# Software Design Document

for

# General Testing Framework for Academic Lab Programs

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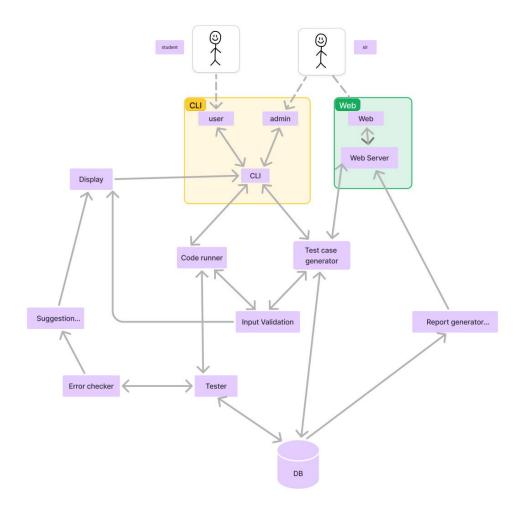
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# 1 System Architecture Design

The diagram represents the *System Architecture* of the Checkio framework. It illustrates how different components interact and the overall flow of data.

- Users: Two types of users interact with the system students and faculty.
- CLI Module: The primary interface where users (students/admins) interact.
- Code Execution Flow:
  - Test Case Generator creates test cases.
  - Input Validation ensures correctness.
  - Code Runner & Tester execute the submitted programs.
  - Error Checker provides feedback and suggestions.
- Database (DB): Stores test cases, evaluation reports, and execution results.
- Web Interface (Planned): A web-based platform for faculty, integrated with the backend server.

This diagram helps in understanding the *workflow* and *system architecture*, showing how different modules communicate to automate lab program validation.



## 2 Dataflow Diagram

## Level 0: Context Diagram

- Teacher: Provides test cases, expected outputs, and input conventions to the system.
- Student: Submits their program for evaluation.
- Checkio System: Evaluates the program against the test cases and outputs success reports or error feedback.

### Level 1: Detailed Processes

### 1. Test Case Input (by Teacher):

- Teachers define input conditions and expected outputs.
- These are stored in the Test Case Repository for reuse.

## 2. Code Submission (by Student):

• Students upload their program to the system.

#### 3. Evaluation Process:

- The system executes the program using the provided test cases.
- Outputs are compared with the expected results.

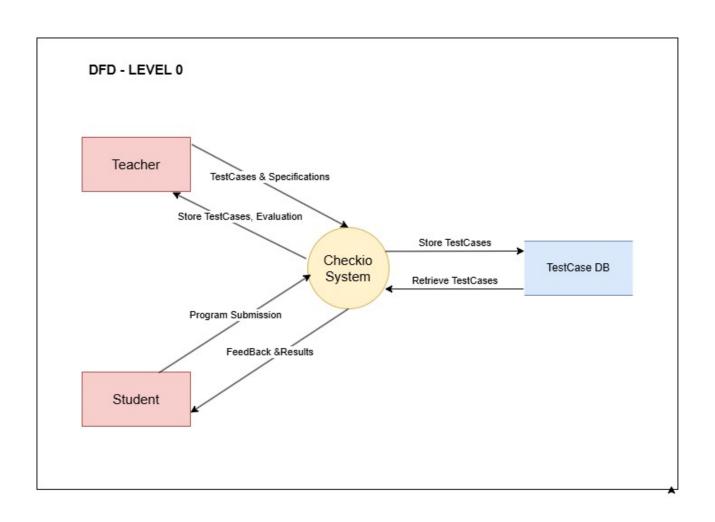
## 4. Error Analysis:

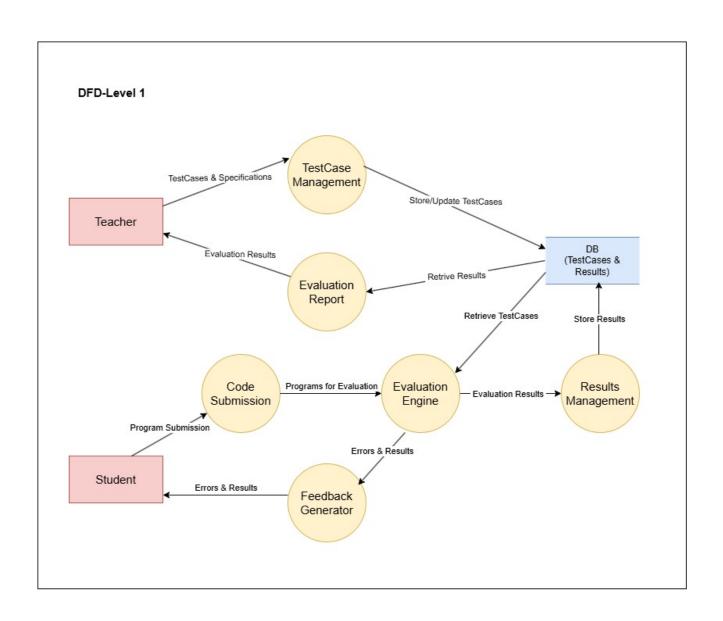
- If outputs differ, errors are identified (e.g., logic errors, syntax issues).
- Suggestions and corrections are generated for identified problems.

