

Design Group Seven

Brock Weekley,

Connor Travers,

Tristen Harr

Project 2: Design Focus (team):

Architecture and System Design

Process: Fall 2019 CS4320/7320

Software Engineering

Table of Contents	
Use Case Diagram	Page 3
Activity Diagram 1	Page 4
Activity Diagram 2	Page 5
Activity Diagram 3	Page 6
Class Diagram	Page 7
Entity Relations Diagram	Page 8
Sequence Diagram	Page 9
State Machine Diagram	Page 10

Use Case Diagram:

Created by Connor Travers

Title: Modify Assignment

Description: An instructor will modify the content of an assignment

Triggers: An instructor clicks on the 'edit assignment' button

Actors: Instructors

Preconditions: The Instructor must be logged in and the assignment must exist

Main Success Scenario: The instructor successfully updates assignment data

Failed End Condition: Assignment not successfully updated, user prompted with error message

Extensions:

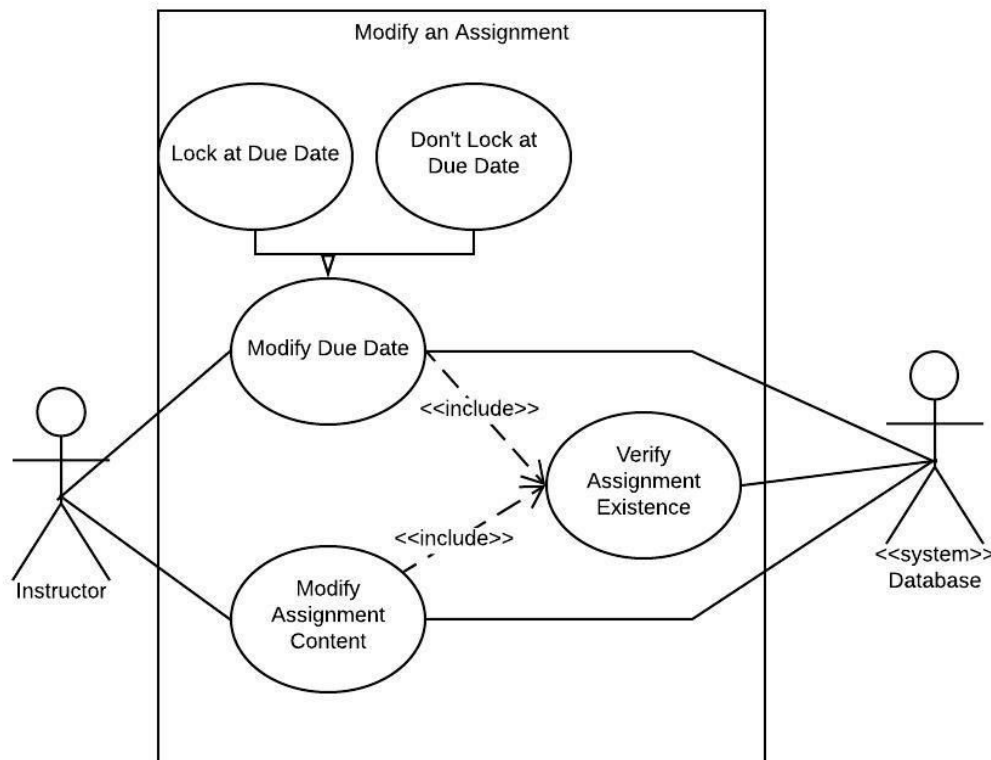
User tries to modify nonexistent assignment

