

Andrew Golman

Roman Nikonov

04/08/2017

LEARNING CARDS

1. USERS

Stores users' personal information.

- A. User_id
- B. Name
- C. Entering date
- D. Number of packs
- E. General goal (Natural speech, technical language, tests)
- F. Time goal (Weekly activity goal)
- G. Estimated level
- H. *Personal settings (to be specified)*

2. PACKS

Stores pack information.

- A. Pack_id
- B. User_added
- C. Privacy
- D. Level
- E. Number of cards

3. USER_PACKS

Stores actual data for each user. Created for each user after registration.
Notifications and progress information are formed based on this table.

- A. Pack_id
- B. Status (in progress/done)
- C. Number of learned cards
- D. Last visited
- E. Urgency

4. CARDS

- A. Card_id
- B. Front_side
- C. Back_side
- D. Usage comments

5. CARDS_USERS

Created for each user after registration. Mode exercises for each user are formed based on this table.

- A. User_id
- B. Card_id
- C. Times reviewed
- D. Correct answers
- E. Answer time
- F. Status (learned/in progress/deprecated)