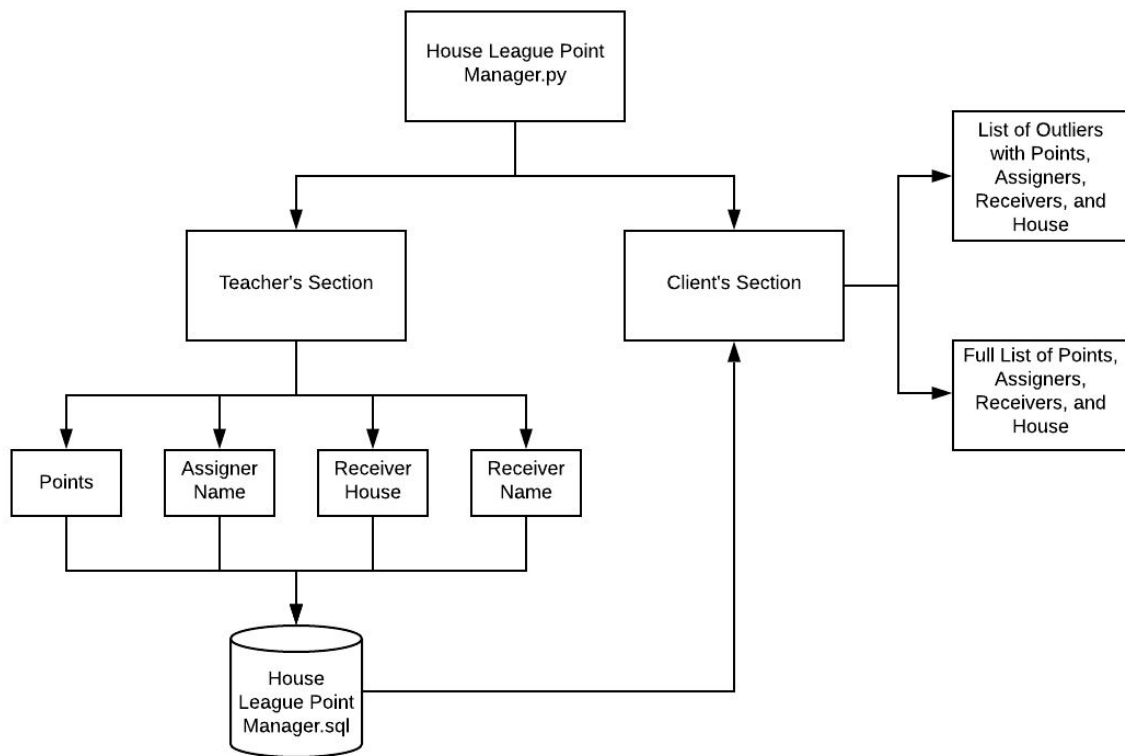


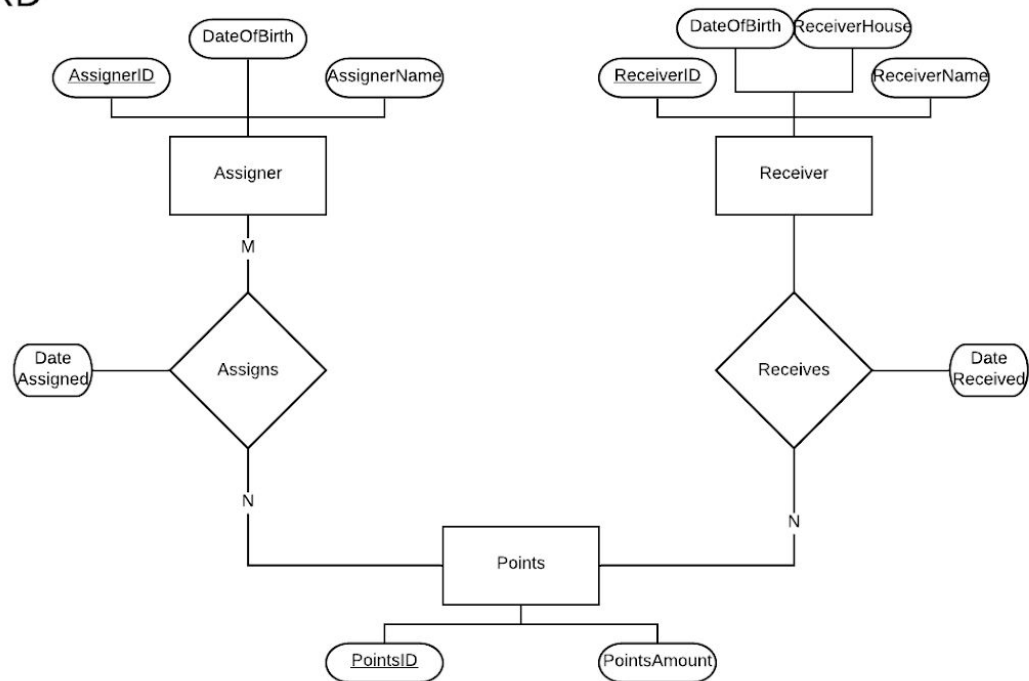
## CRITERIA B: Design

### System Flowchart



## ERD and Relational Map

### ERD



### Relational Map

#### Assigner

<u>AssignerID</u>	AssignerName	DateOfBirth
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#### AssignerAssignsPoints

<u>AssignerID</u>	<u>PointsID</u>	<u>DateAssigned</u>
-------------------	-----------------	---------------------

#### Points

<u>PointsID</u>	PointsAmount
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#### ReceiverReceivesPoints

<u>PointsID</u>	<u>ReceiverID</u>	<u>DateReceived</u>
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#### Receiver

<u>ReceiverID</u>	ReceiverName	ReceiverHouse	DateOfBirth
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## Pseudocode:

```
def input_points():
    points = int(input("Enter points: "))
    assigner = str(input("Enter assigner: "))
    receiver = str(input("Enter receiver: "))
    house = str(input("Enter house: "))
    ins_str = 'INSERT INTO Transactions VALUES (' + str(points) + ', ' + str(assigner)
    + ', ' + str(receiver) + ', ' + str(house) + ');'
    c.execute(ins_str)
    con.commit()
```

## Test Plan

Action to be Tested	Method of Testing
Test if the program runs correctly and the main window appears on the screen	Launch the program
Check if the input box works properly	Type some numbers in the input box
Check if the add button works properly	Add new instance of assigned House points and see if it's in the database
Check if the client can receive the notification	Add an instance into the database with abnormally low/high data, and see if the client can receive the notification
Check if the client is able to check the database	Compare the program database and the original database, add some data to the original database, check the database again to see if it can update

| House League Point Manager |

- Are you a teacher of a client?

Teacher

client

Teacher  
→

Pick House

House ▾

How many points?

enter

Client  
→

View Points

House	Name	Ant. Points
...	...	12
...	John	100
Hydra	...	...