects (i.e. explain what it represents/does and why you need it)

Main.java

This is the entrance of the program

Package: objects

1. User.java
2. Semester.java

This class is used to store semester.

1. Course.java

This class is used to store course.

1. Category.java

This class is used to store category.

1. Part.java

This class is used to store parts of category.

1. Student.java

This class is used to store students.

1. Grade.java

This class is used to store grade.

Package: dao

1. Dao.java
2. UserDao.java
3. SemesterDao.java
4. CourseDao.java
5. CategoryDao.java
6. PartDao.java
7. StudentDao.java
8. GradeDao.java

Package: backend

1. Backend.java

Package: gui

1. LoginFrame.java
2. FrameActions.java

This is an interface of frame actions like alert, openNext and openPrevious.

1. SemesterFrame.java

This is semester GUI, and it is used to choose a semester to enter, add a semester, delete a semester and update semesters.

1. SemesterTableModel.java

This is semester table model to create a table for semester frame.

1. AllCourseFrame.java

This is course GUI, and it is used to choose a course to enter, add a new course, delete a course and update the course name.

1. CourseTableFrame.java

This is table model for course to create a table for course frame.

1. AddCourseFrame.java

This is GUI for adding a new course, entering name and number of categories to go to next frame, or the user can apply old template.

1. AddCategoryFrame.java

The is GUI for adding a new category.

1. AddPartFrame.java

This is GUI for adding a new part.

1. ManageStudentsFrame.java

This is GUI for managing students of a course, user can add and delete students in this frame as well as import multiple students.

1. PickPartFrame.java

This is GUI for picking a part to record grade when the user is going to record grade.

Package: gui.grade

1. ViewGradeFrame.java

This is GUI for viewing grades, calculate final grades, curve the final grades and calculate the statistics.

1. EditCategotyFrame.java

This is GUI for editing category. The user can adjust percentage here.

1. RecordGradeFrame.java

This is GUI for recording grade of a part. The user can both record using the table and textfield.

1. CurveGradeFrame.java

This is GUI for user to curve the final grade, input the percentage and it will calculate automatically in the ViewGradeFrame.

1. ShowStaticFrame.java

This is GUI for user to see statistic, user do not need to calculate by himself.

1. ViewComment.java

This is GUI for user to see the comment with a specific grade.