



# I-on ClassCode

## Degree in Computer Science and Engineering Instruction Manual

André David dos Santos  
A48309@alunos.isel.pt

Ricardo de Freitas Henriques  
A48322@alunos.isel.pt

João Diogo da Anunciação Magalhães  
A48348@alunos.isel.pt

Orientador:  
Pedro Miguel Henriques Santos Félix  
pedro.felix@isel.pt

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## **Teachers**

### **Login**

On the Home page, and having an account already registered, simply access the menu at the top right, select 'Teacher' and login through the GitHub account.

Logging into the mobile app is only possible if the account registration has been done in the web app, not being possible to register in the mobile app. If there is no cached teacher data yet, a button saying "Login" will appear to start the authorization process. If there is cached teacher information, the teacher will be asked to authenticate with their biometric information.

### **Create Account**

On the Home page, access the menu in the upper right corner, selecting 'Teacher' and after logging in through the GitHub account, you are redirected to a registration page to confirm the account details, after confirmation you should wait for another teacher's acceptance.

### **Accept/Refuse New Teachers**

Once logged in, there is the option to navigate to the page to accept pending teacher requests, there you will find a list, if there are any pending requests, where teachers can accept or decline teacher requests.

### **Add a Course**

In the Menu, when you redirect to adding a course, you will get a list of all the GitHub repositories of which you are an administrator and are not yet a teacher for the course, simply select it and it will be created. Even if another teacher has already been created, this operation adds them to the course.

### **Archive/Delete Course**

While on the main page of a course, it is possible to archive or delete the course, pending the existence of classes in the course. If there are classes in the course, the course and all its contents go to the archived, read-only state, if no classes have been created the course is deleted.

## Create a Classroom

On the course page, through the option of creating a classroom, the classroom name is entered, being only the necessary information, that after confirmation, is redirected to the created classroom page.

## Edit a Classroom

While on the page for the form, it is possible to edit the form, with regard to its name, just like the creation, by entering the new name and confirming it.

## Synchronizing a Classroom

On the classroom page, through the 'Sync' button, when pressed, the classroom is synchronized, updating all content according to the changes on GitHub.

## Local Copy of a Classroom

Through the 'Local Copy' button on the classroom page, a bash script file is downloaded, where when executed, it autonomously creates in a folder, the separation by tasks the *clone* and *push* commands of all the repositories of the created teams, that are part of the class.

## Archive/Delete a Class

As well as File/Delete a Course, on the page of a form, it is possible to perform this operation, and the form is only deleted if you have no tasks associated and created for that form, otherwise the form is archived.

## Create an Assignment

On the page of a form, it is also possible to create assignments, when creating them, you are asked, besides the name and a description of the task, to specify the minimum and maximum number of pupils per group and respectively, the maximum number of groups that can be created.

## Delete an Assignment

Within a page relating to a task, besides being possible to check all the information related to students and deliveries, the same through the 'Delete'

button, if it does not have any deliveries, it is deleted and forwarded to the classroom that belongs to it.

## **Create a Delivery**

On the assignment page, through the 'Create Delivery' button, you are redirected to the creation page, where you give the delivery a title, a deadline and the control tag in the repository (e.g. if the step is for tags 0.1.0, the control tag must be '0.1.', so that any tag beginning with '0.1.' can be verified).

## **Edit a Delivery**

After creating a delivery, and being in the delivery page, it is possible to edit it, which, like the creation, is possible to change the title, the delivery date, and the control tag.

## **Delete a Delivery**

If there are no teams created for a delivery, it is possible to delete the delivery previously created, through the 'Delete' button, if it is not visible, there is at least one team created.

## **Synchronizing a Delivery**

As in the example given in the classroom synchronization, using the 'Sync' button it is possible to update all content according to the changes in GitHub to the team repositories by checking their tags with the control tag.

## **Putting Feedback on a Team**

On a team's page, besides being possible to check the repository and all the members that compose it, it is possible to create feedback messages to the students by choosing the most appropriate theme for the subject and the respective text.

## **Pending a Rejected Team Request**

Through the staff page, it is possible to access the history of all requests made by students. In the list of requests it is possible, through a button

placed on the side of the request, to put the pending request back, if it was previously rejected.

The request will then be visible again in the mobile application, where it can be accepted or rejected again.

## **Students**

### **Login**

From the Home page, and having an account already registered, simply go to the menu in the upper right corner, select 'Student' and log in via your GitHub account.

### **Create Account**

On the Home page, access the menu on the top right, selecting 'Student' and after logging in through the GitHub account, you are redirected to a registration page to confirm the account data, where you must enter your ISEL student number, where after confirming the data, an OTP (One Time Password) is sent to the academic email, then verifying the account. In case something goes wrong, it is possible to resend the email every 5 min.

### **Join a Classroom**

After logging in, and on the main page, through the classroom code, which is given by each teacher, and is shown on the classroom page, is the code used by students through the main menu to be entered into the class.

### **Exit a Course**

Within the course page, a student can show interest in disassociating from the course, requests to be removed from all the classes he is in are created.

When a teacher in the main menu chooses a course, the various requests to leave the course will automatically be accepted.

### **Create/Join a Team**

While on the page of an assignment, the student if not associated, is asked to join or create on a team. On the page, on the left side is found a list of all teams, having a list of the students belonging to it and a button to join

(if the team is still open). In case there is not yet the maximum number of groups, it is possible, on the right side, to create a new team.

On the mobile, to accept the request to create a team, go to the form page, click on the rightmost button. You will see the requests for creating teams. To accept, click on the button with the right icon. To accept a request from a student to join a team, click on the created team and the pending request to join will appear, to accept just click on the button with a right icon, and on the icon of a cross to refuse.

## **Leaving a Team**

A student on his team page, has the option to request to leave his team, this request is made and is only accepted as indicated by a teacher through the mobile application. On the team's screen, the request to leave the team will appear, confirming the request on the button with the right icon. Important to note that if this student is the last, the team will be deleted and the repository archived.

## **Close a Team**

When students reach the minimum number of students per group, they can choose to close their group to prevent other members from joining. This option is visible on the team page if the minimum number of students condition is met.