

# System Design Document (SDD)

## Student Management System

Document Version: 1.0

Date: December 2025

### 1. Introduction

#### 1.1 Purpose

This document describes the system architecture, design patterns, and component interactions for the Student Management System.

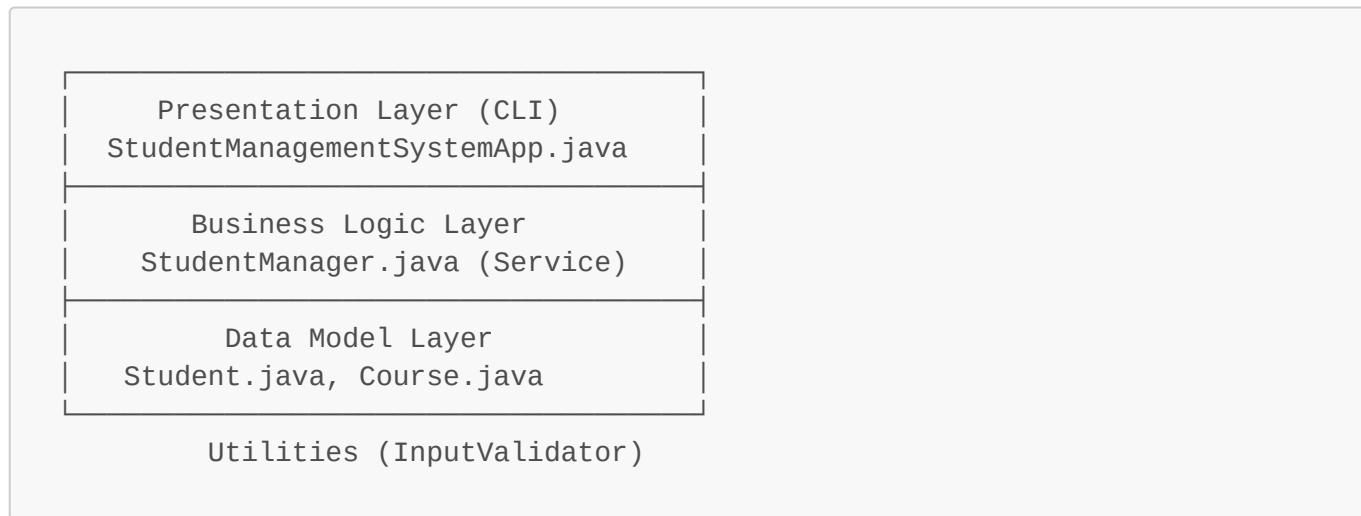
#### 1.2 Scope

The design encompasses all modules, classes, and relationships within the console-based Student Management System.

### 2. System Architecture

#### 2.1 Architecture Style

The system follows a **Layered Architecture** pattern with three primary layers:



#### 2.2 Component Overview

##### **Presentation Layer:**

- Handles user interaction through console interface
- Menu display and navigation
- Input collection and output formatting

**Business Logic Layer:**

- Implements CRUD operations
- Business rules enforcement
- Data validation and processing

**Data Model Layer:**

- Encapsulated entity classes
- Data structures and relationships
- Domain logic

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## 3. Class Design

### 3.1 Student Class

**Package:** com.studentmanagement.model

**Purpose:** Represents a student entity with encapsulation

**Attributes:**

```
- studentId: String (unique identifier)
- firstName: String
- lastName: String
- email: String
- age: int
- courses: List<Course>
- gpa: double (calculated)
```

**Methods:**

```
+ Student(studentId, firstName, lastName, email, age)
+ getStudentId(): String
+ getFirstName(): String
+ getLastname(): String
+ getEmail(): String
+ getAge(): int
+ getCourses(): List<Course>
+ getGpa(): double
+ setFirstName(String): void
+ setLastName(String): void
+ setEmail(String): void
+ setAge(int): void
+ addCourse(Course): void
+ removeCourse(String): void
+ calculateGPA(): void
+ toString(): String
```

