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ENSE 374 – Software Engineering Management

The Smart Session Planner

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- Proof read the text for typing and grammar mistakes.
- Follow the IEEE Bibliography style for the references by selecting "References/ Citations & Bibliography/ Style".

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1 Introduction

- Give a brief description of the design and a summary of the relevant background information related to the topic. Give a rationale about what is needed and why.
- Give the reader an overview of what is in the next sections.
- Do not put any detailed results of your work here.

2 Design Problem

This section has the following two subsections:

2.1 Problem Definition

Proposed Project:	Smart Study Session Planner
Date Produced:	05/16/2025
Background	As university students ourselves, we find it hard to always stick to a planned study session since scheduling conflicts may arise unexpectedly due to other commitments that we may have forgotten about. Much like us, many students seem to have issues with planning and sticking to schedules, so we decided to do something about it. **The Smart Study Session Planner (SSSP),** will automatically create balanced weekly study calendars that make laying out a student's schedule a whole lot easier. The primary goal is to convert a student's deadlines, availability and study preferences into an editable planner that boosts productivity.
Key Features	• Timer • Calendar • Statistics Dashboard • In-app notification
Primary Goal	Convert a student's **deadlines, time availability, and study preferences** into an **optimized, editable weekly plan** that maximizes preparedness while minimizing stress.
Stakeholders	*Primary*: Students (end users). *Secondary*: Academic advisors, wellness centers (interested in stress metrics)

2.2 Design Requirements

This section has the following three subsections:

2.2.1 Functions

To turn scattered deadlines and personal constraints into an easy-to-follow study plan, the Smart Study Session Planner runs a multi‑stage pipeline. It first imports external calendar events, then records user‑entered tasks and preferences, applies a scoring model to rank them in terms of priority, and arranges the tasks into free time blocks,and finally updates the confirmed schedule.

It will also be capable of running an integrated Pomodoro timer to help with focus on studies. The concept of taking short breaks to sustain a state of concentration will be exercised, and people can tweak the duration of their breaks up to a certain amount.

- Core scheduling loop: import → prioritize → allocate → notify.
- Lifecycle utilities: Pomodoro timer, .ics export, progress dashboard.

2.2.2 Objective

Our primary objective is to give students an intelligent, low-friction tool that converts all their course deadlines and personal time preferences into a balanced weekly study timetable. By automatically ranking tasks on urgency and weight, then fitting them into the student's available time blocks, the planner seeks to reduce last-minute cramming and academic stress while preserving healthy breaks and sleep windows.

The project aims to:

(1) implement a reliable scheduling algorithm that produces conflict-free plans in seconds,

(2) integrate seamless calendar import/export so no data is re-typed,

(3) provide a built-in Pomodoro timer that logs progress, and

(4) deliver these features through a clean, cross-platform Java desktop interface backed by automated tests and open-source libraries.

2.2.3 Constraints — **Project-Management, Java Tooling & System-Testing/Validation**

The constraints for this project are more centered around testing and validation quotas, but not limited to them. The development tools are also limited to Java and Java-based toolkits, which the team is a little new to.

Project-management limits

All milestones must fit the 12-week ENSE 375 schedule and be completed by a three-person team using only free/open-source resources (GitHub Student tier, Figma EDU, etc.). Deliverables—code, documents, and test artifacts—must live in a shared Github repo with issues and pull-request reviews enforced.

Java-only tooling limits

The entire system must compile and run with **Java 17 + JavaFX**. The packaged JAR file must execute **offline** on a standard student laptop without external services.

- **Tooling gate:** Java17 / JavaFX; no proprietary or paid dependencies.

System testing & validation limits

- Usability validation requires a **System Usability Scale (SUS) ≥ 70** from **≥ 3** student participants.
- **Test gate:** ≥ 80 % coverage, SUS ≥ 70.

3 Solution

In this section, you will provide an account of some solutions your team brainstormed to implement and test the project. Some solutions might not have all the desired features, some might not satisfy the constraints, or both. These solutions come up in your mind while you brainstorm ways of implementing all the features while meeting the constraints. Towards, the end you select a solution that you think has all the features, testable and satisfies all the constraints. Remember that an engineering design is iterative in nature!

