

Getit

Group SB4

Jonathan Kelly, Maxwell Smith, Nathan Schmidt and Emin Okic

Student

- Mark themselves present for attendance
- Rate courses
- See ratings of courses
- Add courses to their 'notebook'
- Take notes for each course on the notebook
- Register for the application

Professor

- Initiate attendance and create the attendance code for the class
- Create courses
- View stats of the class (students in course, students in each section, the amount of students in class from attendance)
- Register for the application

Admin

- Delete accounts
- Delete courses
- Create courses
- Remove student from course
- View statistics of the application
 - all stats from courses
 - Ratings
 - Reviews
 - Attendance
 - Students in each class
 - amount of students and professors using the application

Non-Functional Requirements: Scalability, Maintainability and Reliability

Tables:

Admin, Students, Professors, Courses, FollowedCourse, Attendance and Attended

Admin

- Username
- Password
- Id

Students

- Email
- Password
- Id

Professors

- Email
- Password
- Id

Courses

- Id
- Category
- Course number

FollowedCourse

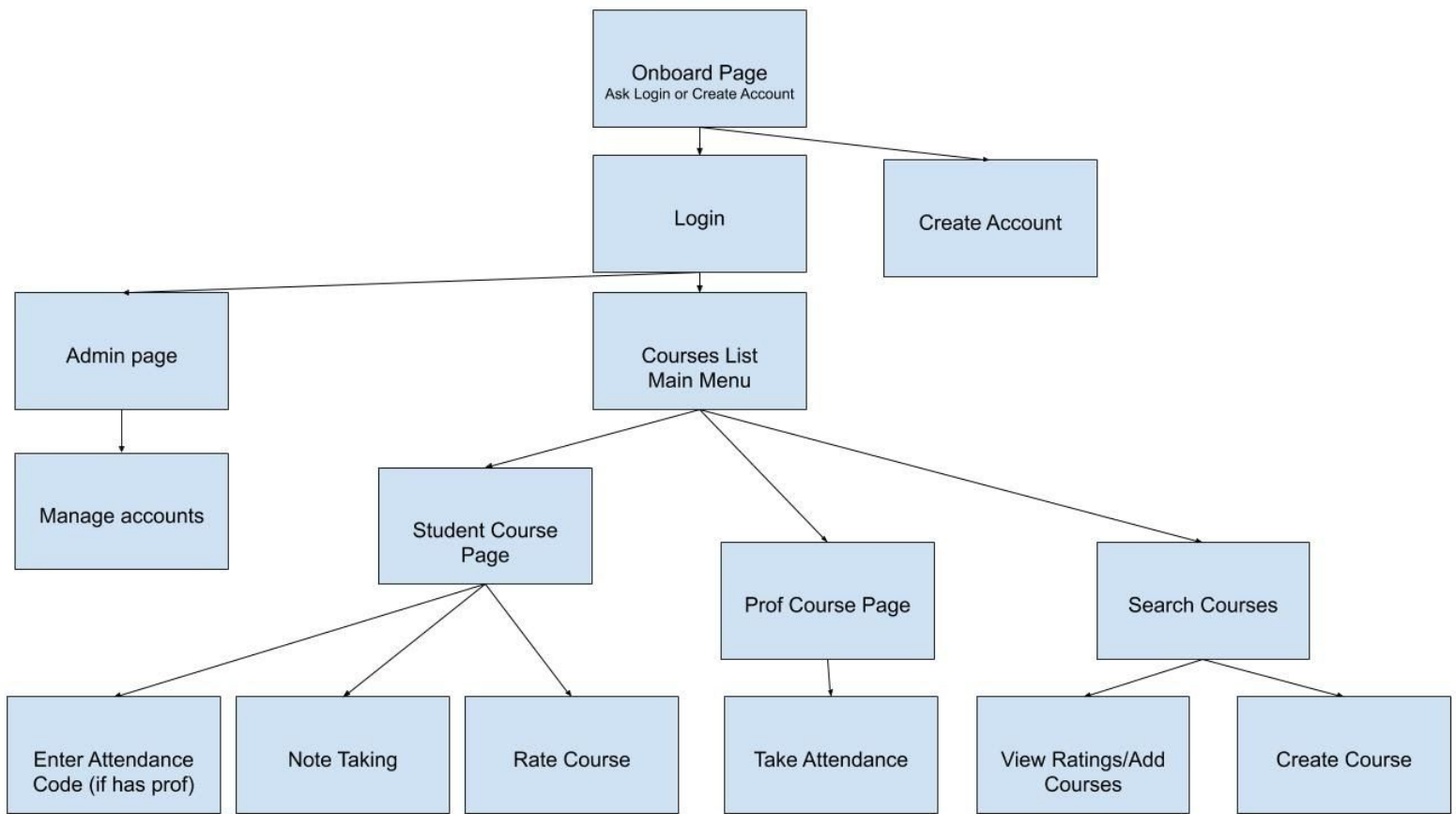
- Id
- Student
- Course

Attendance

- Id
- Date
- Code
- Course
- Counter of students attended
-

Attended

- Id
- Student
- Course
- Date



Jonathan Kelly Attendance Code Screen

The image shows a mobile application screen for 'Jonathan Kelly Attendance Code'. The screen has a green header bar at the top with the text 'Coms 309' in large black font and 'Simanta Mitra' in smaller black font below it. The main body of the screen is a darker green. In the center, there is a white text box with the label 'Enter Attendance Code' above it. Below the text box is a white rectangular input field. At the bottom right of the input field is a white button with the text 'Submit'. Three numbered arrows point to specific elements: arrow 1 points to the 'Coms 309' text, arrow 2 points to the 'Enter Attendance Code' label, and arrow 3 points to the 'Submit' button.

1

Coms 309
Simanta Mitra

2

Enter Attendance Code

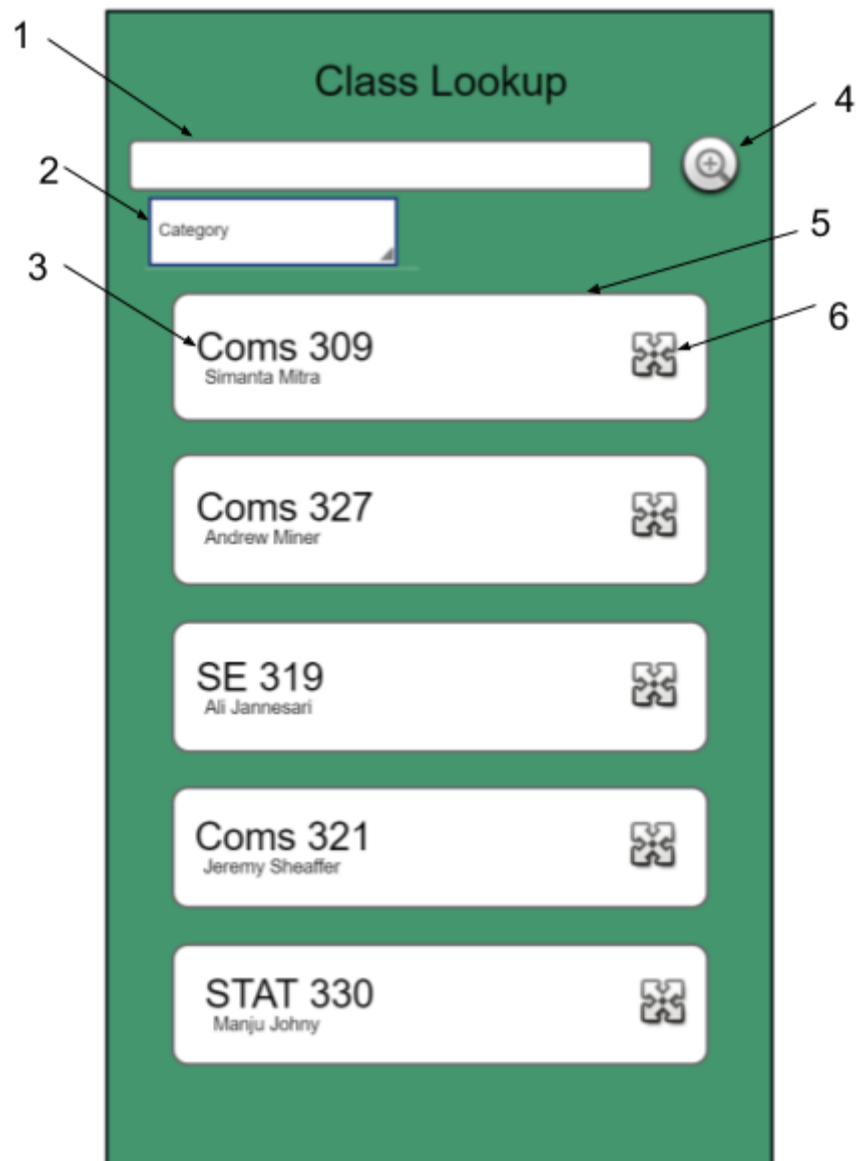
3

Submit

This is the screen where the student can enter the attendance code given by the professor in order to be counted as present for the class.