## Design Principles Applied:

- **Encapsulation:** All fields are private with public getters/setters
- **Data Protection:** getCourses() returns a copy to prevent external modification
- **Validation:** Setter methods validate input before assignment
- **Automatic Calculation:** GPA is recalculated when courses change

## 3.2 Course Class

**Package:** com.studentmanagement.model

**Purpose:** Represents a course with grade information

### Attributes:

- ```
- courseCode: String (unique identifier)
- courseName: String
- credits: int
- grade: double (0-100 scale)
```

### Methods:

- ```
+ Course(courseCode, courseName, credits, grade)
+ getCourseCode(): String
+ getCourseName(): String
+ getCredits(): int
+ getGrade(): double
+ setCourseName(String): void
+ setCredits(int): void
+ setGrade(double): void
+ getGradePoint(): double
+ getLetterGrade(): String
+ toString(): String
+ equals(Object): boolean
+ hashCode(): int
```

## Design Principles Applied:

- **Value Object:** Courses are compared by courseCode
- **Business Logic:** Grade conversion logic encapsulated in the class
- **Validation:** Input validation in setters

## 3.3 StudentManager Class

**Package:** com.studentmanagement.service

**Purpose:** Manages CRUD operations and business logic for students

### Attributes:

```
- students: Map<String, Student>
- nextId: int (for ID generation)
```

**Methods:**

```
+ StudentManager()
- generateUniqueId(): String
+ createStudent(firstName, lastName, email, age): String
+ getStudent(studentId): Student
+ updateStudent(studentId, field, value): void
+ deleteStudent(studentId): boolean
+ searchStudents(searchTerm): List<Student>
+ assignCourse(studentId, courseCode, courseName, credits, grade): void
+ removeCourse(studentId, courseCode): void
+ getAllStudents(): List<Student>
+ getTotalStudents(): int
+ studentExists(studentId): boolean
+ getStudentsByMinGPA(minGPA): List<Student>
```

**Design Principles Applied:**

- **Single Responsibility:** Focuses solely on student management
- **Factory Pattern:** Generates unique IDs for students
- **Collection Management:** Uses HashMap for efficient lookups
- **Stream API:** Uses Java 8 streams for filtering and searching

### 3.4 InputValidator Class

**Package:** com.studentmanagement.util**Purpose:** Centralized input validation logic**Methods:**

```
+ isValidEmail(String): boolean
+ isValidAge(int): boolean
+ isValidName(String): boolean
+ isValidCourseCode(String): boolean
+ isValidGrade(double): boolean
+ isValidCredits(int): boolean
+ isNotEmpty(String): boolean
```

**Design Principles Applied:**

- **Utility Class:** Static methods for validation
- **Regular Expressions:** Pattern matching for format validation
- **Separation of Concerns:** Validation logic separated from business logic

### 3.5 StudentManagementSystemApp Class

**Package:** com.studentmanagement

**Purpose:** Main application class with CLI interface

**Attributes:**

- ADMIN\_USERNAME: String (constant)
- ADMIN\_PASSWORD: String (constant)
- MAX\_LOGIN\_ATTEMPTS: int (constant)
- studentManager: StudentManager
- scanner: Scanner

**Methods:**

- + main(String[]): void
- + run(): void
- printWelcomeBanner(): void
- performLogin(): boolean
- showMainMenu(): void
- printMainMenu(): void
- createStudent(): void
- viewAllStudents(): void
- viewStudent(): void
- updateStudent(): void
- deleteStudent(): void
- searchStudents(): void
- assignCourse(): void
- removeCourse(): void
- viewStatistics(): void
- getIntInput(String): int
- getDoubleInput(String): double
- pressEnterToContinue(): void

**Design Principles Applied:**

- **Controller Pattern:** Coordinates between user and business logic
- **Menu-Driven Interface:** Clear navigation structure
- **Error Handling:** Try-catch blocks throughout
- **Input Validation:** Validates before processing

