### SWENG 837 COURSE PROJECT

JESSICA KUNKEL

SOFTWARE SYSTEM DESIGN
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#### Introduction

- Course Scheduling System
  - Aims to provide an effective means for students to build their course schedules and enroll in courses
  - Professors can select course sections that fit with their schedule
  - Course Administrators can manipulate courses and students' enrollment as necessary





# DESIGN SOLUTION OVERVIEW



- The Course Scheduling System
  - Provides course search and scheduling functionality
  - Ensures students don't enroll in classes that overlap in time, that they do not meet prerequisites for, or that they cannot take due to total semester credit limits.
  - Upon creation of a new course or course section, assigns each section to a time and location, utilizing classroom preferences for each school in the university (e.g., an English class usually wouldn't occur in the Chemistry building) and the classrooms' availability



- Students build their schedules by searching for a course, selecting one section of the course, and adding that section to their schedule.
  - The system checks the student's course history vs the class's prerequisites, the number of credits the student has added to their schedule, and whether any course sections overlap in their scheduled times (enrollment rules). The student is not allowed to complete enrollment if one of these criteria are not met.



- Professors build their schedules by searching for a course, selecting one section of the course, and adding that section to their schedule, effectively assigning themselves to a course section.
  - The system checks whether any course sections overlap in their scheduled times and will not allow the professor to complete their registration for a course section if there are two courses occurring at the same time on their schedule.



- Course Administrators manage the CSS
  - Add new courses and course sections using information provided by Registrar
  - Remove courses and course sections due to lack of staff or lack of enrollment
  - Receive requests from students to allow exceptions to enrollment rules, and manually enroll students in those courses
  - Manage any classroom or time conflicts such that no two courses occur in the same classroom at the same time.

