

CS460 University Management System Design Manual

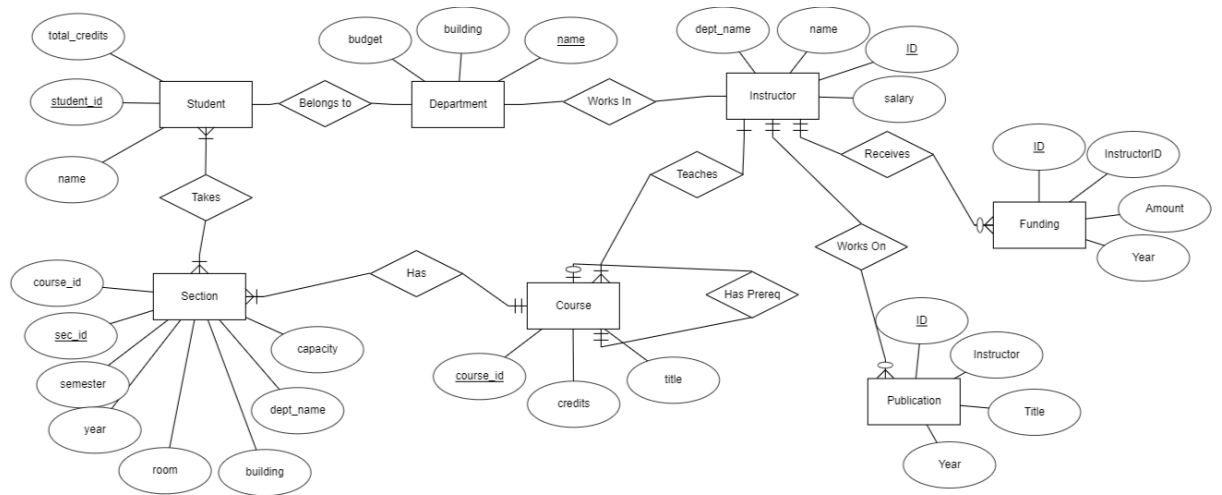
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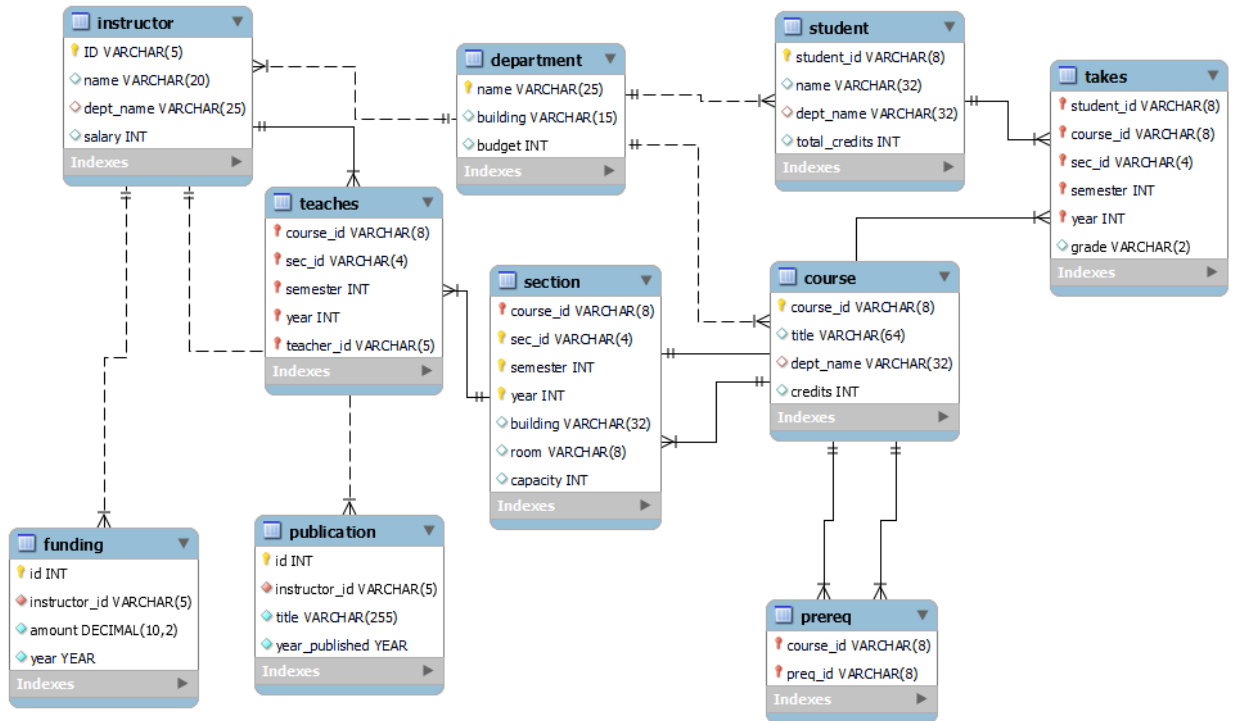
I. Design Overview

When starting on the project, our team's approach was to start with coding the functionalities. At our first team meeting we split the functionalities amongst the team members and split for a week to work on building them. During this time we pushed our functionalities to the team's git repository, although we did experience some issues with some of our team members being able to push or merge their commits to the repository. After building our initial functionalities we then came together to work on debugging backend issues and develop a login interface that would connect the three user interfaces. Beyond the initial creation of functionalities and then the development of a login, we also worked to ensure the similarities in the frontend design of functionalities developed for the same user, such as F1-F3, which were all created separately during our initial split and code phase of the project but are to be used by a single user for the frontend (admin). Along with this step, we also worked to improve the overall appearance of our web application's frontend design once our functionalities and integration were complete.

II. ER Diagrams



III. Database Schema



IV. Security Assurance Process

To distinguish between user types, each account is set to one of the three user types (admin, professor, or student). During the login process the application takes into account what type of user that account is and displays only the functionalities available to that user type. When logging in, information is only transferred in a hashed format to prevent access to raw input.