- User is prompted with an error message

User wishes to lock the assignment at due date

- System prompts a toggle switch for locking assignment at due date

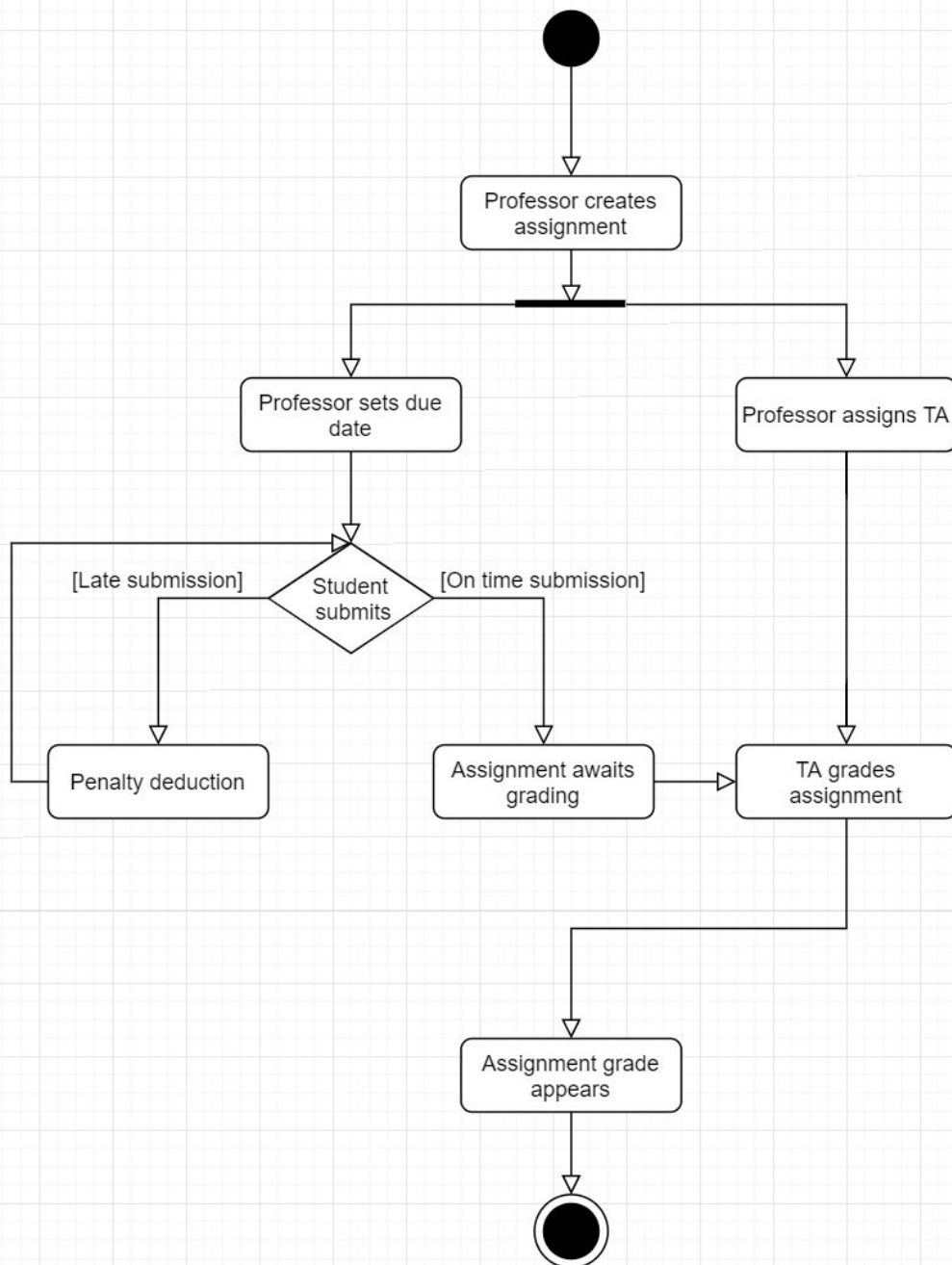
Steps of Execution: Instructor selects an assignment, clicks on an "edit" button, updates assignment data, submits changes to update assignment database

