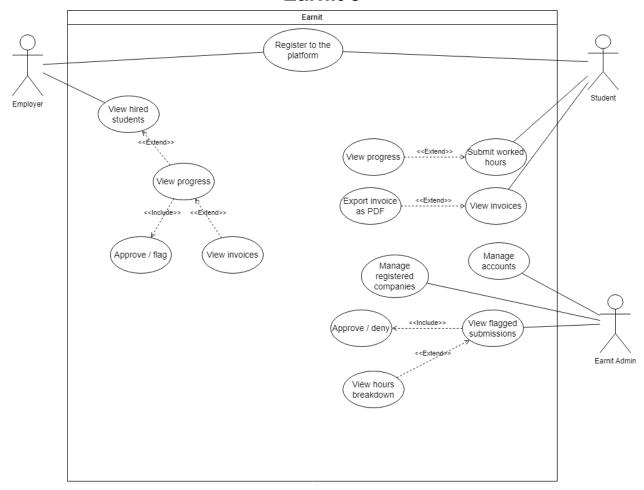
## REPORT FOR SPRINT 2

## EarnIt 5



## Use case diagram:

After the first and second sprint review, some requirements have changed and we have updated the diagram accordingly.

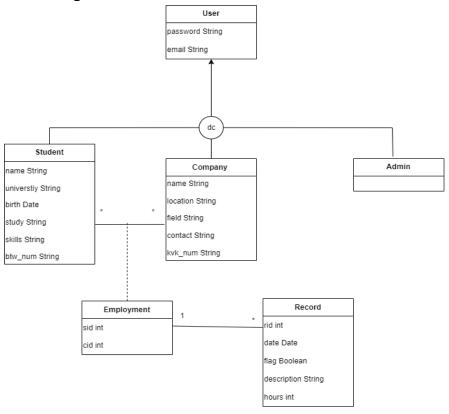
To be specific, the companies are able to view the students, which are already hired, and follow the students' records, such as view submitted hours. Additionally, the company is capable of either approving the submission or flagging them. Once the companies approve the submission, invoices will be generated.

For the students, they can view their progress before submitting the worked hours to the company. In case the company flags the submission, the student will receive a notification of the rejection and will be able to appeal the decision. The final verdict will be made by the admins. Moreover, students can view the invoices and export them in .pdf format.

Regarding the EarnIt admins, they are responsible for assigning students with specific jobs. Whenever there are flagged submissions, the admins will be the final judges for

approval or denial. The admins are also able to have an overview of all students and companies on the platform, which they are able to manage.

## Class diagram and database schema:



From the requirements, we have identified the main classes needed for the system. We first have the main class for user accounts, which keeps the email and password of each user. Each user also has their own UID that uniquely identifies each account. From the User table, we have 3 distinct tables for different user roles: Student, Company and Admin. Students and companies have different attributes as shown in the diagram. Between Student and Company is the Employment table, which is an association class. This class visualizes the relationship between Student and Company, since multiple students can be linked to multiple companies. The Record table is where

we store the progress from each day of each student individually. Multiple records from the same week can be grouped for invoices.	