

PROJECT PART 3

51: IN CLASS COMPETITION BOARD

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1: PROJECT SUMMARY

We want to create where faculty register and can post coding competitions for students to participate in. Teachers should be able to create competitions, evaluate the submissions and view the submissions and results. Students should be able to register, participate in the competition by submitting code and view the results. Faculty should be able to end the competition. An admin user is responsible for granting permissions for students and faculty.

2: PREVIOUS CLASS DIAGRAM (FIXED)

(See page 3)

3: COMPLETED CLASS DIAGRAM

(See page 4)

4. SUMMARY

There were couple of changes in the class diagram after Part2, to fit the use case better and remove unnecessary overhead. Following are the work done collectively so far:

- 1) Investigation on MVC based framework
- 2) Charting out test cases
- 3) Designing DB Tables
- 4) Implementing Hibernate Entities and DAO respectively
- 5) Implementation of Controllers -Partial
- 6) research on UI Libraries.
- 7) Understanding of gradle based build system.
- 8) Updated Class Diagrams

5. BREAKDOWN

Bu Sun:

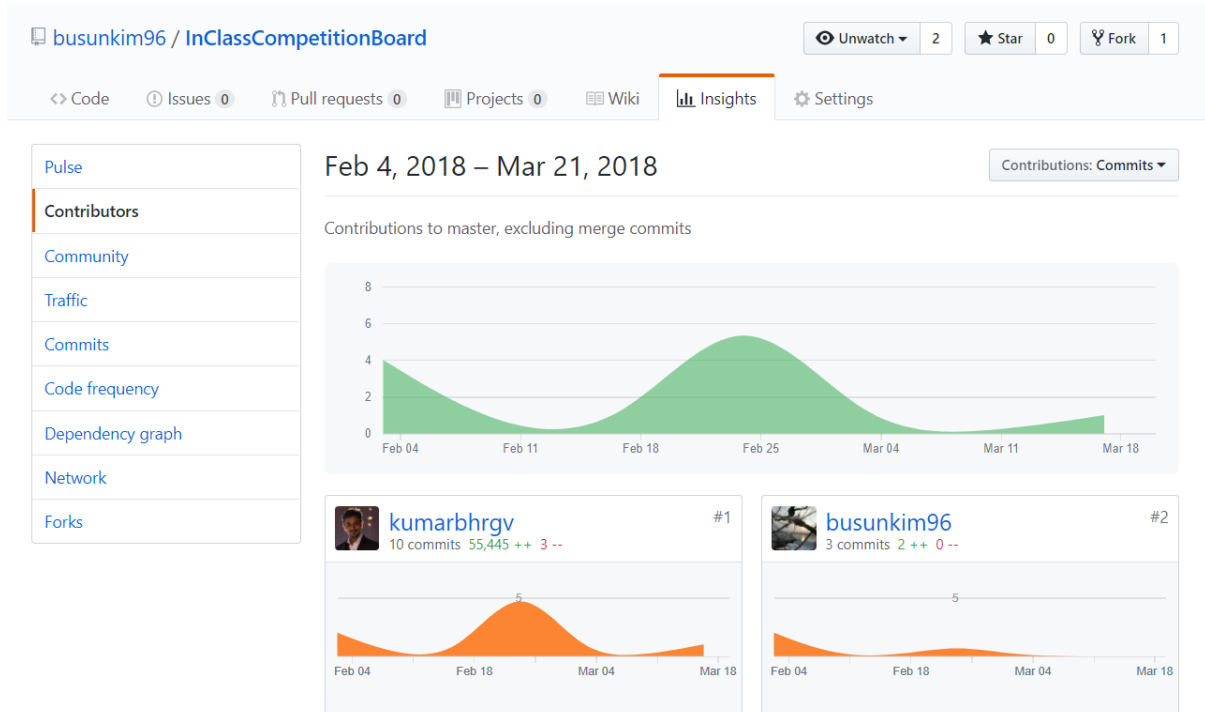
- 1) Class Diagram (previous) - Bu Sun
- 2) Class Diagram (current) - Bu Sun
- 3) Investigation of UI framework/libraries - Bu Sun

Kumar Bhargav

- 1) Design of DB tables
- 2) Implementation of Hibernate Entities, DAO, Controllers

We had couple of meetings and conversations to sync up.

6. GITHUB GRAPH



7. ESTIMATE REMAINING EFFORT

- 1) Implement design patterns, such as Factory for creating competitions - 12-18 hours.
- 2) Finish all the API's needed and implement Session management, Security, Documentation to it. 6-10 hours.
- 3) Refactor by moving out common code to Utils - 1-3 hours.
- 4) Unit testing for API and DAO - 6 hours.
- 5) Continue to update our Class Diagrams.
- 6) Start work on user Interface to consume API's written - 12-18 hours.

8. NEXT ITERATION

- Implement design patterns that fit into the use case.
- Develop test cases.
- Begin work on frontend.
- Finish work on API's and refactoring.