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## 4. Class Relationships

### 4.1 UML Class Diagram (Text Representation)

```
StudentManagementSystemApp
-
- studentManager: StudentManager
- scanner: Scanner
+
+ main(String[]): void
+ run(): void
- showMainMenu(): void
```

uses  
▼

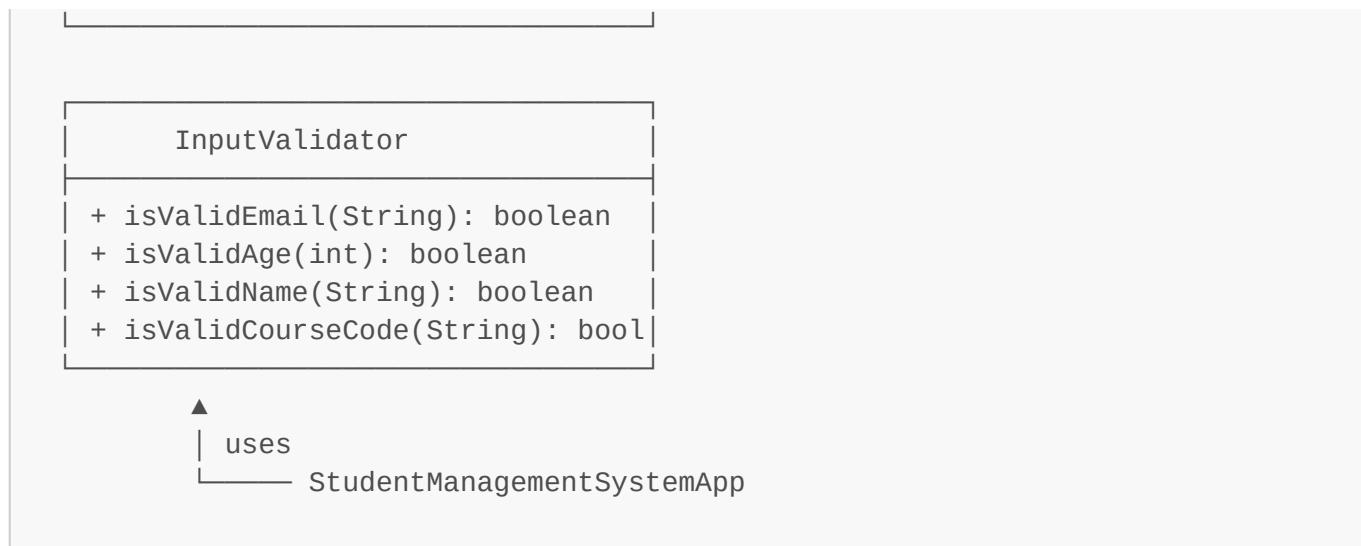
```
StudentManager
-
- students: Map<String, Student>
- nextId: int
+
+ createStudent(...): String
+ getStudent(String): Student
+ updateStudent(...): void
+ deleteStudent(String): boolean
+ searchStudents(String): List
```

manages  
▼

```
Student
-
- studentId: String
- firstName: String
- lastName: String
- email: String
- age: int
- courses: List<Course>
- gpa: double
+
+ addCourse(Course): void
+ removeCourse(String): void
+ calculateGPA(): void
```

has many  
▼

```
Course
-
- courseCode: String
- courseName: String
- credits: int
- grade: double
+
+ getGradePoint(): double
+ getLetterGrade(): String
```



## 4.2 Relationships

- **StudentManagementSystemApp** → **StudentManager**: Composition (1:1)
  - **StudentManagementSystemApp** → **InputValidator**: Dependency
  - **StudentManager** → **Student**: Aggregation (1:Many)
  - **Student** → **Course**: Composition (1:Many)
- 

## 5. Design Patterns

### 5.1 Factory Pattern

**Location:** StudentManager.generateUniqueId() **Purpose:** Centralized ID generation ensures uniqueness  
**Implementation:** Sequential ID generation with collision checking

### 5.2 Data Access Object (DAO) Pattern

**Location:** StudentManager **Purpose:** Abstracts data access and manipulation **Implementation:** Provides CRUD operations interface