#### 5. Result Generation:

- If outputs match, a success report is generated.
- All results, including error details and suggestions, are saved in the *Evaluation Results Repository* for review.

This diagram effectively maps the flow of data, ensuring an efficient program evaluation process while maintaining a secure and robust system design.





## 3 Use Case Diagram

This use case diagram captures the interactions between the system and its two primary users: Faculty and Students. Each user has specific roles and access levels, ensuring smooth operation and role-based permissions.

### **Actors and Roles**

- 1. **Faculty:** Responsible for defining and managing program metadata and test cases. Faculty can view and run programs, generate reports, and create configuration files.
- 2. Student: Focuses on submitting programs, running tests, and viewing limited reports.

## **Key Use Cases**

- 1. Define Program Metadata (Faculty only): Faculty sets up program details, including:
  - Defining program details (title, description).
  - Specifying input/output formats.
  - Saving metadata.
- 2. Define Test Cases (Faculty only): Faculty creates test cases for program validation, including:
  - Specifying input/output data.
  - Setting visibility (public/hidden).
  - Saving test cases.
- 3. View Program Metadata:
  - Faculty: Full access to all metadata.
  - Students: Limited view.
  - Includes: Viewing program details, input format, and output format.
- 4. View Test Cases:
  - Faculty: Can view both public and hidden test cases.
  - Students: Can only view public test cases.
  - Includes: Viewing public test cases.
  - Extends: Viewing hidden test cases (faculty only).
- 5. Submit Program (Students only): Students submit their programs for validation.
- 6. Run Program (Faculty and Students): Executes the program against test cases to validate functionality, including:
  - Validating input.
  - Executing test cases.
  - Comparing outputs.
  - Generating reports.

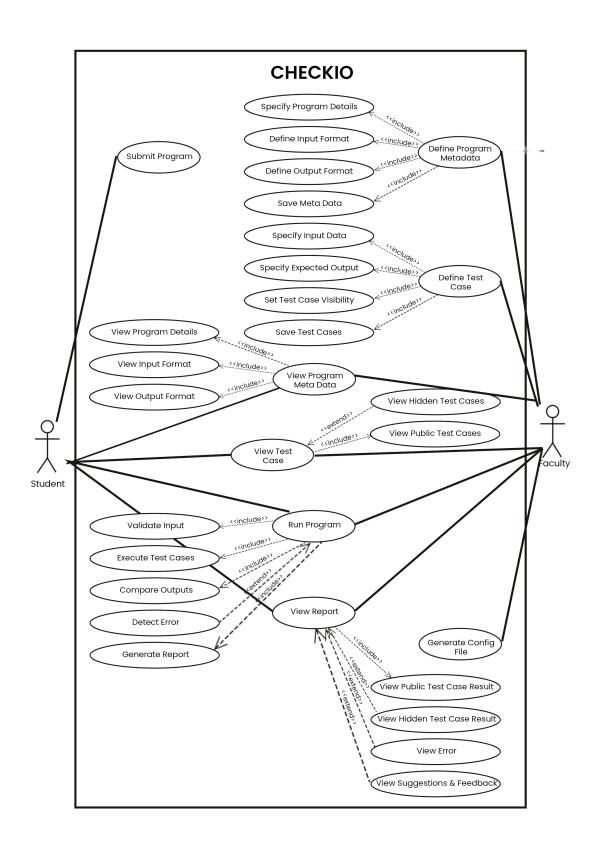
Extends: Detecting errors.

- 7. View Report (Faculty and Students): Displays the test results and feedback, including:
  - Viewing public test case results.
  - Extends: Viewing hidden test case results (faculty only).
  - Viewing errors and feedback.
- 8. Generate Configuration File (Faculty only): Faculty can create a standardized configuration file containing program metadata and test cases.

## Relationship Summary

- Include: Essential steps for completing a use case (e.g., saving metadata).
- Extend: Optional/conditional features like error detection or viewing hidden test cases.
- Shared Use Cases: Some use cases (e.g., "Run Program," "View Report") are shared but with different levels of access.

This diagram ensures a clear workflow, balancing accessibility for students and advanced control for faculty.