- 1) Individual class header to remind the student what class they are in
- 2) Text box for the student to enter the attendance code
- 3) Submission box for the student to submit the code once they have typed it in

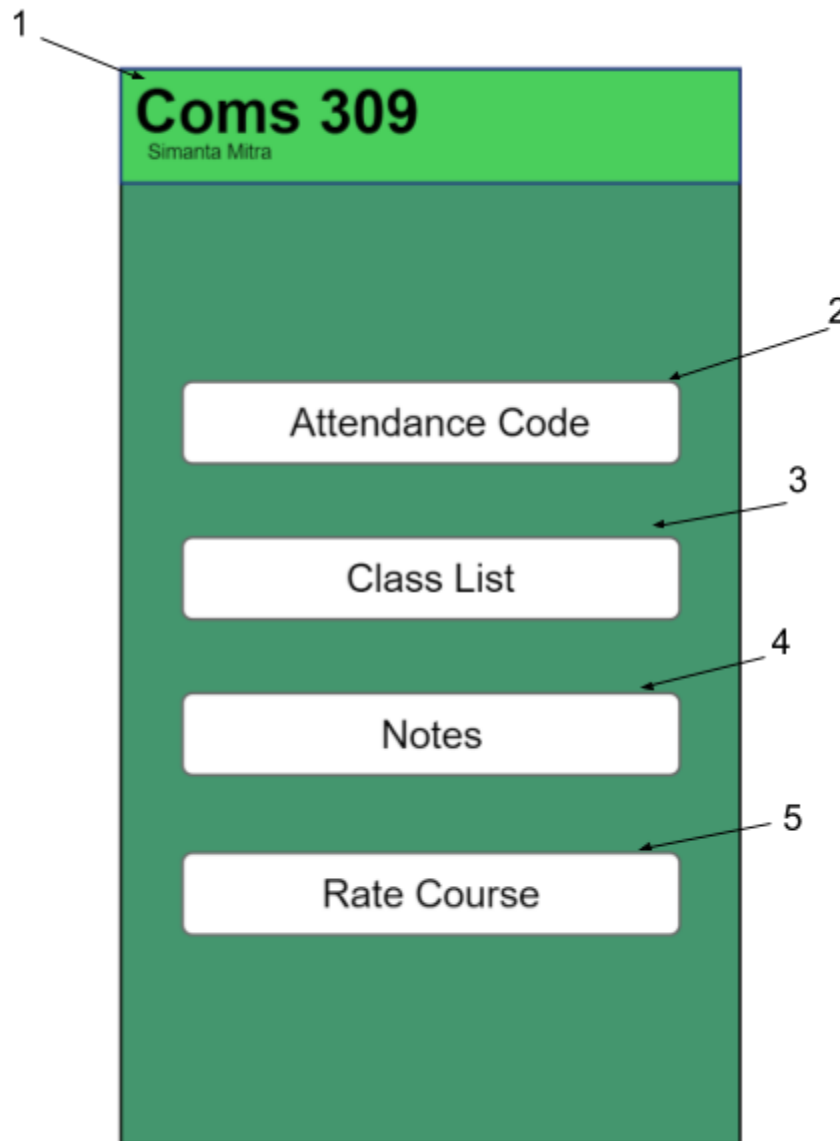
Jonathan Kelly Search Courses



This screen is for the student to search for a class, able to go to the rating screen and add the course to the students course menu.

- 1) Search bar for the student to search for a specific class
- 2) Select category of class (ex: SE, HIST, CprE, MATH)
- 3) Class name and professor
- 4) Magnifying glass icon
- 5) Button to add class
- 6) Star icon to see ratings of the class

