

Software Engineering Group number (16) (Student and teacher guide) 16/6/2022---12:00pm

Submitted by

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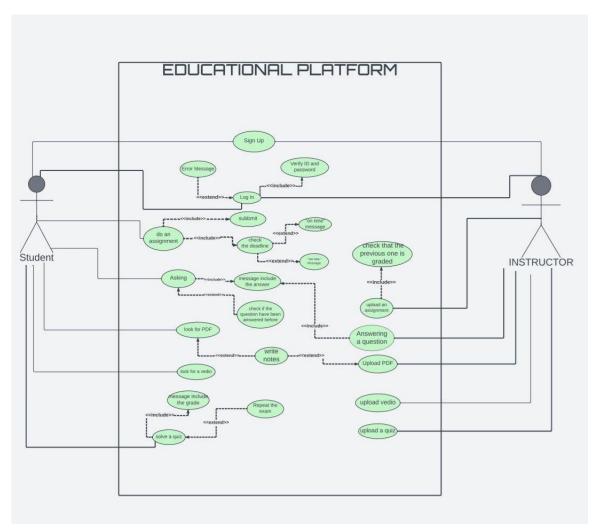
Ziad Mahmoud

Introduction:-

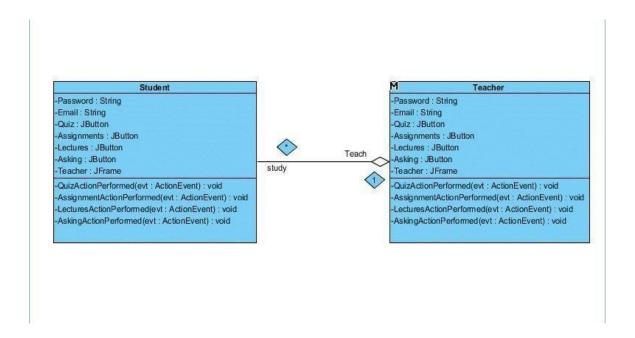
The purpose of the project is to make a connection between the student and the teacher or the professor, by using these desktop app the professor can give the student the recorded lectures , books, he can also test the students , also can give them the assignments or home works

UML Digrams:-

Use Case Digram:-



Class Digram:-



Screen Shots:-

Login and interface:-



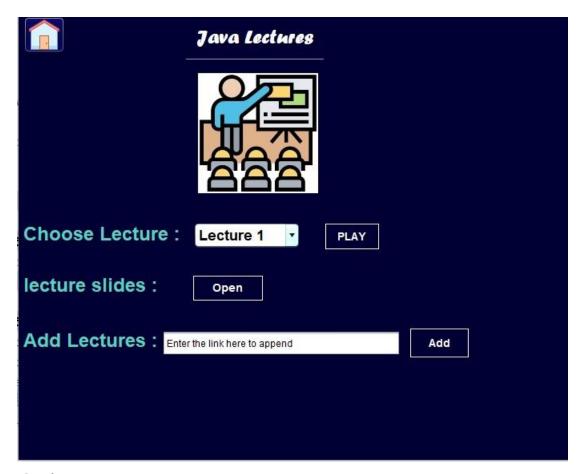


Lectures:-

Window of students:-

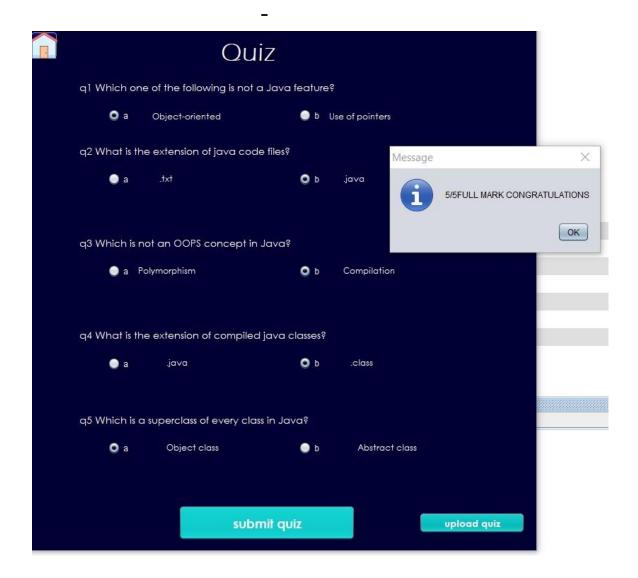


Window of Teacher:

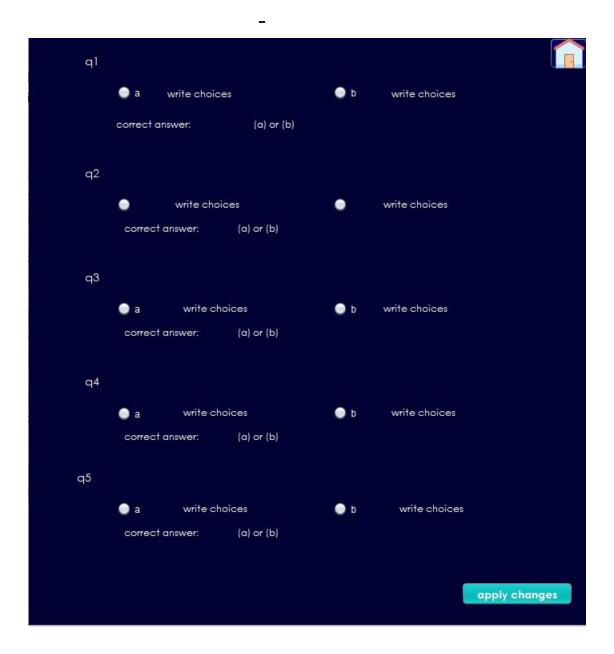


Quizzes:-

Window of Student:

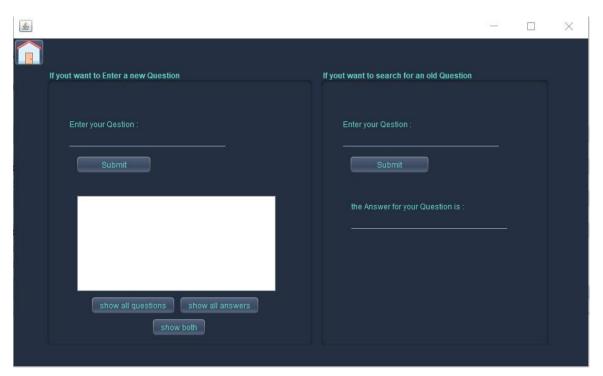


Window of Teacher:

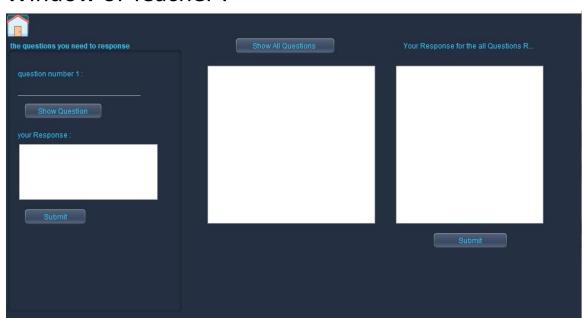


Q and A: Window of

student:-

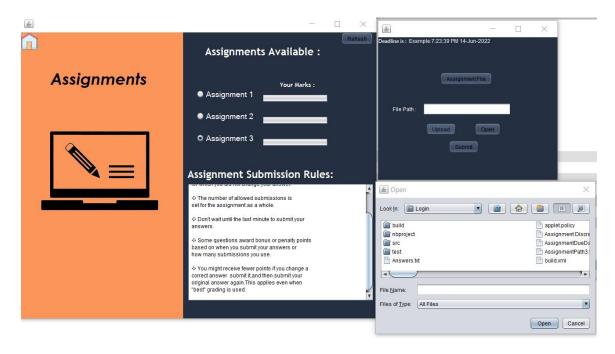


Window of Teacher:-



Assignments : Window

of Student :-



Window of Teacher:-

	Adding new assignments
Assignments Mangement	
	Assignment no.
	Assignment due date : Example:7:23:39 PM 14-Jun-2022
	Assignment's file path:
A	Add Assignment File
	Submit
	Marking Assignments
	Student name : Mohamed Hassan 🔻
	Assignment no.:
	Student submission date :
	Open Submitted File
	Assignment Mark:
	Show to student

This App was made by Infinity Loop Team.