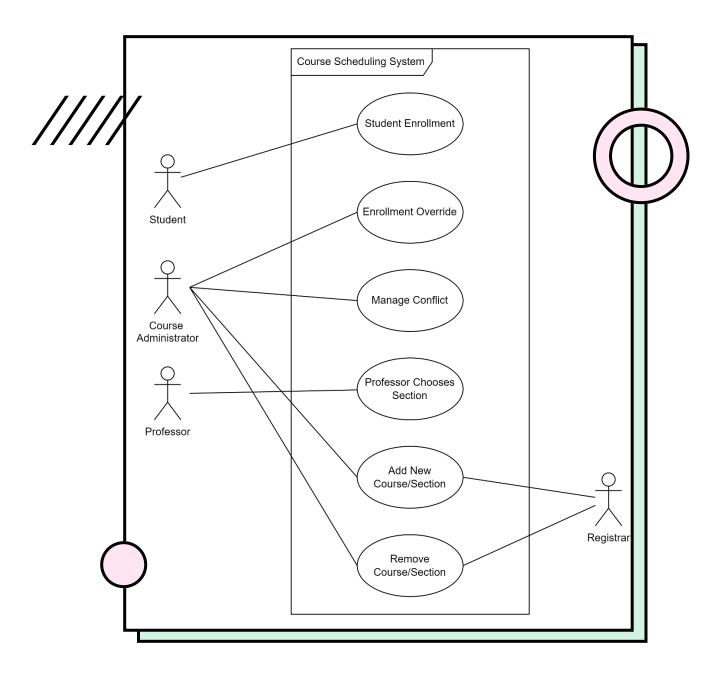


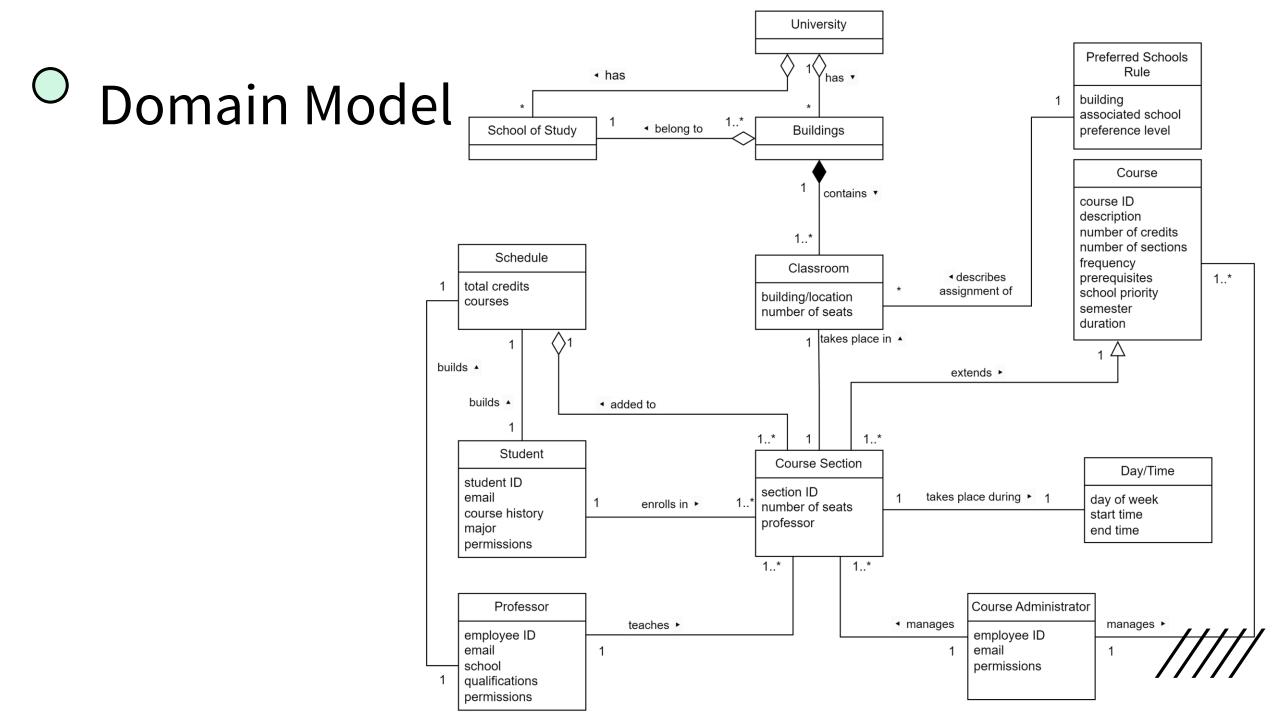


# DETAILED DESIGN SOLUTION

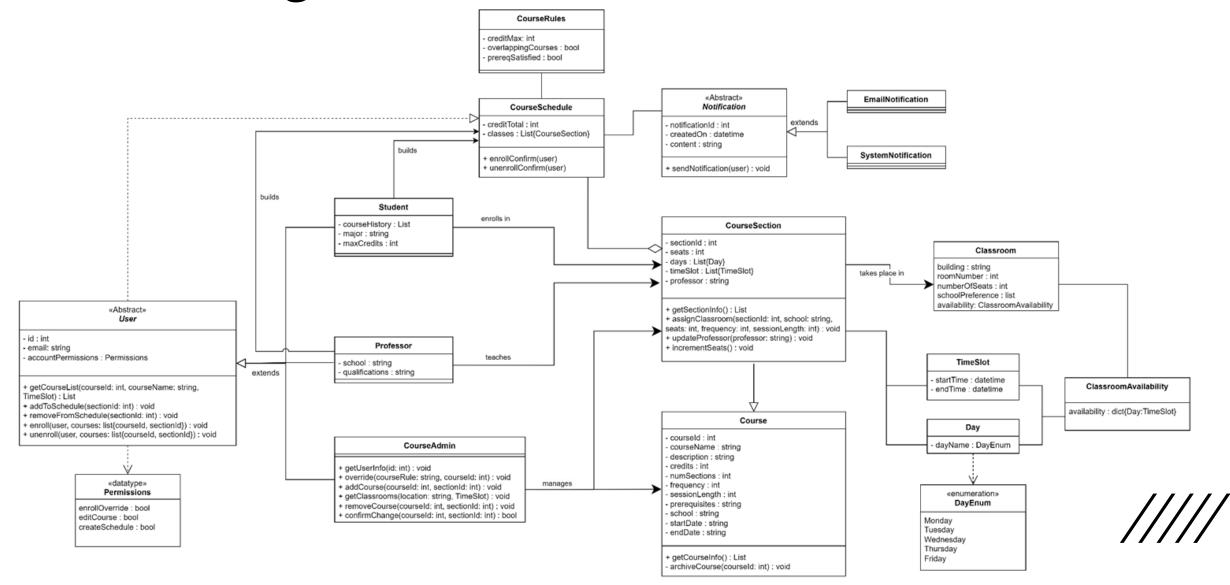