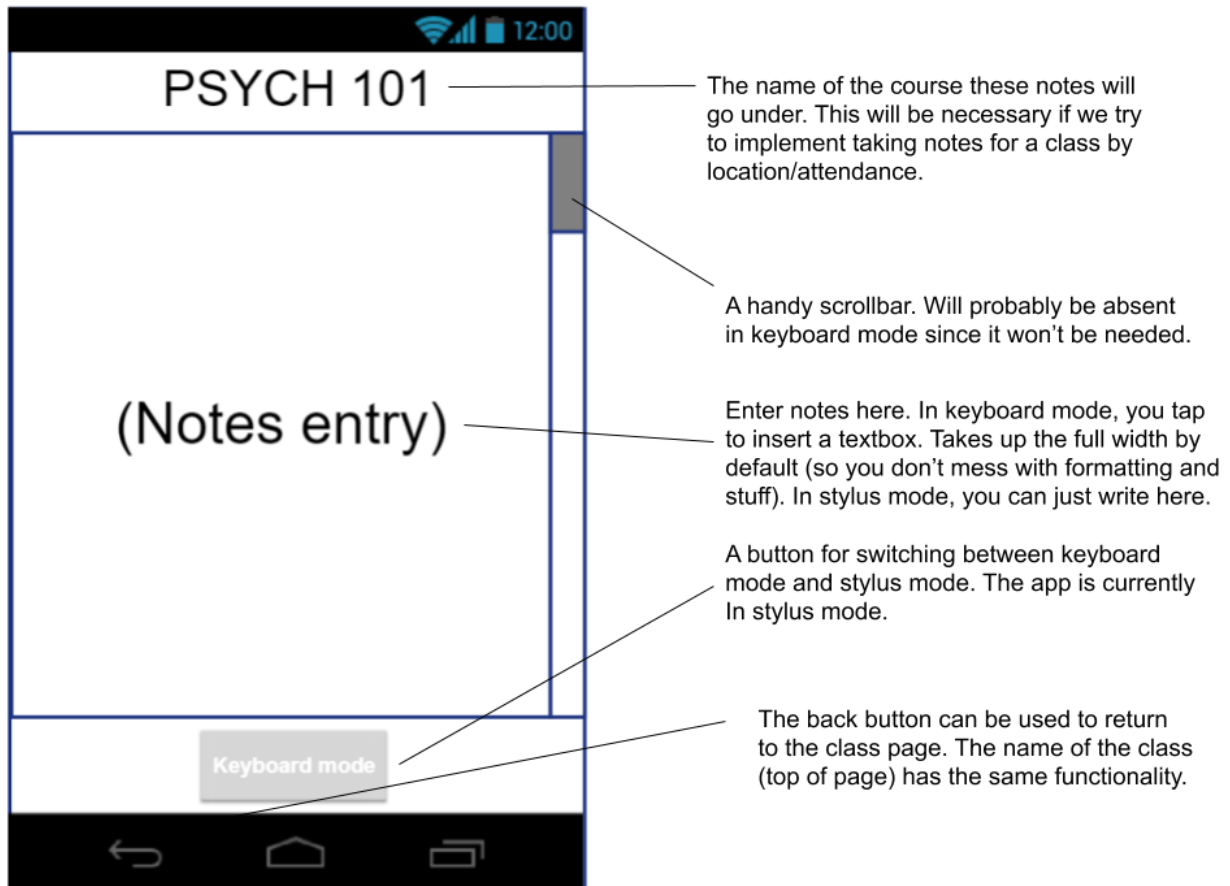
7) Jonathan Kelly Student Course Page



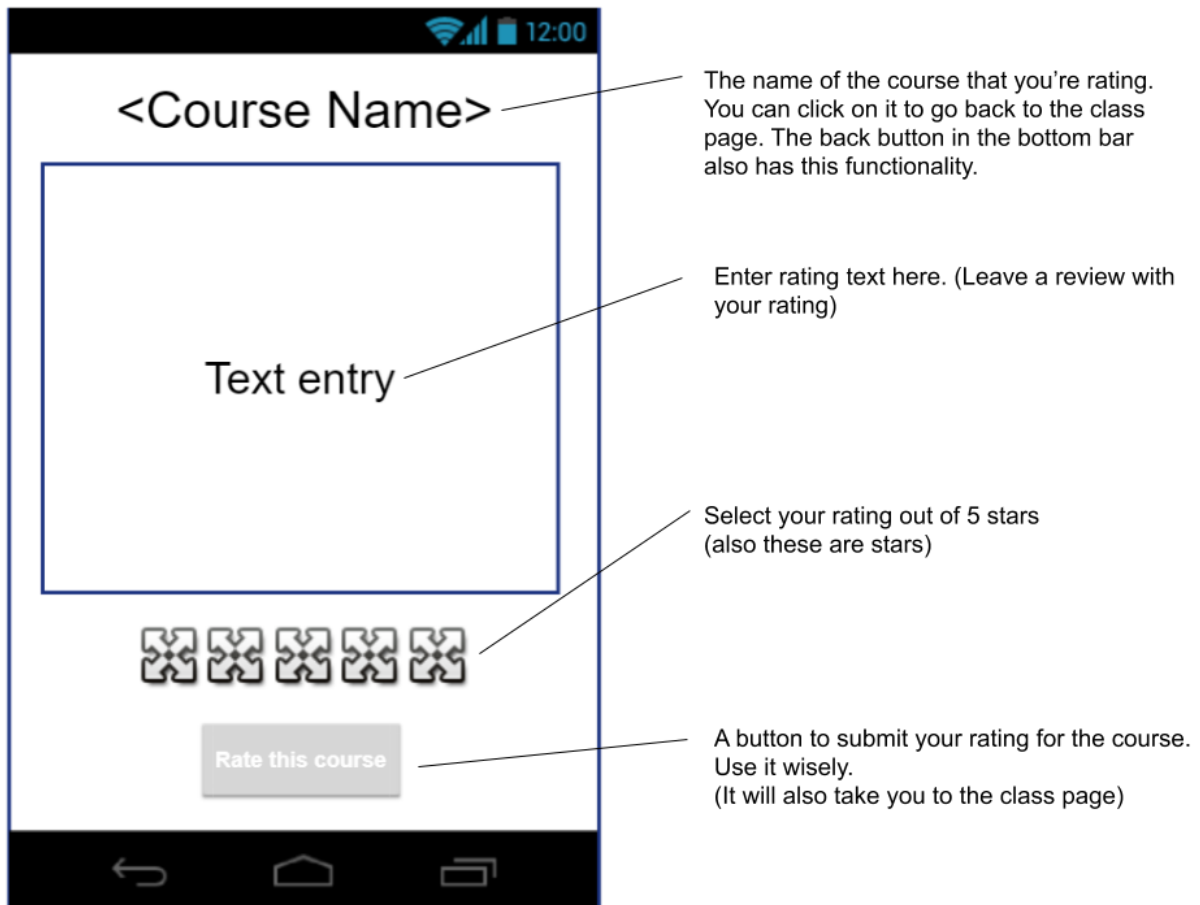
This page will act as the main menu for the individual course as a student which is our main user. From this page the student can select one of 4 menus to go to, including entering the attendance code that the professor supplies, Class list of all other students in the class, Personal Notes for the class and an option for the student to rate the course.