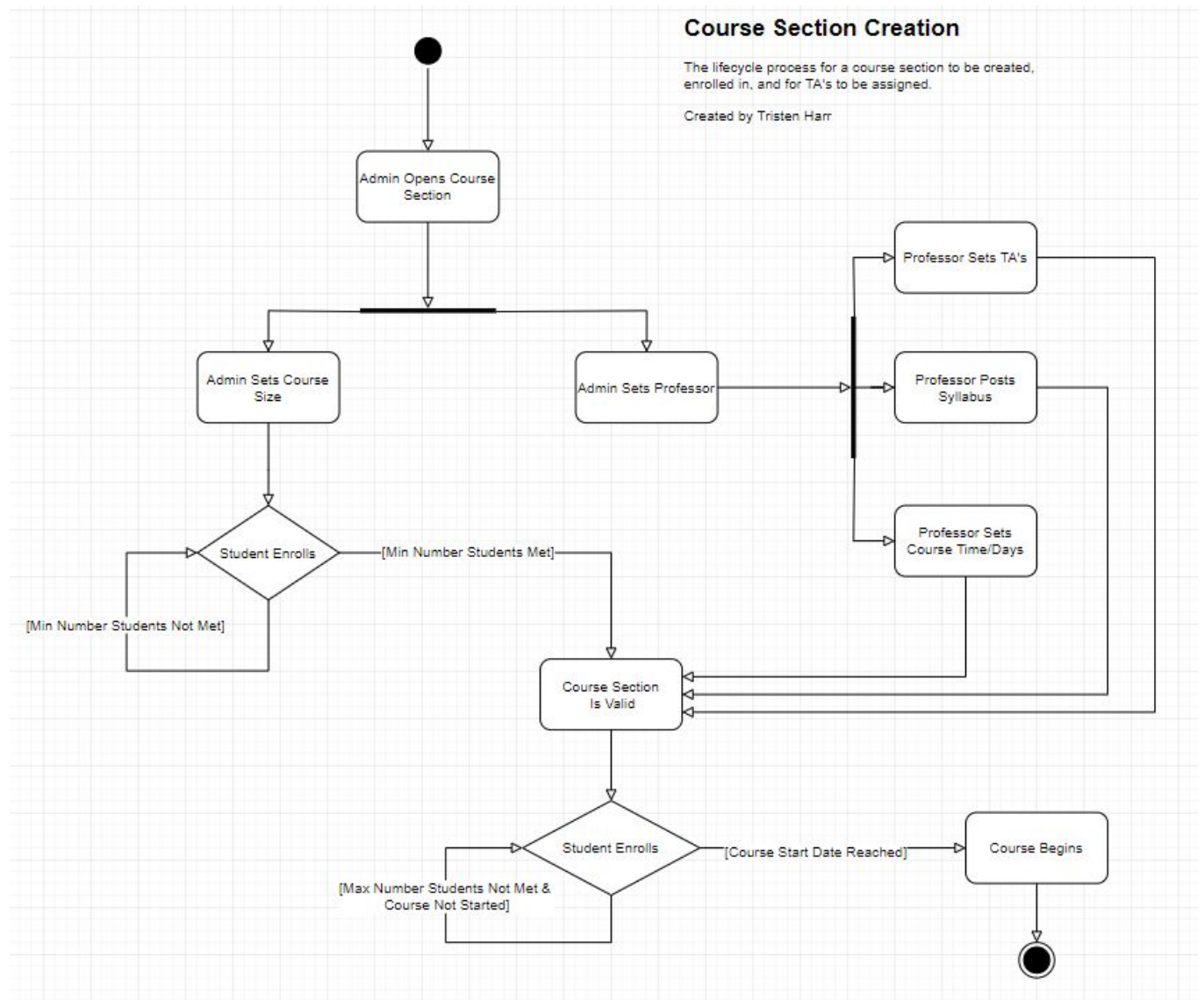


Activity Diagram 1:**Assignment Submissions**

The lifecycle process for an assignment to be created, viewed, submitted, and graded.

