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Version overview

Date	Version	Author	Comment
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1 Introduction

The project presented in this document is called “Study Planner and Learning Environment” and represents a web application that provides an online place for students and teachers to work and communicate in matters of university activities. My application will facilitate online learning by giving to the students all necessary tools and information to have in handy.

It is divided into two main parts: The Study Planner and the Learning Environment.

The Study Planner section is meant to provide the students with different tools that can help them organize their study program better. Through this section of the platform the students have access to a calendar that will show different activities depending on the category chosen: course schedule, exams, goals, tasks.

The Learning Environment is meant for both teachers and students. This section contains the courses attended by the student with materials posted by the teacher. For each course, a student can start a “learning session” to take notes on lectures and complete assignments.


2 General view of actors and use cases

My project will have two types of users to interact with the system: student and teacher. They will both sign-in/log-in in the system in order to use all the facilities offered by the web application. The teacher will have “administrator” role and will have access to the “Learning Environment” where they will post lecture and assignments for their course. Also, for each assignment a teacher will be able to see all the submissions and give private feedback. A section with “statistics” will be available to see the average grade of the students and progress.

In the Learning Environment will be listed all the courses attended by the student. For each course the student can start a “learning session” during which the time spent on the course will be tracked and added to the goal time set for that course. During this time, a student can resolve assignment, read lessons, and take notes that will be saved as “Personal Notes” for that lesson. For each goal reached, a reward will be given (still thinking of the details of it).

Another feature of the application, available in the planner section, is to set a goal and different tasks for each course. A goal represents a number of hours per week that must be spent on a certain course and a possible deadline that must be respected. The goals will be marked done only in the Learning Environment. Beside this functionality, a student can organize their activity in the given calendar, where their schedule, deadlines and goals are listed.

<i>Actor</i>	<i>Type</i>	<i>Description</i>
<i>Teacher</i>	<i>Human</i>	<i>The person administrating the system, posting lectures, assignments and giving grades</i>

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<i>Student</i>	<i>Human</i>	<i>Performs general operations: organize activities, set goals, study, solve assignments</i>
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3 Detailed description of actors and use cases

3.1 Actor

3.1.1 Teacher

Type: human

Detailed description:

This actor is the person administrating the system. The administrator is the one responsible for checking the progress and activity of the other users(students). The administrator make an account authentication, can add lecture documentation, assignments, give grades and feedbacks.

Where is used:

This actor is used in the: “Sign-in “use case.

“Log-in” use case.

“Log-out” use case

“Post lectures for courses” use case

“Post assignments” use case

“Giving grades on assignment” use case

“Giving feedback on assignment” use case

“See statistics about the performance of students” use case

3.1.2 Student

Type: Human

Detailed description:

This actor is the person facilitating from all the materials given by the teacher and use them to learn for each course. They can take notes, set goals, schedule tasks and exams in order to facilitate a better organization of time and resources.

Where is used:


This actor is used in the: “Student Sign-in “use case.

“Student Log-in” use case.