1. This is a brief header for the class so the student is aware of what class they are in
- 2-5. Each button will take the student to the respected screen for each action

Nathan Schmidt, Notes page



Nathan Schmidt, Rate course page

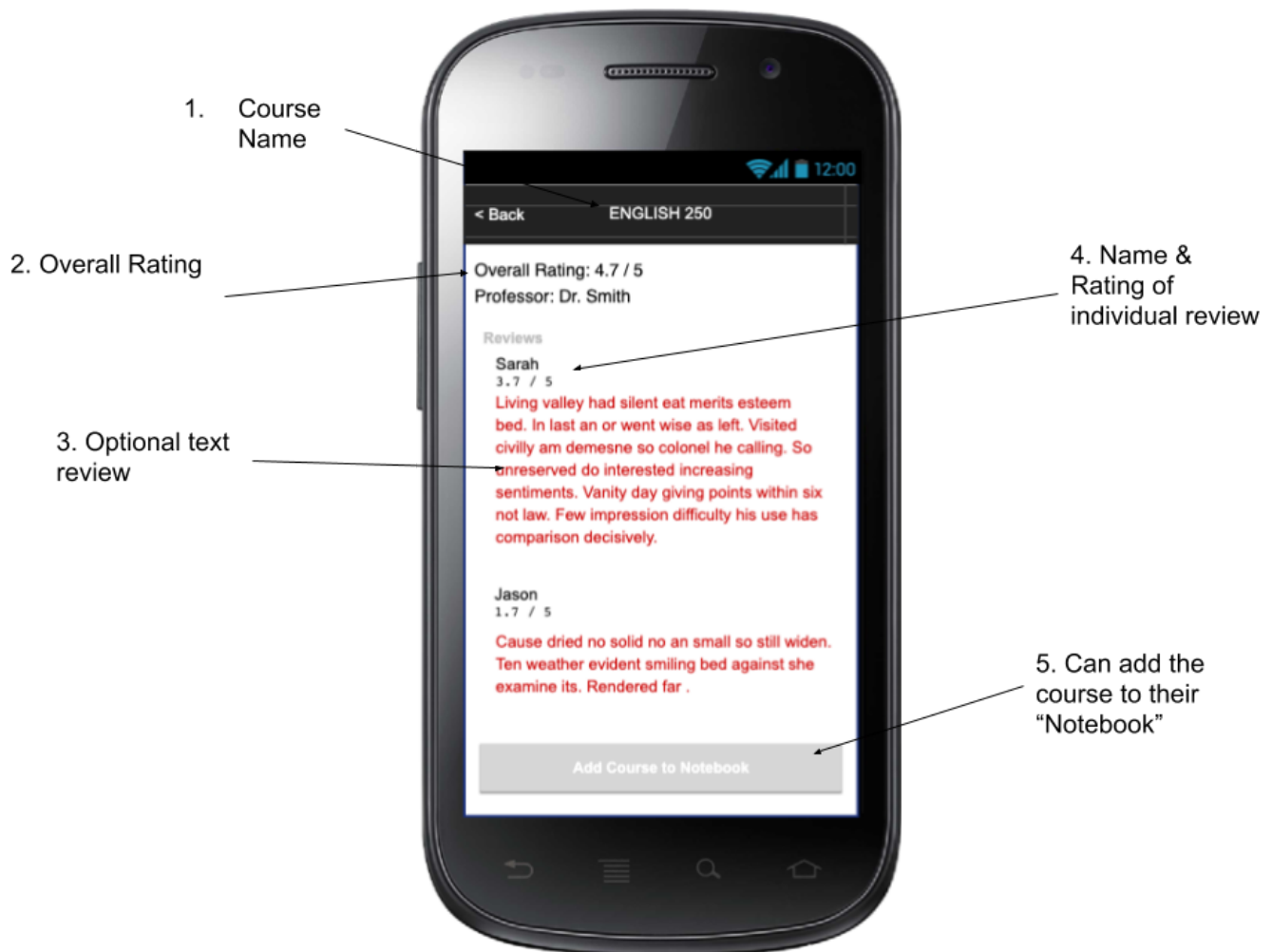


Maxwell Smith - Prof. Attendance Page Sketch



The professor "take attendance" page is a easy way to take attendance for a course. It does this by generating a random code & presenting it (3). The prof. reads this out for the class & they can input it into their phone to be marked present. The prof. can see who is in class by the list (2). If the code has been compromised they can regenerate the code using the button at the bottom (4). The course name is also provided to make sure they are taking attendance of the right course.

