

User Manual for Teacher-Student Response System

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1. Getting Started

a. Necessary Components

In order to launch the application with the full functionality between teacher and student, the user is recommended to be on a MAC operating system and must have the following installed on their computer:

- Python 3.6.5 or newer
- Access to a local network
- Software zip file

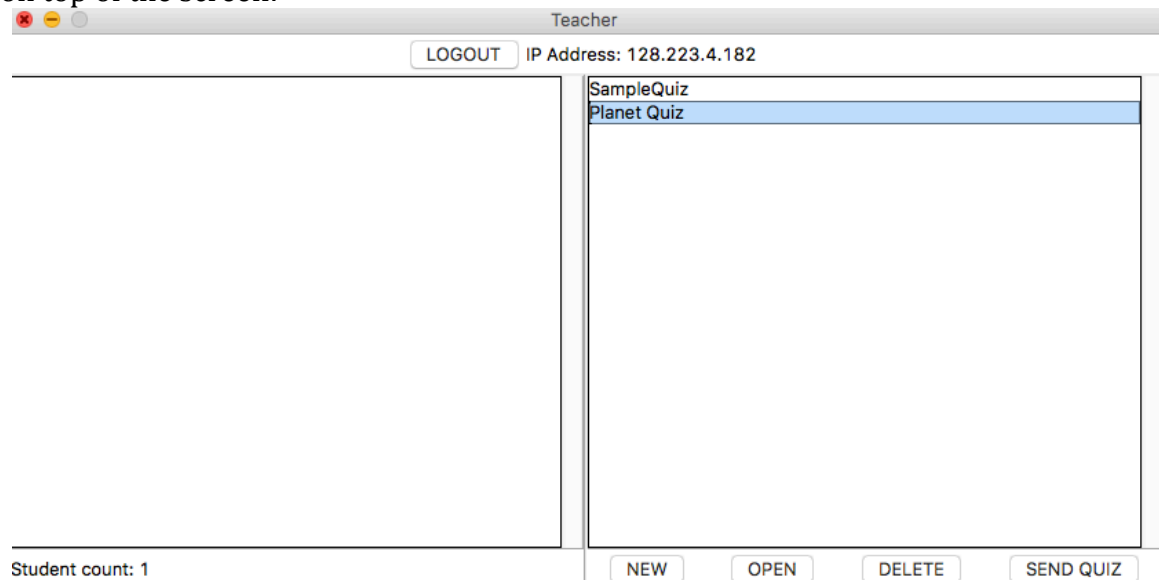
b. Launching Application

To launch the application, the teacher and student must open up his/her computer terminal window. The teacher must enter 'python3 teacher_view.py' to launch his/her application and the student must enter 'python3 student_view.py' to launch his/her application. If python 3 or newer is not installed but python is still installed on the system, the application may still open to the main login window but the full functionality may not be available.

2. Students and Teacher Connection

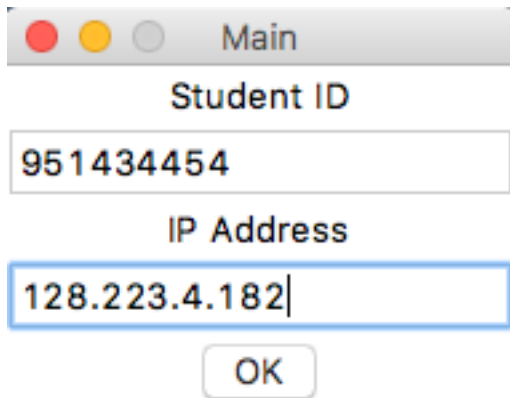
a. Teacher Login

Once the teacher has completed launching the software, the main window will be displayed for the teacher. There is NO login component for the teacher. Once the teacher launched the program, the main window will appear with the IP Address number. The students will need access to this number to successfully login to their application; therefore the teacher should be the first to log in. A picture of the main window for the teacher view is below with the IP address number being displayed on top of the screen:



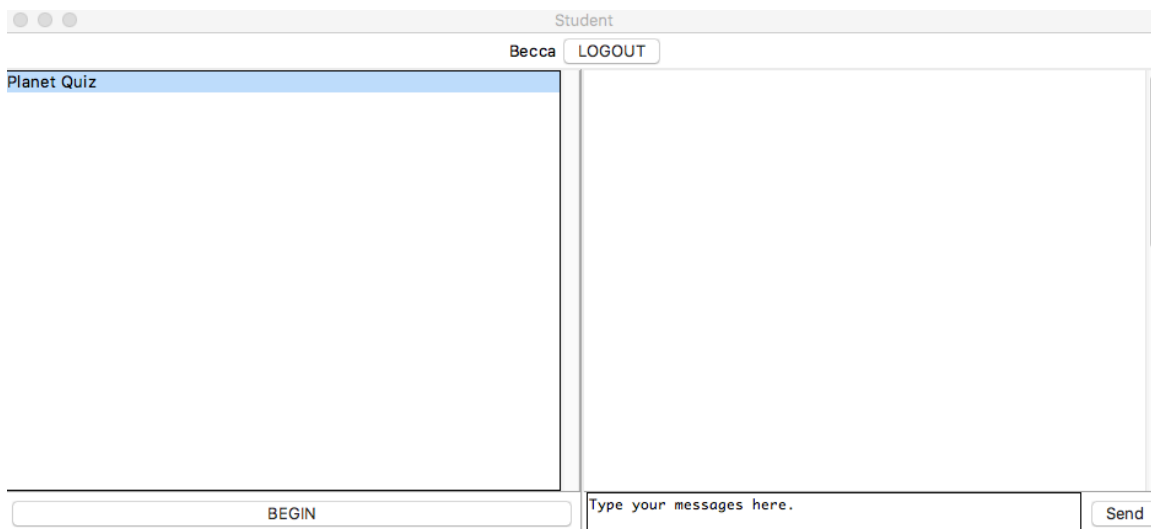
b. Student Login

For the student to login, the teacher must have logged into their application first for the students to have knowledge of the IP number. The following visual below is the student login component of the software:



A screenshot of a 'Main' window titled 'Student ID'. It contains two text input fields. The first field is labeled 'Student ID' and contains the text '951434454'. The second field is labeled 'IP Address' and contains the text '128.223.4.182'. Below the input fields is an 'OK' button.

The IP address number MUST be valid for the student to receive access to the main page. If the IP address is not valid, the user will receive an error message and he/she may try again to enter the correct IP address. Once the student has logged into the network successfully, he/she will be brought the main window. The student main view looks like the following:



A screenshot of a 'Student' window. The title bar shows 'Student' and a 'Becca' button with a 'LOGOUT' button next to it. The main area is divided into two panes. The left pane is titled 'Planet Quiz' and is currently empty. The right pane is also empty. At the bottom of the window, there is a 'BEGIN' button on the left and a text input field on the right with the placeholder text 'Type your messages here.' and a 'Send' button.

3. Creating Quizzes

a. Creating Quiz Question

In order for the teacher to create a quiz, the teacher must click the 'NEW' button located on the bottom portion of their application. Once this button is clicked, the right side of the view will change and the teacher can enter a quiz

question. Click the 'ADD' button to add a quiz question. The teacher may add the title of the quiz, the description, the question, and the five multiple choice. The teacher must select the correct answer or will receive a notification that no correct answer was selected. The figure below is an example of a quiz with a question being asked. Once complete the teacher should select 'DONE' and will be notified that the question is complete. The teacher may choose to add more questions to the quiz.

Teacher

Address: 128.223.4.182

Title

Planet Quiz

Description

This is a quiz about Chapters 1 - 3 of Planets Textbook version 2.

Please add questions below Back

Question Farthest planet from the sun?

☒ Neptune

☐ Earth

☐ Uranus

☐ Mars

☐ Mercury

DONE BACK

b. Adding Multiple Questions

Once the user has completed creating one question, the user may add more questions to the quiz. The same process to create more questions as the creating the first quiz question can be followed; however, the quiz in which he/she wishes to add the question must be selected and clicked. The problems will continue to be added to the same quiz as selected until the teacher unselects the quiz or chooses a new quiz to add questions to.

c. Sending Quiz to the Student

To send the quiz to the student, the user should click on the quiz he/she wishes to send and click the 'SEND QUIZ' button. The user will be prompted to confirm the quiz should be sent and clicking 'OK' will send the quiz to the student.

4. Answering Quizzes

a. Receiving a Quiz

Once the teacher has successfully created a quiz and sent the quiz to the students, the student will receive the quiz on the right-hand portion of the screen. The quiz will not be opened and just the name of the quiz will appear on the screen.