3.1 Solution 1

Concept:
A lightweight, command-line Java application that reads deadlines and preferences from a CSV file and outputs an optimized weekly study schedule as plain text.

Testing Strengths:

- Path and Data-flow testing: Easily achievable due to the simple, linear structure of the scheduling algorithm. High coverage (≥90%) can be quickly obtained.
- Control Flow Graph (CFG): Clear and simple, making it ideal to demonstrate structural testing concepts taught in class (node, edge, and edge-pair criteria).

Testing Weaknesses and Reasons for Not Selecting:

- No GUI: Unable to implement interactive tests (state-transition tests, use-case tests).
- Lack of validation features: Boundary value, equivalence class, and decision table testing are minimal due to the simplistic text-only interaction.
- Usability concerns: Low usability as measured by the System Usability Scale (SUS); likely to fall below the acceptable SUS ≥70 benchmark.

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3.2 Solution 2

Concept:
A moderate-scope Swing-based desktop application guiding users through three steps: (1) import deadlines from CSV, (2) set weekly availability, and (3) review a read-only, auto-generated weekly study schedule.

Testing Strengths:

- Integration Testing: Clear separation between scheduling engine and UI allows effective bottom-up integration testing.
- Coupling Data-flow Criteria: Structured data exchange via Data Transfer Objects (DTOs) between the GUI and the scheduling engine enables robust coupling data-flow validation.
- Decision Table, Boundary, and Equivalence Testing: Supports comprehensive validation of input constraints and conflict-handling logic through targeted test cases.
- Usability (SUS Validation): GUI provides enough interactivity to potentially achieve SUS ≥70, though limited by the read-only final schedule view.

Remaining Testing Concerns (To Address in Next Steps):

- GUI limitations restrict the extent of state-transition and model-based testing (MBT) scenarios.
- Swing's event-dispatch threading model can introduce flaky tests in continuous integration environments.
- Adding interactive features such as timers later could significantly expand complexity, potentially exceeding the approximately six-week timeline.

3.3 Final Solution

This is the final solution. Explain why it is better than other solutions (focus more on testing). You may use a table for comparison purposes. After providing the reason for selecting this solution, detail it below.

3.3.1 Components

What components you used in the solution? What is the main purpose of using individual component? What testing method did you employ for each component? Provide a block diagram (with a numbered caption, such as Fig. 1) representing the connectivity and interaction between all the components.

3.3.2 Environmental, Societal, Safety, and Economic Considerations

Explain how your engineering design took into account environmental, societal, economic and other constraints into consideration. It may include how your design has positive contributions

to the environment and society? What type of economic decisions you made? How did you make sure that the design is reliable and safe to use?

3.3.3 Limitations

Every product has some limitations, and so is the case with your design product. Highlight some of the limitations of your solution here.

4 Team Work

Since this is a group project, you must have a fair distribution of tasks among yourselves. To this end, you must hold meetings to discuss the distribution of tasks and to keep a track of the project progress.

4.1 Meeting 1

Time: Month Date, Year, hour: minutes am/pm to hour: minutes am/pm
Agenda: Distribution of Project Tasks

Team Member	Previous Task	Completion State	Next Task
Team member 1	N/A	N/A	Task 1
Team member 2	N/A	N/A	Task 2
Team member 3	N/A	N/A	Task 3

4.2 Meeting 2

Time: Month Date, Year, hour: minutes am/pm to hour: minutes am/pm
Agenda: Review of Individual Progress

Team Member	Previous Task	Completion State	Next Task
Team member 1	Task 1	80%	Task 1, Task 5
Team member 2	Task 2	50%	Task 2
Team member 3	Task 3	100%	Task 6

4.3 Meeting 3

Provide a similar description here.

4.4 Meeting 4

Provide a similar description here.

5 Project Management

Provide a Gantt chart showing the progress of your work here. Mention all the tasks along with their predecessors. Provide the slack time of each task and identify the critical path.

6 Conclusion and Future Work

- A summary of what you achieved. Mention all the design functions and objectives that you achieved while satisfying testing requirements?
- While keeping the limitations of your solution, provide recommendations for future design improvements.

7 References

- Use the IEEE reference style.
- Do not put any reference if it is not cited in the text.

8 Appendix

If you want to provide an additional information, use this appendix.