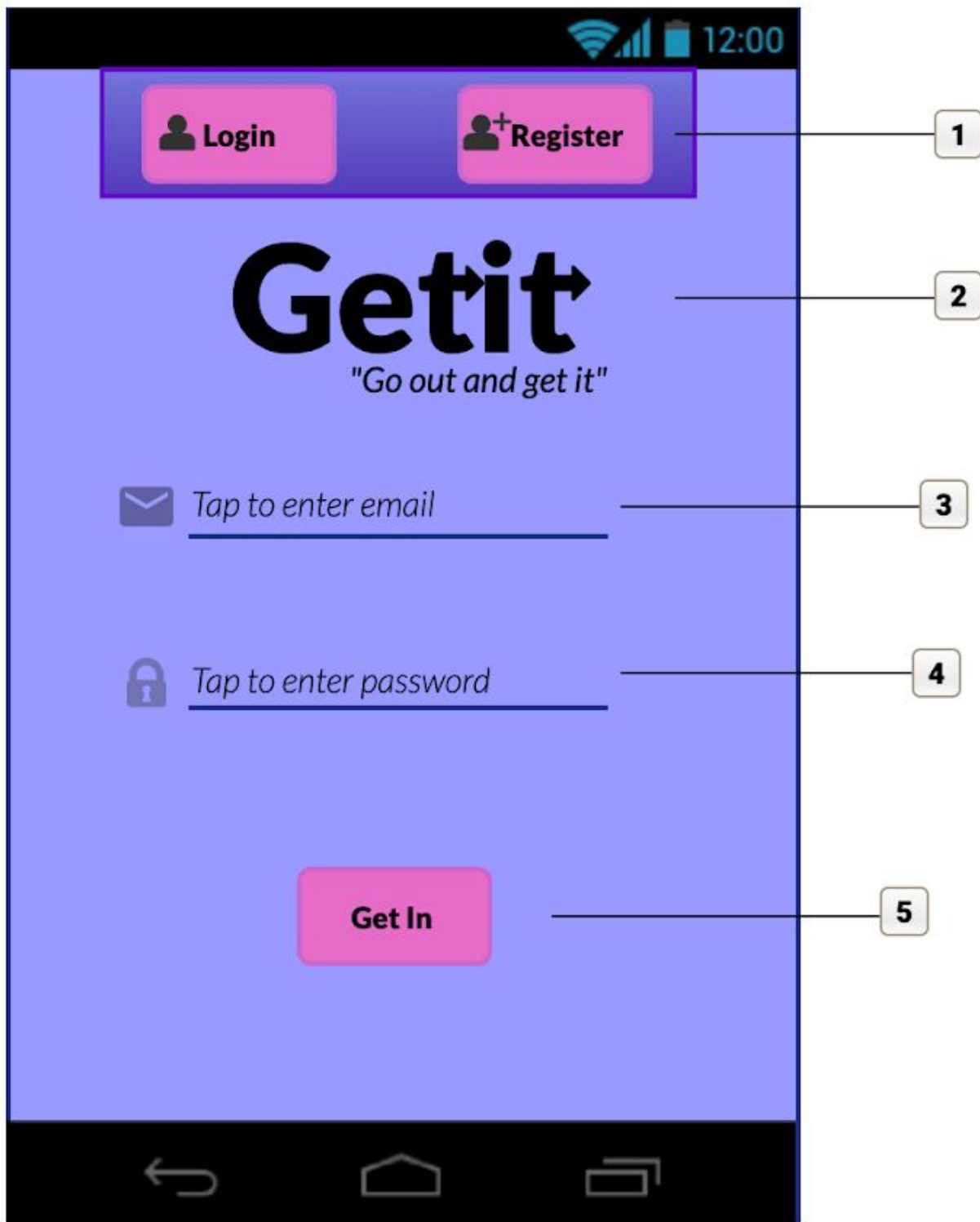
Maxwell Smith - View Course & Rating Page Sketch



The view course & rating page is the page that views courses ratings & search result for the course to add to the user "Notebook" (5). It helps students figure out what courses to take and also once they join the class they can use the same page to add it to their notebook. The course overall rating compiled from all the reviews (2). Each review is the students name & their rating of the course (4). The user can also optionally (3). The course title is provided at the top (1).