Created by Brock Weekley

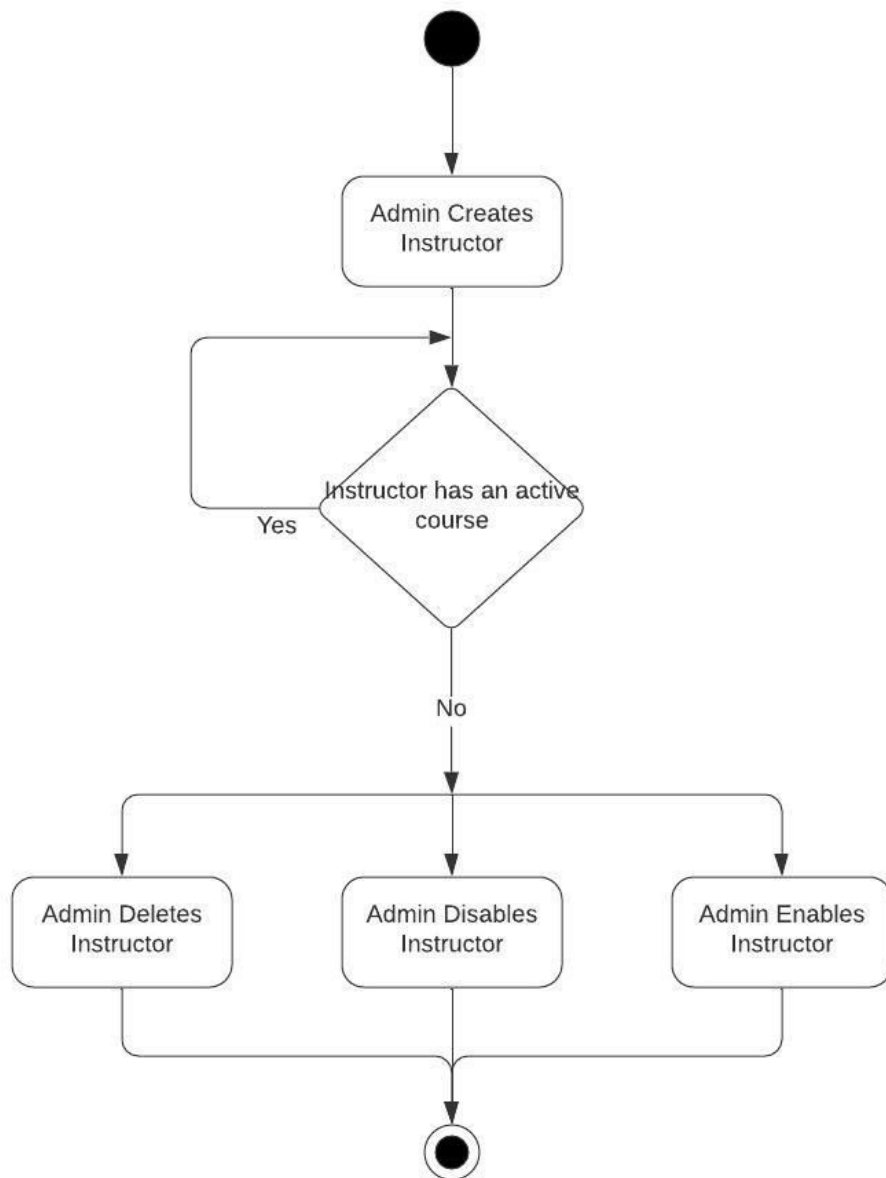


Activity Diagram 2:

Activity Diagram 3:**Instructor Modification**

The process of creating and modifying Instructors according to Admins.