#### USE CASES

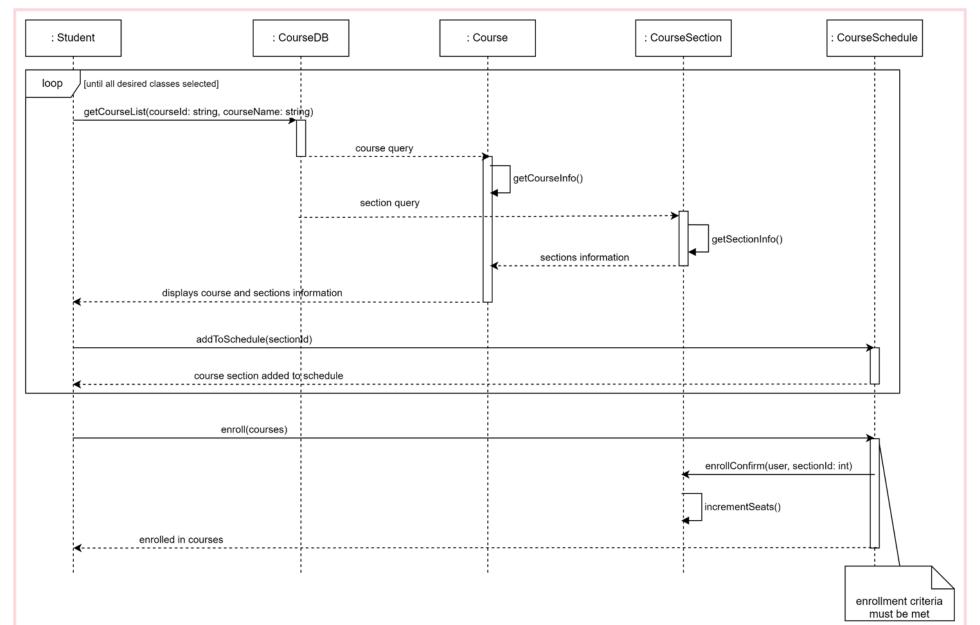




### Class Diagram

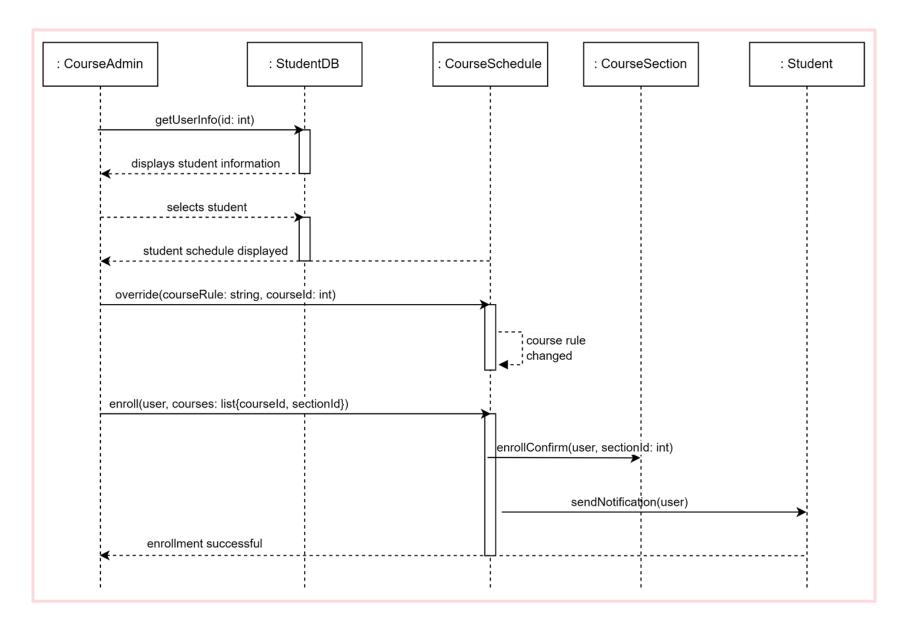


