Upside Down University Scheduling Admin Tool

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Project Goal:

Design and build a web app that is used by university staff to manage student enrollments into courses.

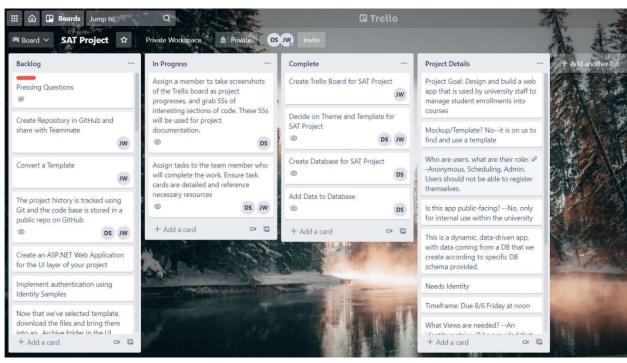
Requirements Gathering:

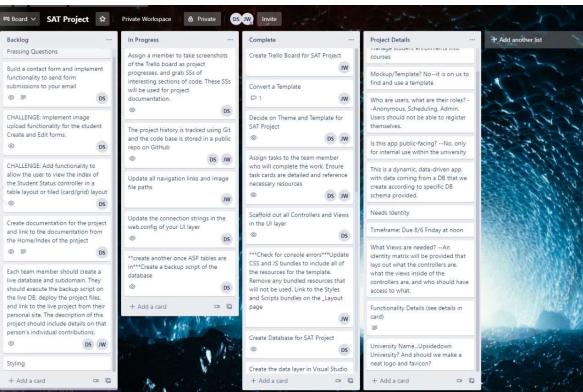
- 1. We were not given a mockup or template to use. We were given full creative control over the template and appearance of the application.
- 2. The roles using this application were:
 - a. Anonymous (Visitors)
 - b. Scheduling
 - c. Admin
- 3. This application is NOT public facing, so it is for internal use only.
- 4. This is a dynamic, data-driven app. Data is coming from a database that we built based on schema provided to us.
- 5. This project did require Identity
- 6. Timeframe for sprint: Project start 8/3 after lunch through 8/6 11:30am
- 7. An identity matrix was provided that laid out the controllers, views, and what each user role should be able to access.
- 8. The functionality details given were:
 - a. There is a Students table that connects to Courses table, which connects to Enrollments table.
 - b. The users authorized to see the info should be able to see a student enrolled in a course.

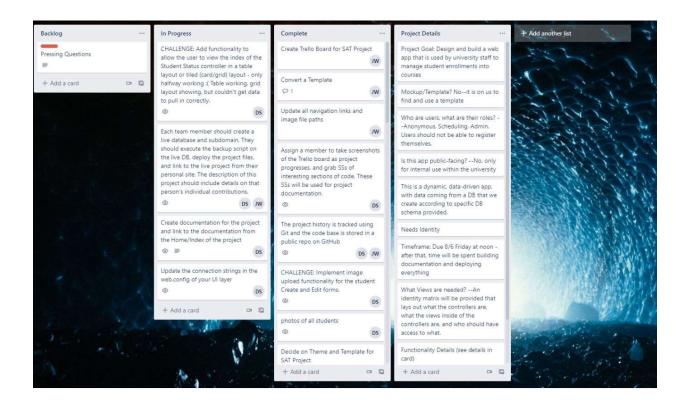
Technologies Used to Solve The Problem:

HTML5
CSS3
JavaScript
C#
ASP.Net
MVC
Entity Frameworks
Sequel Server Management Studio
Identity Samples
jQuery / jQuery DataTables
Bootstrap
Debugging
Pair Programming
Trello
Zoom
Discord
Creately
Filezilla
SmarterASP

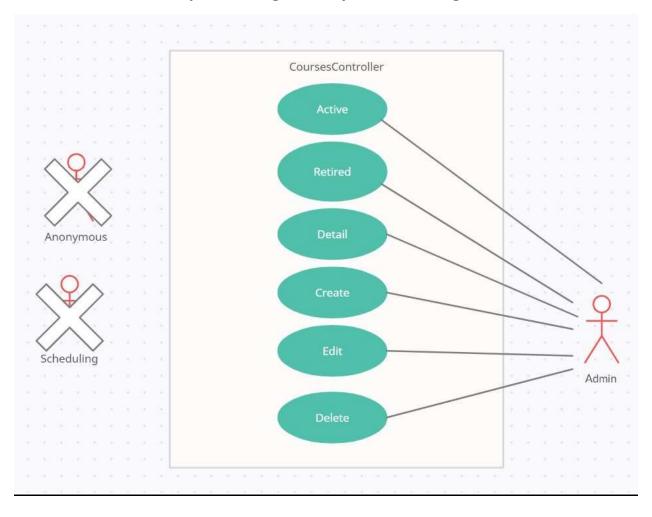
Trello Board Progression From Start To Finish:







Example of Using Creately Use Case Diagrams:



SAT Challenge Code:

SAT Challenge #2 Lab - File Upload Screenshots

```
sing System.Collections.Generic;
  using System.Web;
 using System.Drawing;//added for Image and Bitmap
 using System.Drawing.Imaging;//added for PixelFormat
 using System.Drawing.Drawing2D;//added for CompositingQuality
 using System.IO; //added for FileInfo
 using SchedulingAdminTool.DATA.EF;
mamespace SchedulingAdminTool.UI.MVC.Utilities
     public class ImageUtility
          /// <param name="savePath">File path on this machine for where to save the new files</param>
          /// <param name="fileName">Name of the base file</param>
          /// <param name="image">Image to be resized</param>
          /// <param name="maxImgSize">Largest size (width or height) to use for full-sized image</param>
/// <param name="maxThumbSize">Largest size (width or height) to use for smaller, thumbnail image</param>
          public static void ResizeImage(string savePath, string fileName, Image image, int maxImgSize, int maxThumbSize)
              int[] newImageSizes = GetNewSize(image.Width, image.Height, maxImgSize);
              Bitmap newImage = DoResizeImage(newImageSizes[0], newImageSizes[1], image);
              newImage.Save(savePath + fileName);//calculate proportional size for thumbnail based on maxThumbSize
              int[] newThumbSizes = GetNewSize(newImage.Width, newImage.Height, maxThumbSize);
              Bitmap newThumb = DoResizeImage(newThumbSizes[0], newThumbSizes[1], image);
              newThumb.Save(savePath + "t_" + fileName);
              newImage.Dispose(); newThumb.Dispose(); image.Dispose();
```