A picture of the student view with the quiz sent by the teacher is shown below:

The screenshot shows a web browser window titled 'Student'. The username 'Becca' is displayed next to a 'LOGOUT' button. The main content area is titled 'Planet Quiz' and is currently empty. At the bottom of the main content area is a 'BEGIN' button. To the right of the main content area is a vertical sidebar with a 'Send' button at the bottom.

b. Answering Quizzes

To open up the quiz and answer any questions, the user should click the quiz he/she wishes to open and click the 'BEGIN' button located on the bottom portion of the screen. Once this option has been selected, the quiz will appear with the questions shown and the student will have the option to select the question with the available answers. Once the student has finished selecting his/her answers, the student may submit the quiz back to the teacher. For submission, the student must click the 'SUBMIT' button and they will be prompted to confirm the submission.

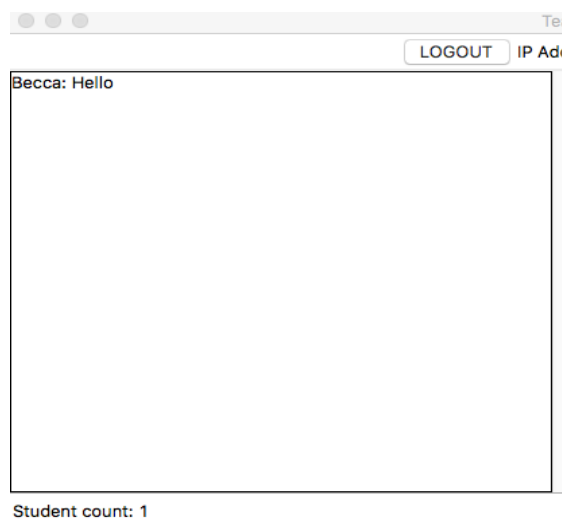
The screenshot shows the same web browser window, but now the quiz questions are displayed. The first question, 'What Planet is the largest in the solar system?', is highlighted in blue. Below it are five more questions. To the right of the questions is a list of radio button options: Mercury, Jupiter, Uranus, Earth, and Pluto. At the bottom of the main content area are 'STOP' and 'SUBMIT' buttons. The 'Send' button is still present in the sidebar.

If 'STOP' is selected, the quiz will be forfeited and the student will not have the option to reopen the quiz.

5. Sending a Question to the Teacher

If the student has any questions or comments to send to the teacher directly and privately, he/she has the option to send a question or comment via the chat option on the right side of the student view. To send a message, the student must enter his/her question in the textbox on the right portion of the screen. Clicking 'Send' will automatically send the message to the teacher where he/she will view the question on their screen. The student will also be able to view the message he/she has sent during class. A message must be typed into the textbook or an error will appear that no message was typed. A look of a message, 'Hello', submitted to the teacher via the teacher view is shown:

Note: This is just the left side of the teacher view.



6. Deleting and Editing a Quiz or Question

a. Deleting a Quiz or Question

If a teacher wishes to delete a question, the teacher should select the quiz in which he/she wishes to delete from and select the question he/she wishes to delete. Click 'Delete' and the question will no longer be available. To delete the whole quiz, the teacher can delete from the main view. Click on the quiz needing to be deleted, and press 'Delete'.

b. Editing a Quiz or Question

To edit a question in a quiz, the teacher should click on the quiz and click 'OPEN'. This will open up the questions and the teacher can select the appropriate question. Once the question is selected, press 'EDIT' and the teacher will be brought to the window where the question was added. The changes can be made to the original question and clicking 'DONE' will save the question. Click 'SAVE CHANGE' to save the edited question to the quiz.

7. Saving and Opening up Saved Quizzes

The teacher may create a quiz prior to the beginning of class time and opt to save the quiz to pull up for future use. All quizzes will be saved unless the teacher manually deletes the quiz. Therefore, if a teacher closes out of the program and logs back into the program on the same local network the teacher can still open previously created quizzes.

8. Logging Out

Both the students and the teachers have a 'LOGOUT' button located on top of the screen. If selected the user will be prompted if they are sure they wish to logout. Selecting 'YES' will force quit the application and selecting 'NO' will return them to the main window.

9. Further Features

Some notable features that the user has access to during the use of the application:

- Student Count: This lets the teacher know how many students are currently logged into the network. This does not include him/her.
- All quizzes created are shown on the teacher screen, this includes prior quizzes created.
- The students do not have access to the chat of the whole network. Once he/she submits a message, he/she will not see their own message or messages from other students.
- Clicking the red exit button will not allow one to terminate, they must logout and will be notified.
- The teacher may view the answers to the quizzes submitted by looking in the 'answers' folder in installation directory.