To-Do List

1. Project Description

1.1 Requirements

1. Store and retrieve student information
   1. Student's name
   2. Student's ID
   3. Registered courses in the current semester
   4. Each exam's score in one course
   5. GPA calculation
2. Two types of accessing modes
   1. Administrator
      1. Insert student info
      2. Update student info
      3. Monitor student info
   2. User
      1. Allow user to log in
      2. Be able to view only details of the student (no changes allowed)

1.2 Analysis

1. Analyze the software (programming language?)
2. Figure out a plan
3. Use analysis strategies from lectures to produce necessary artifacts of analysis

1.3 System Development Life Cycle

1. Apply 2D life cycle models
2. Select suitable life cycle models
3. Present your reasons for why you chose that specific life cycle model

1.4 Team Work

1. Select a team model in chapter 4
2. Describe team organization
3. Clarify each team member's responsibility
4. Submit corresponding artifacts

1.5 Version Control

1. Register account on <https://github.com/>

1.6 Apply UML Method

1. Draw out necessary UML diagrams, through requirements and analysis

1.7 Data Records

1. Design data record files (plain text files)
2. Include necessary artifacts related to data storage (no database required)

1.8 Graphical User Interface (GUI)

1. Design simple GUI
2. Project Report and Items

2.1 Submit a project report to answer the following questions

1. How many members are you in your team? List all team members.
2. What type of team model is used in the project (chapter 4)?
3. Paste all UML diagrams you used in the project (i.e. architecture diagram, use case diagram, class diagram, and so forth)

2.2 In-class presentation (30% of final project grade)

1. Demonstrate basic operations of LMS system
   1. Adding a record (i.e. course and a student profile)
   2. Deleting a record
   3. Inserting a record
   4. Modifying a record
2. Logging in/out system
3. Browsing all records
4. Checking a student or all students' GPA
5. GitHub demonstration
6. Miscellaneous items

2.3 Submit all artifacts you used in the project

1. Source code
2. UML diagrams
3. SPMP
4. Version control documentation
5. Test cases
6. Data storage files
7. Other necessary artifacts
8. All artifacts should have two copies: one for blackboard, the other in GitHub
9. Set GitHub account to be visible to everyone so that GitHub can be accessed for review
10. Project Peer Assessment
    1. Evaluate team members with a grade of 1 - 10 (1 = worst, 10 = best) at end of semester in Blackboard.
11. Due: 11:59p 4/28/2019
    1. Upload project report
       1. List all team member names in the project report
    2. Upload relevant artifacts
12. Find programming language for project
13. Other
    1. What's the best way to set up a team? Democratic or chief?
    2. What is artifacts? (required files?)
    3. Learning management system (LMS) is like blackboard or Moodle
    4. What is Qt? (Open source GUI development platforms)
    5. SPMP stands for?
    6. 2.3 Design pattern?