### 5.3 Model-View-Controller (MVC) Variant

**Model:** Student, Course classes **View:** Console output formatting in main app **Controller:** StudentManagementSystemApp, StudentManager

### 5.4 Singleton Consideration

**Note:** While not implemented, Scanner could be singleton **Reason:** Current design is sufficient for single-threaded application

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## 6. Data Structures

### 6.1 Student Storage

**Structure:** `HashMap<String, Student>` **Reason:** O(1) average lookup time by student ID **Key:** Student ID (unique) **Value:** Student object

## 6.2 Course Storage

**Structure:** `ArrayList<Course>` (within Student) **Reason:** Ordered list, allows duplicates (same course retaken) **Operations:** Add, remove, iterate

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# 7. Algorithms

## 7.1 GPA Calculation

```
Algorithm: calculateGPA()
Input: List of courses with grades and credits
Output: GPA on 4.0 scale
```

1. Initialize `totalGradePoints = 0`
2. Initialize `totalCredits = 0`
3. For each course in courses:
  - a. Convert percentage grade to grade point (4.0 scale)
  - b. `totalGradePoints += gradePoint × credits`
  - c. `totalCredits += credits`
4. If `totalCredits > 0`:  
`GPA = totalGradePoints / totalCredits`
5. Else:  
`GPA = 0.0`
6. Return `GPA`

## 7.2 Search Algorithm

```
Algorithm: searchStudents(searchTerm)
Input: Search term (string)
Output: List of matching students
```

1. Convert `searchTerm` to lowercase
2. Create empty result list
3. For each student in students:
  - a. Check if `searchTerm` matches:
    - Student ID (case-insensitive)
    - First name (case-insensitive)
    - Last name (case-insensitive)
    - Email (case-insensitive)
  - b. If match found, add to result list
4. Return result list

## 7.3 Unique ID Generation

```
Algorithm: generateUniqueId()
Output: Unique student ID
```

1. Generate ID = "STU" + nextId
2. Increment nextId
3. While ID exists in students map:
  - a. Generate ID = "STU" + nextId
  - b. Increment nextId
4. Return ID

## 8. Error Handling Strategy

### 8.1 Exception Hierarchy

```
Exception (Java built-in)
└─ IllegalArgumentException (validation errors)
└─ NumberFormatException (input parsing errors)
└─ General Exception (catch-all)
```

### 8.2 Error Handling Levels

#### Layer 1: Input Validation

- Validate before processing
- Use InputValidator utility
- Prompt user to retry

#### Layer 2: Business Logic

- Throw IllegalArgumentException for business rule violations
- Validate state before operations
- Provide descriptive error messages

#### Layer 3: Presentation

- Catch all exceptions in CLI methods
- Display user-friendly error messages
- Allow operation retry

### 8.3 Try-Catch Usage

```
try {
    // Operation code
    // Input parsing
    // Business logic call
} catch (NumberFormatException e) {
    // Handle numeric input errors
    System.out.println("X Invalid number format");
} catch (IllegalArgumentException e) {
```

```
// Handle validation errors
System.out.println("X " + e.getMessage());
} catch (Exception e) {
    // Handle unexpected errors
    System.out.println("X Error: " + e.getMessage());
}
```

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## 9. Security Considerations

### 9.1 Authentication

- Simple username/password check
- Limited login attempts (3)
- Plain text storage (educational purposes only)

### 9.2 Input Validation

- All inputs validated before processing
- Regex patterns for format validation
- Range checks for numeric inputs

### 9.3 Data Protection

- Encapsulation prevents direct field access
- Defensive copying for collections
- Immutable student ID

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## 10. Performance Considerations

### 10.1 Time Complexity

- Student lookup by ID: O(1) - HashMap
- Search students: O(n) - Linear scan
- Add/Remove course: O(1) - ArrayList operations
- Calculate GPA: O(n) - Where n is number of courses

