

## Team 14

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Team Contributions

Alex Jo:	Basic requirements and design, domains/relations/constraints, module dependency diagram, Assignment, Student, Teacher, worked on MyGradeBook
Patrick:	Basic requirements and design, user cases, Console, worked on MyGradeBook
Danny Wolf:	Basic requirements and design, UML diagram, worked on MyGradeBook
Jacob Ginsparg:	Basic requirements and design, domains/relations/constraints, module dependency diagram, BlackBox testing, worked on MyGradeBook

## Domains

Student : *One student enrolled in the given course*

Teacher : *A teacher for a given course*

**Assignment:** *An assignment (eg. a test, quiz, homework, lab, participation) includes a name, description, type, and contains point value and teacher notes for each student.*

**Course:** *A collection of the teachers, students, and assignments for a given course*

### Relations

**Student:** *Can access his or her own grades for a given course*

**Teacher:** *Can access all grades for the course, edit grades, curve grades, add or remove assignments, add or remove students.*

**Assignment:** *Can calculate averages for all students across the assignment, as well as calculate mean, median, mode, standard deviation.*

**Course:** *Allows the teacher to add or drop students and assignments. Also manages the lists of students and assignments associated with it.*

### Constraints

- A course must have at least one teacher and one student.
- Students cannot add or drop other students or assignments or courses.
- Grades for an assignment only exist for students enrolled in the course the assignment comes from
- Students can only view their own grades
- Teachers cannot add new courses

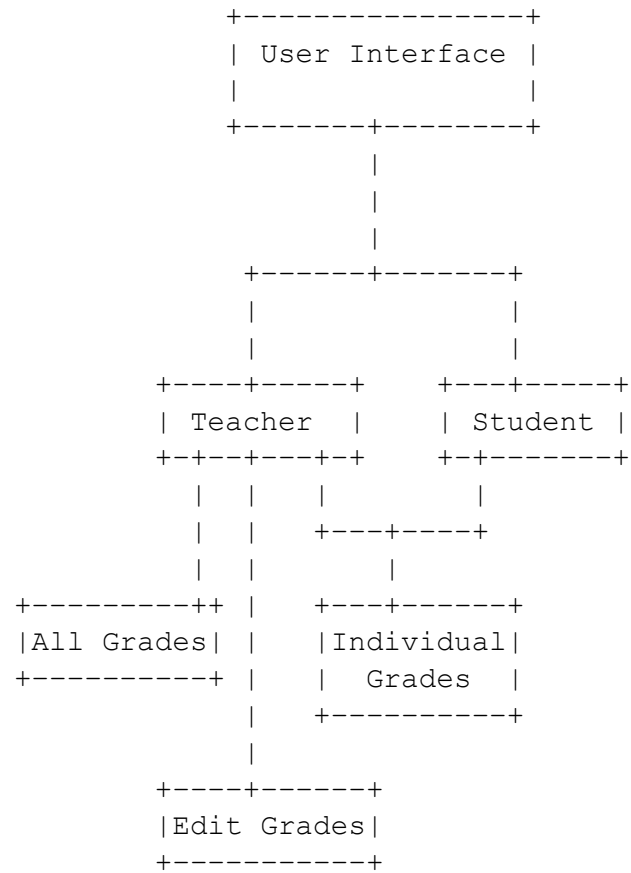
User cases:

- Changes made to the final project
- Student use case removed
- Updated order of console commands to reflect new UI

1. System prompts for a filename to import gradebook from, or 'empty'
2. Teacher inputs a valid filename or 'empty'
  - 2a. If filename is invalid, the system closes
3. System prompts teacher for various options
  - 3a. Teacher enters 1: 'add students'
    - 3aI: System prompts to enter from a file or manually
    - 3aII: Teacher enters info, following prompts
  - 3b. Teacher enters 2: 'Add assignments'
    - 3bI: System prompts to enter from a file or manually
    - 3bII: Teacher enters info, following prompts
  - 3c. Teacher enters 3: 'Add grade'
    - 3cI: System prompts to enter from a file or manually
    - 3cII: Teacher enters info, following prompts
  - 3d. Teacher enters 4: 'Change student grades'
    - 3dI: System prompts for student name, assignment, and new grade
    - 3dII: Teacher enters desired info
  - 3e. Teacher enters 5: 'Calculate stats'
    - 3eI: System prompts for assignment name
    - 3eII: Teacher enters desired info
    - 3eIII: System displays relevant information for the assignment
  - 3f. Teacher enters 6: 'Get student info'
    - 3fI: System prompts for student name
    - 3fII: Teacher enters student name
    - 3fIII: System prints out relevant student information
  - 3g. Teacher enters 7: 'Output gradebook to file'
    - 3gI: System prompts for filename
    - 3gII: Teacher enters file name
    - 3gIII: System writes to that file
  - 3h. Teacher enters 8: 'Output assignment info to file'
    - 3hI: System prompts for filename, assignment name

- 3hII. Teacher enters file name, assignment name
- 3hIII. System writes to that file
- 3i. Teacher enters 9: 'Output Student info to a file'
  - 3iI. System prompts for filename, student name
  - 3iII. Teacher enters file name, student name
  - 3iIII. System writes to that file
- 3j. Teacher enters 10: 'Output Grade information to a file'
  - 3jI. System prompts for filename
  - 3jII. Teacher enters file name
  - 3jIII. System writes to that file
- 3k. Teacher enters 11: 'Print gradebook to console'
  - 3kI. System prints out entire gradebook to the console
- 4. Teacher types 'quit' at any time to exit the program

## Module Dependency Diagram:



## UML Diagram

