**Flash Cards User Guide**

**Group 9**

May 4, 2019

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# **1** **Introduction**

The Flash Card application provides users with an intuitive online platform with which to create, edit, use, and share flashcards. This document will provide instructions for using the application to create, edit, delete, and use flash cards.

# **2** **Quick Start Guide**

1. Open the application. You will be brought to the login page.

2. Enter your E-Mail and Password. Alternatively, if you haven’t created an account you can

select “Register”

3. Click the Login button.

4. You will be brought to the main page.

# **3** **System Requirements**

The Flash Card Application can be accessed from any computer with a web browser. To run the program without the use of a browser, a computer with Visual Studio installed is required.

**4** **Main Scenarios of Use**

## **4.1** **Create a Flash Card**

1. Open the application

2. Enter your E-Mail and Password.

3. Click the Login button.

4. Navigate to the “Create” screen.

5. Enter question and answer, and hit “Save”

## **4.2** **Edit or Delete Flash Card**

1. Open the application

2. Enter your E-Mail and Password.

3. Click the Login button.

4. Navigate to the “Create” screen.

5. Select the card you wish to edit or delete.

6a: To edit, simply enter a new question/answer pair and click “Save”

6b: To delete, simply click “Delete”

## **4.2** **Create Quiz**

1. Open the application

2. Enter your E-Mail and Password.

3. Click the Login button.

4. Navigate to the “Study” page.

5. Select the card set you wish to create a quiz for.

# **5** **Troubleshooting**

## **5.1** **Missing or Incorrect Password or E-Mail**

A message will be displayed in the event incorrect login information is entered. Try again with proper credentials to access the platform. If trouble is encountered, either register a new account or contact a system administrator.

**System Documentation**

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Revision History

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| 1 | 5/04/19 | Blake Silvernail,  Saally Campos,  Tonglin Liu,  Adrian Ridder | Initial Document |

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# **1** **Introduction**

The Flash Card application provides users with an intuitive online platform with which to create, edit, use, and share flashcards. This document will provide instructions for accessing the application code and installing it into a simulator or compatible device.

# **2** **System Installation**

The Flash Card Application was designed to operate within a web browser, but can also be executed through Visual Studio. As the application is not currently hosted, functionality must currently be accessed through Visual Studio. To begin installation, Visual Studio must be installed on the computer being used. The latest version of Visual Studio can be found at the following link: <https://visualstudio.microsoft.com/downloads/>. Download Visual Studio Community and follow the recommended installation.

The platform runs on Microsoft SQL Express Server for the backend database, so SQL Express will need to be installed on the system prior to running the application. SQL Express can be downloaded at the following link: <https://www.microsoft.com/en-us/sql-server/sql-server-editions-express>. Follow the recommended installation. No tables need to be created manually, they will be created automatically when running the application.

Once Visual Studio and SQL Express have been installed, the Flash Card Application can be downloaded from the Group 9 GitHub repository located here: <https://github.com/UMKC-CS-451-2019-SP/semester-group-project-group-9>. Locate the “Final Release” tag to download the completed application.

After downloading the platform from the repository, locate the file that displays a type of “Microsoft Visual Studio Solution Version: Visual Studio 2018”. Double clicking this file will open the program in Visual Studio. Once the project has been opened, select the “Debug” tab and click “Start Without Debugging” from the dropdown menu. You will be prompted to select a web browser within which to launch the application. Chrome is the recommended browser, but the program should run in any modern internet browser.

With the user guide as a reference, you are now able to use the Flash Card Application.

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# **3** **System Maintenance**

If the Flash Card application requires any modification, maintenance, or additional functionality, it is helpful to understand how the program is structured. This section of the document will provide a high-level overview of the system structure to facilitate easier maintenance.

## **3.1** **Back-End: .aspx.cs**

The core application is written using a .NET and C# framework. The classes that drive the applications can be found in the .aspx.cs files, of which there is a file for each core piece of functionality. The two main classes of the application are the UserDetails class which houses the key information of users, and the Cards class which houses all information for the flash cards themselves. The other classes are built around these two core classes, and are used to provide the functionality of the platform (i.e. registration and login functionality, quizzes, card modification).

## **5.2** **Front-End: .aspx and .css**

The .aspx files contained within the project house the html and .NET portions of the application. Front-end components are primarily driven by web forms. This is the core front-end functionality. There is a .aspx file for each main page of the website: Login, Register, Home, Edit, and Delete. Modifying these files can be used to modify the look and feel of the platform. StyleSheet.css houses the css for the application which can be modified to alter the display style for the platform.