“Student Log-out” use case

“Set course schedule, exam dates and deadlines on calendar” use case

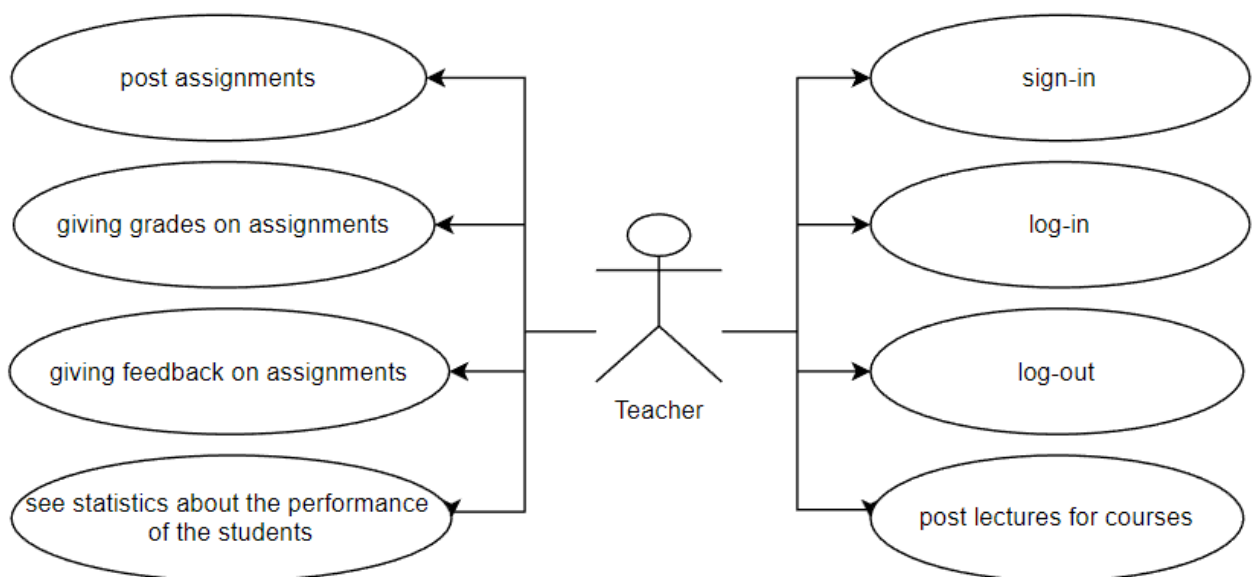
“Set goals and tasks” use case

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“See statistics” use case
“Start learning session” use case
“Complete assignments” use case
“Receive feedback on assignments” use case

3.2 Use cases

3.2.1 Use Case Diagram for *Actor1 = Teacher*




Description: This actor is represented by a human having the role of a teacher. He has the capability of creating an account and logging in the web page where he can perform several operations through which he can upload all kinds of materials for his course. On the platform this actor will also have access to the grades of his students for the assignments made by him and will be able to respond to them with feedback.

Actor: Teacher

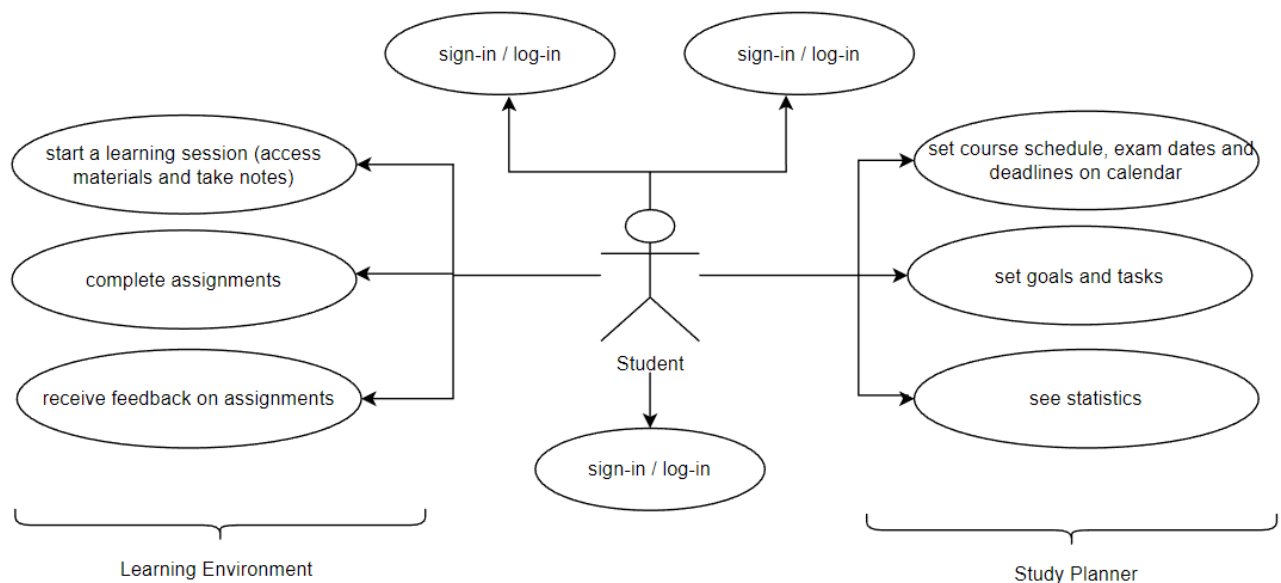
Precondition: -

Postcondition: -

Behavior: all the changes done by the actor will be updated and visible for him and the other type of actors.

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3.2.2 Use Case Diagram for *Actor2 = Student*



Description: This actor is a human having the role of a student. By using this application, he can have a better organization of schedule and more sources for him to study. Also, his motivation will be stimulated by having certain goals.

Actor: Student

Precondition: -

Postcondition: -

Behavior: all changes should be saved each time they are made in the environment.

4 Glossary – used terms

This chapter should contain all the key items or terms or entities the application deals with.

Here is an example where the glossary terms are defined:

Term	Use cases	Description
Account	Log-in use case	Contains all the information needed by the actor that



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authentication		wants to authenticate itself in the system using a user password schema.
Learning session	Student learning session use case in "learning Environment" category	Represents one of the capabilities of the application. Is used by the student: creates an environment in which he can study lectures and take notes, all this while timed. The time spent learning will be taken into account when checking if the setted goal is achived.
Goal	Setting goals use case	A certain time per week a student wants to study for a certain course
Tasks	Setting tasks use case	A certain action (related to studying) a student wants to do some time in the following days