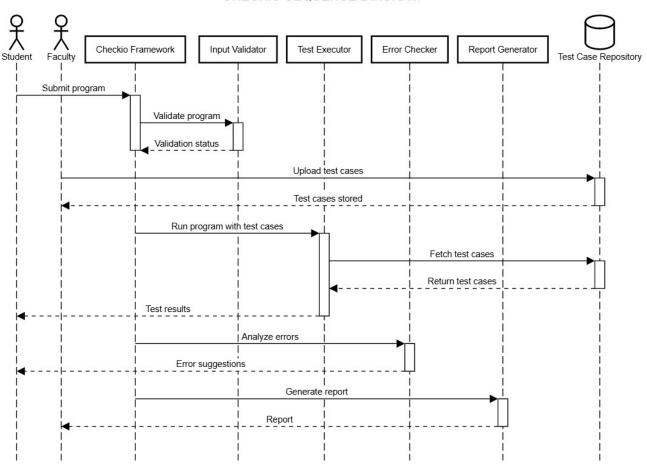


# 4 Sequence Diagram

This Sequence Diagram illustrates the interactions between the actors (Faculty, Student) with various components in the Checkio framework for automating the validation of academic lab programs.

- 1. **Student Submission:** Students submit their program to the Checkio Framework, which validates the input using the Input Validator to ensure correctness.
- 2. Faculty Contribution: Faculties upload the necessary test cases to the Test Case Repository, ensuring that all programs are evaluated against predefined standards.
- 3. **Program Testing:** The framework passes the validated program to the Test Executor, which fetches test cases from the Test Case Repository and runs the program. The results are then returned to the student.
- 4. Error Analysis: The framework collaborates with the Error Checker to analyze any issues in the program and provide constructive suggestions for corrections.
- 5. **Report Generation:** Finally, the Report Generator compiles a detailed report of test results, including passed and failed test cases, and delivers it to the faculty for evaluation.

#### CHECKIO SEQUENCE DIAGRAM



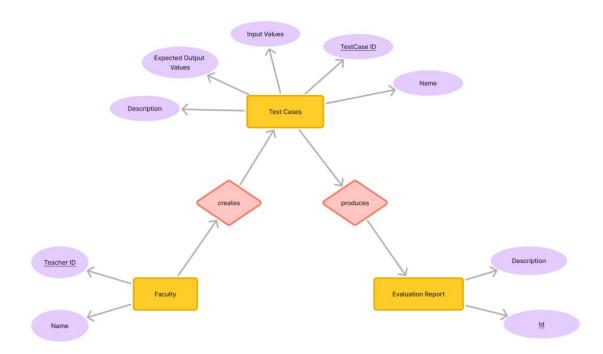
# 5 Database Design

Entity-Relationship Diagram (ERD): The diagram represents the Entity-Relationship Model of the system, defining the key entities and their interactions.

**Entities:** - **Faculty:** Creates test cases. - **Test Cases:** Contains attributes like TestCase ID, Name, Input Values, Expected Output Values, and Description. - **Evaluation Report:** Generated based on test case execution, containing attributes like ID and Description.

Relationships: - Faculty creates Test Cases. - Test Cases produce Evaluation Reports.

This diagram helps define the *database structure* and *relationships* between the different components of the system.



# 6 Algorithm Design

**Description:** This section includes the algorithm(s) used in the framework in textual format.

```
Algorithm: Program Evaluation System
Input:
test_cases: A list of test cases defined by the teacher, each containing:
 input_data: Input values for the program.
 expected_output: The correct output for the given input.
  student_code: The code submitted by the student as a string.
Output:
Evaluation report containing:
 Overall success or failure.
 Detailed results for each test case (pass/fail).
 Identified errors (if any) and suggestions.
Steps:
Step 1: Start.
Step 2: Parse the test_cases provided by the teacher.
Step 3: For each test case in the test_cases, do the following:
 Step 3.1: Pass the input_data to the student's program.
 Step 3.2: Execute the student's program and capture the output (program_output).
 Step 3.3: Compare the program_output with the expected_output:
   If they match, mark the test case as "pass."
   Otherwise:
     Mark the test case as "fail."
     Analyze the error by comparing outputs (e.g., type mismatch or incorrect logic).
     Generate suggestions, such as a sample corrected output or identifying discrepancies.
Step 4: Summarize the results:
 Calculate the overall pass/fail rate.
 Add detailed feedback for each failed test case.
Step 5: Prepare the evaluation_report containing:
 Overall success or failure.
 Results for all test cases (pass/fail).
 Suggestions for improvement.
Step 6: Output the evaluation_report as structured data or formatted text.
Step 7: End.
```

# 7 Interface Design

**Description:** The interface design section showcases the UI diagrams for the system, detailing how users interact with the application.