Emin Okic -> Onboard Page (Login)

(Screen Sketch)



Emin Okic -> Onboard Page (Login)

(UI Diagram Reasoning)

1.) Login / Sign Up

- a.) In my sketch, I put the Login / Register buttons at the top. The goal when programming is that it will switch between Login / Register screens in a smooth transition. I added user icons to both buttons with a + sign next to the user icon for the register button. The reason for this is to make it easier for the user to understand what each button does in a user friendly manner. I am looking into better colorways as I thought pink and purple would look smoother next to each other.**

2.) Logo / Slogan

- a.) I put the slogan, and logo in the center of the upper half. The reason for this is because the user typically looks at a screen top to bottom. I placed the login / register buttons at the top so the user would understand what the page is for right away, and our logo / slogan underneath so the app would become more memorable. I also added arrows subliminally in our logo to hint at what our app is intended for.**

3.) Email

- a.) This is where the user will enter their email to login. It has a mail icon next to it so that the user will more easily understand what to do there.**

4.) Password

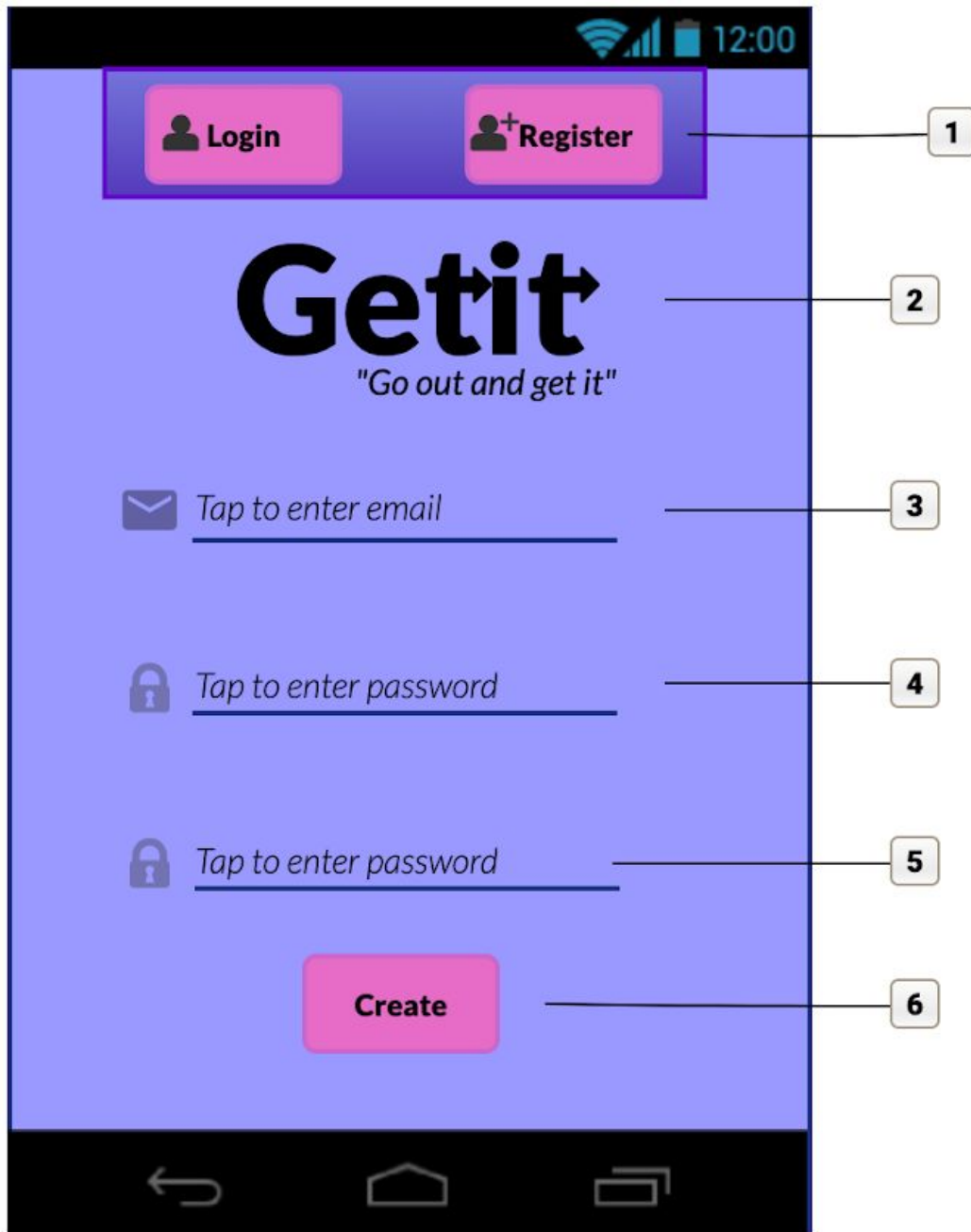
- a.) This is where the user will enter their password to login. It has a lock icon that typically represents passwords in most user interface designs. Locks also represent safety, and would make the user feel more comfortable using our app.**

5.) Login Button

- a.) After the user enters all the necessary information to login, they will click that button to login. It will then lead them to the next page which will be our main page.**

Emin Okic -> Onboard Page (Sign Up)

(Screen Sketch)