Created by Connor Travers

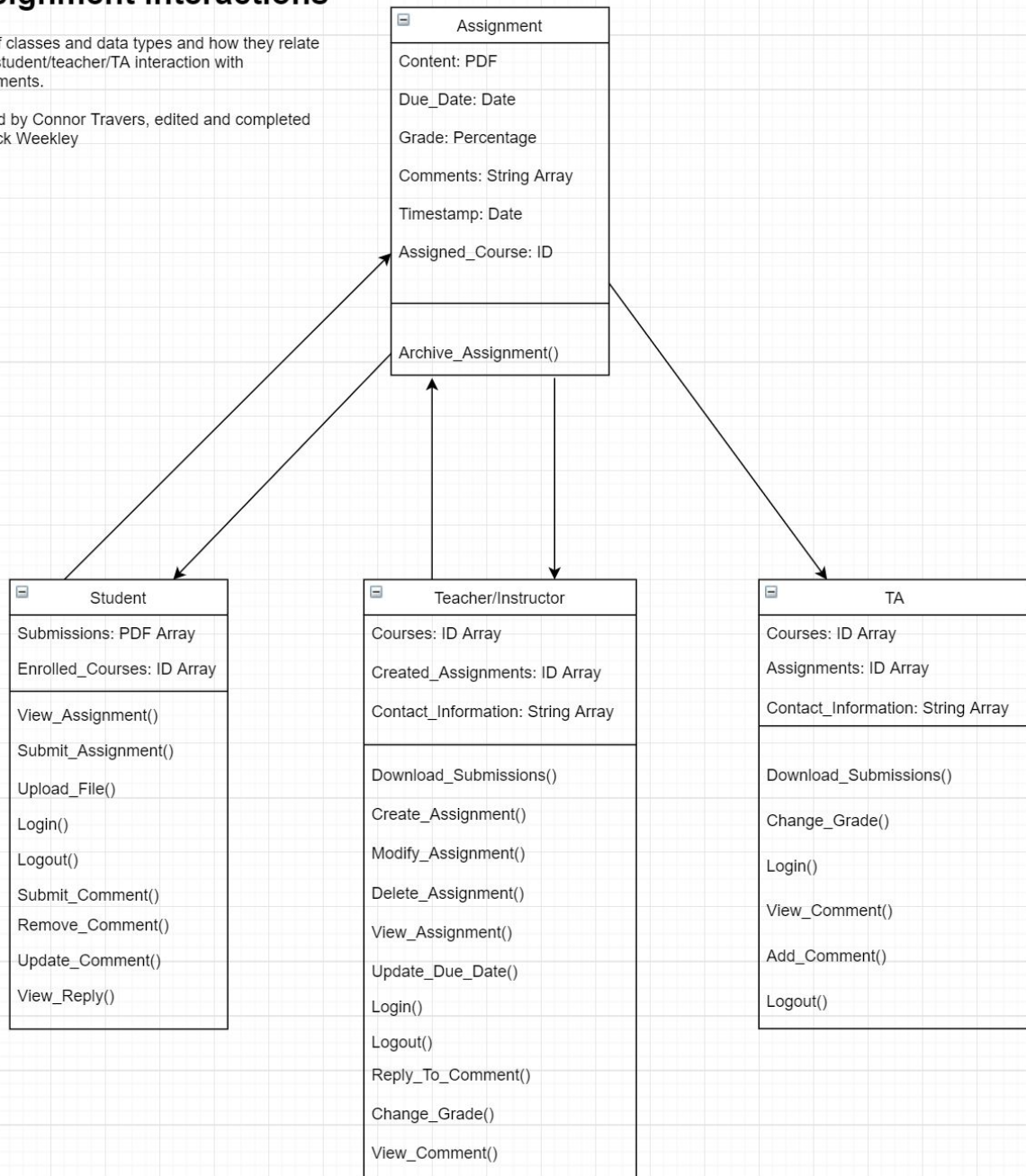


Class Diagram:

Assignment Interactions

A list of classes and data types and how they relate to the student/teacher/TA interaction with assignments.

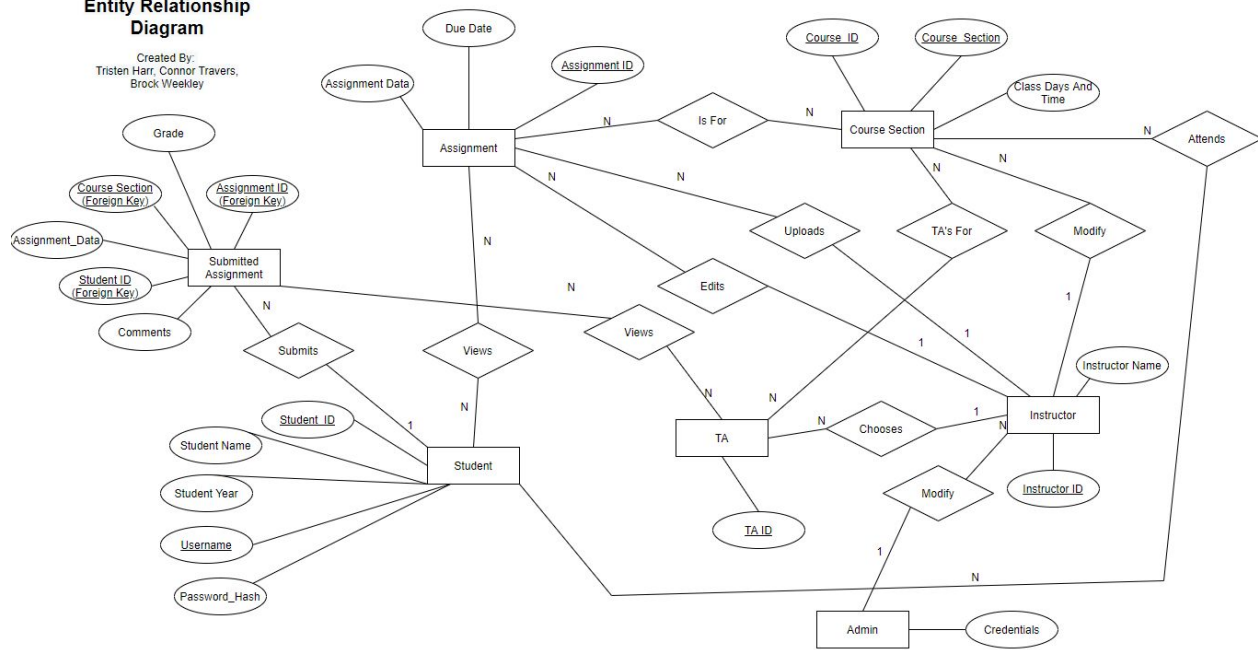
Created by Connor Travers, edited and completed by Brock Weekley