### 10.2 Space Complexity

- Student storage: O(n) - Where n is number of students
- Course storage per student: O(m) - Where m is courses per student
- Overall: O(n × m)

### 10.3 Optimization Opportunities

- Index students by name for faster search
- Cache GPA calculation results
- Implement pagination for large student lists

## 11. Scalability Considerations

### 11.1 Current Limitations

- In-memory storage (data lost on exit)
- Single user access
- No concurrent operations

### 11.2 Future Enhancements

- Database integration (MySQL, PostgreSQL)
- Multi-user support with threading
- RESTful API for web/mobile clients
- Caching layer (Redis)

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## 12. Testing Strategy

### 12.1 Unit Testing

- Test each class method independently
- Mock dependencies (e.g., Scanner)
- Validate edge cases

### 12.2 Integration Testing

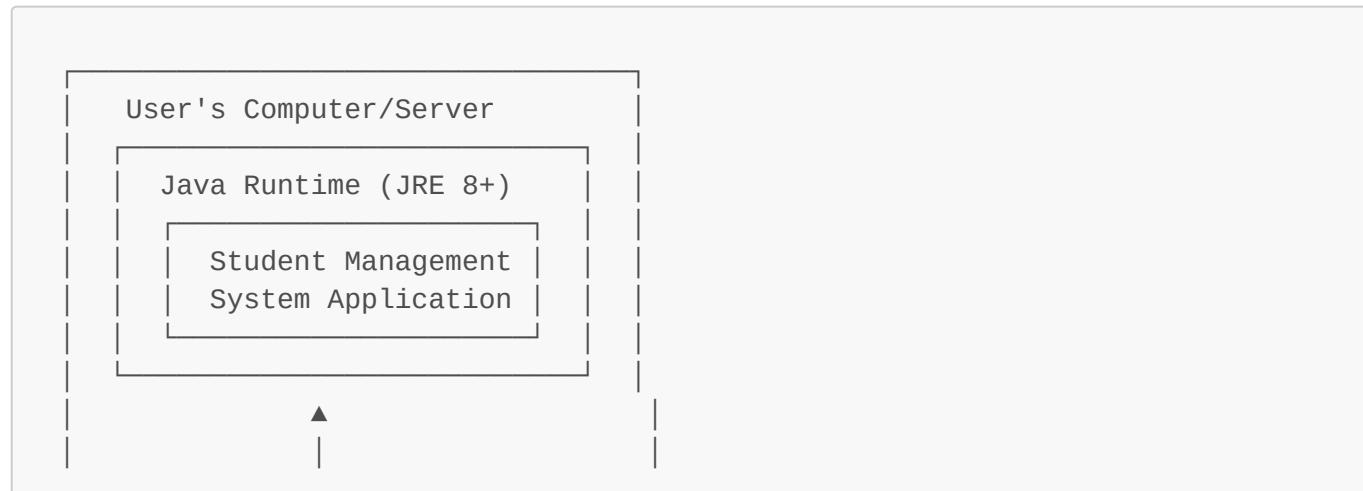
- Test class interactions
- Validate data flow between layers
- Test CRUD operation sequences

### 12.3 System Testing

- End-to-end user scenarios
- Menu navigation testing
- Error handling validation

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## 13. Deployment Architecture



Console I/O

### 13.1 Deployment Requirements

- Java Development Kit (JDK) 8 or higher
- Console/Terminal access
- No external dependencies or libraries

### 13.2 Deployment Steps

1. Copy source files to target system
2. Compile Java files: `javac *.java`
3. Run application: `java StudentManagementSystemApp`

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## 14. Maintenance Guidelines

### 14.1 Code Organization

- Package structure clearly defined
- One class per file
- Meaningful naming conventions

### 14.2 Documentation Standards

- Javadoc comments for all public methods
- Inline comments for complex logic
- README with usage instructions

### 14.3 Version Control

- Use Git for source control
- Feature branches for new features
- Meaningful commit messages

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**Document Prepared By:** Development Team

**Approved By:** Technical Lead

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