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5.) Re-enter Password

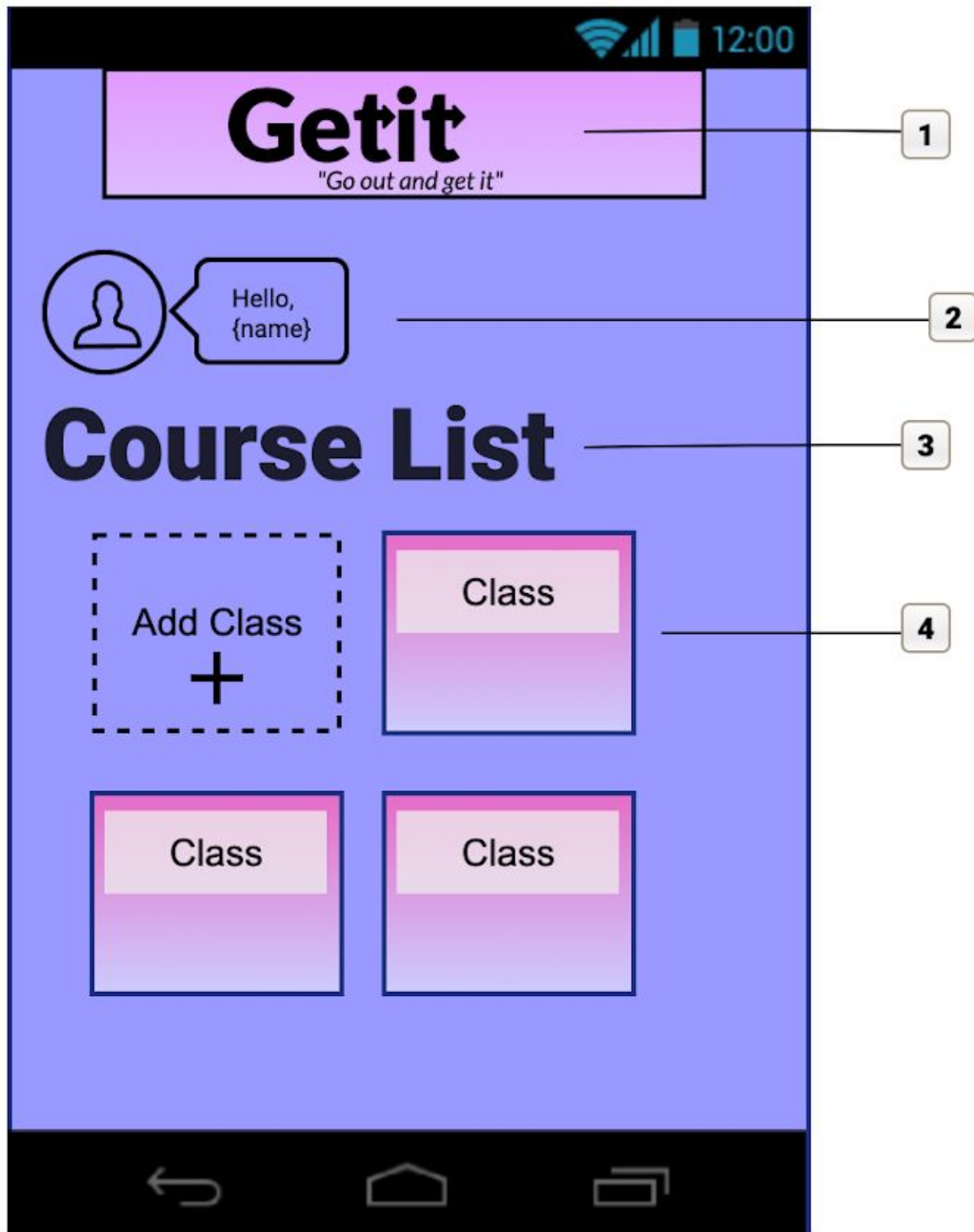
- a.) Similar to the password form, but I ask the user to re-enter the password just to confirm they are both the same. It will help us avoid password problems in the future, making the app more reliable.**

6.) Create Account Button

- a.) After the user enters all the necessary information to create an account, they will click that button to register. It will then log them in, and lead them to the next page which will be our main page.**

Emin Okic -> Course List Page

(Screen Sketch)



Emin Okic -> Course List

(UI Diagram Reasoning)

1.) Logo / Slogan

- a.) I put the slogan, and logo in the center of the top screen. The reason for this is because the user typically looks at a screen top to bottom, and would like this to be the first thing they see after they log in.

2.) Account Icon

- a.) After the user logs in, I would like them to know that they are using the correct account. It also adds a more friendly features to the app as well because the user then knows that we appreciate them logging in. Potentially, add the option for clever comments that are randomly generated if possible.

3.) Course List

- a.) This is just a title, but allows the user to understand what this page is for easily. It will then display the course list below.

4.) Class / Add Class

- a.) Add a class is the first option I give as the user will not originally have any classes registered to their account. The classes will then appear in rows of 2 with the first one being next to the add a class button. I will need to research how many classes a student may typically take a semester, and readjust that number at a different time.

Resources:

- <http://www.sum-it.nl/enguilin.html>
- <https://mdbootstrap.com/docs/jquery/modals/forms/>
- <https://developer.android.com/design/handhelds>