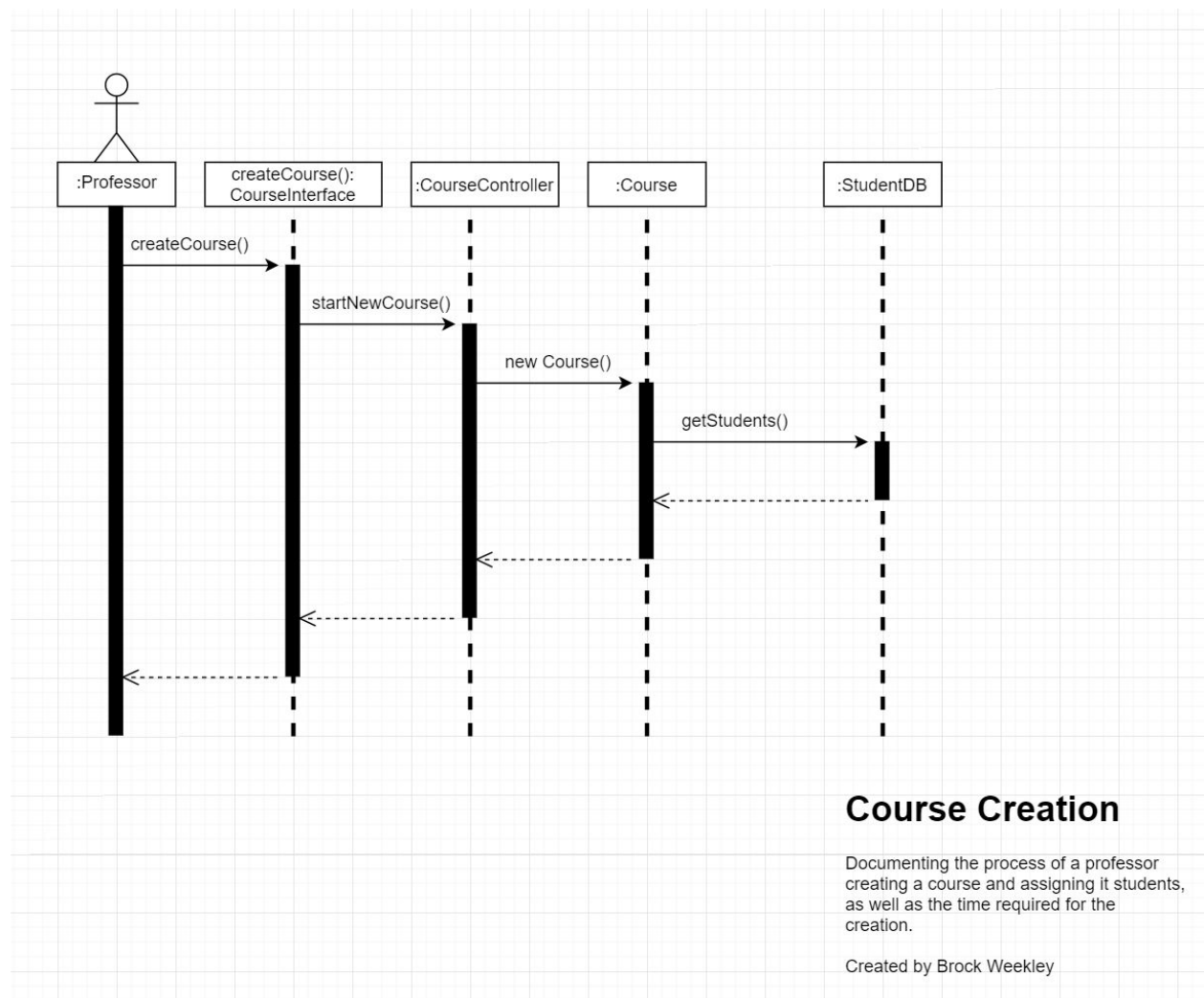


ERD

Entity Relationship Diagram

Created By:
Tristen Harr, Connor Travers,
Brock Weekley



Sequence Diagram:

State Machine

