

Jeffrey kerley

Software Engineering

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Assignment Three

- Step 1:
 - The different types of Users of the software system are Instructor, TA, and Student.
- Step 2:
 - Instructor:
 - It needs to be able to manage courses, sections, ta's and students.
 - Should have a way to mass communicate with those different sections.
 - A progress bar to show how far certain sections are in collection.
 - TA:
 - Collecting of assignments needs to be uniform among all students.
 - Students should have a clear understanding of how to submit assignments.
 - If submission requirements are not met, then they can not submit the assignment.
 - Student:
 - Can be updated on when due dates change for an assignment.
 - They have access to their teachers, ta's , and other students information.
 - Students can easily see requirements for their assignment.
- Step 3:
 - Submitting:
 - Relevant data:
 - Teacher
 - Student
 - TA
 - Assignments
 - Requirements
 - Late Punishment
 - Resubmit
 - Constraints:
 - Multiple submits
 - Resubmits
 - Group submits
 - Late Submits
 - Assigning
 - Relevant data:
 - Teacher
 - Student
 - TA
 - Assignments
 - Requirements

- Sections
 - Student level
 - Constraints:
 - Groups have to be assigned based off of non grade related behaviors.
 - TA per section to determine what the class can handle.
- Grading
 - Relevant data:
 - Assignment average
 - Past grades
 - Students
 - TA
 - Textbook
 - Constraints:
 - Has to provide a curve in respect to the past history of the class.
 - Has to make it anonymous for the students,
- Step 4:
 - System Constraints:
 - The software should be low end and easy to run on any platform.
 - Computer to Phone use should be the same functionality.
 - Has to be easy to use on a low end laptop, with outdated performance.