#### Student Enrollment



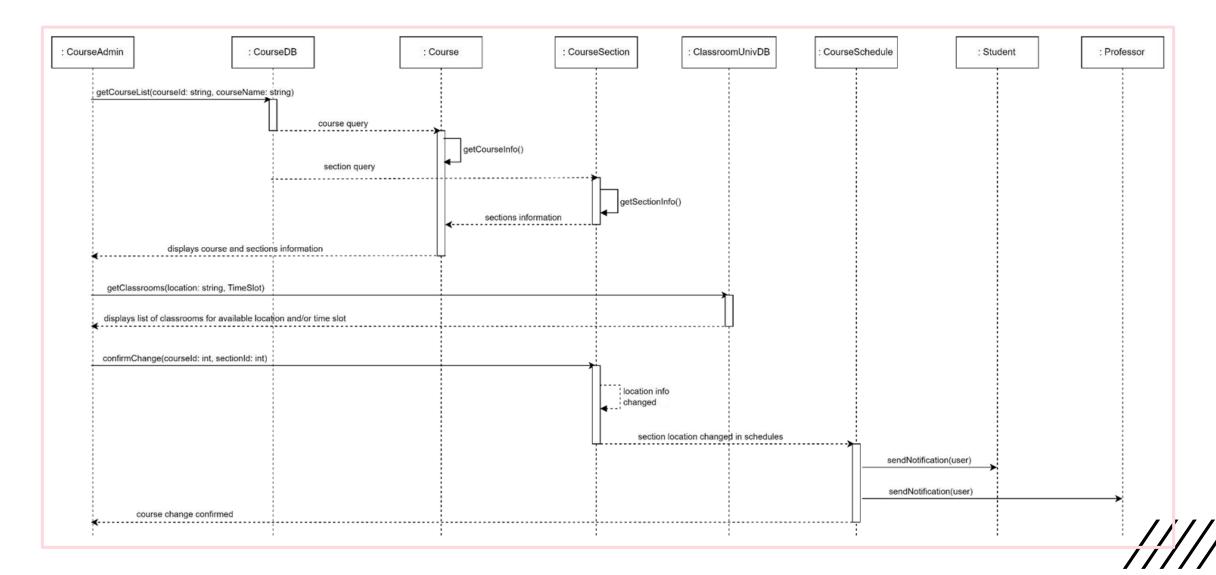


#### Enrollment Override

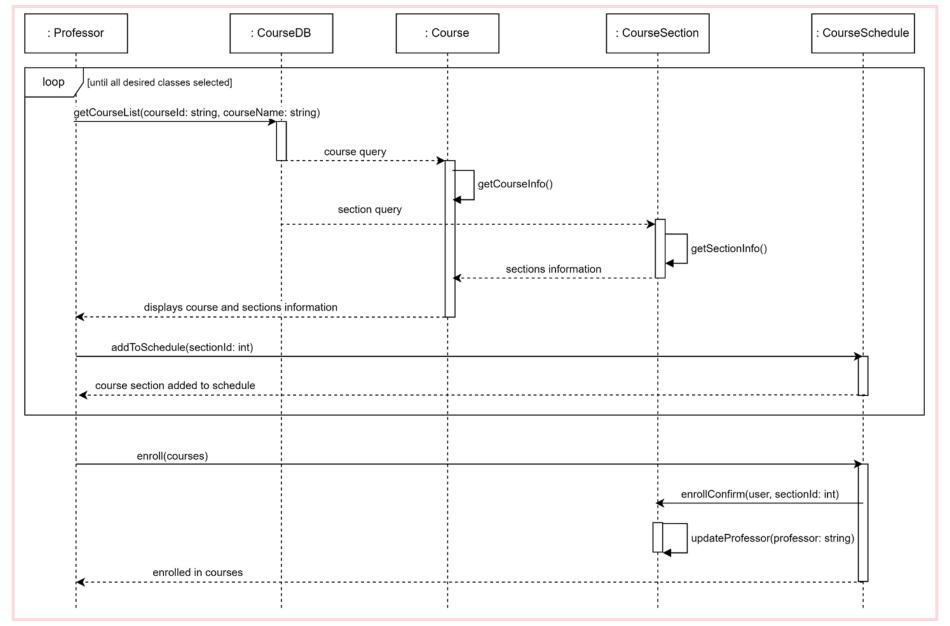




#### Manage Conflict

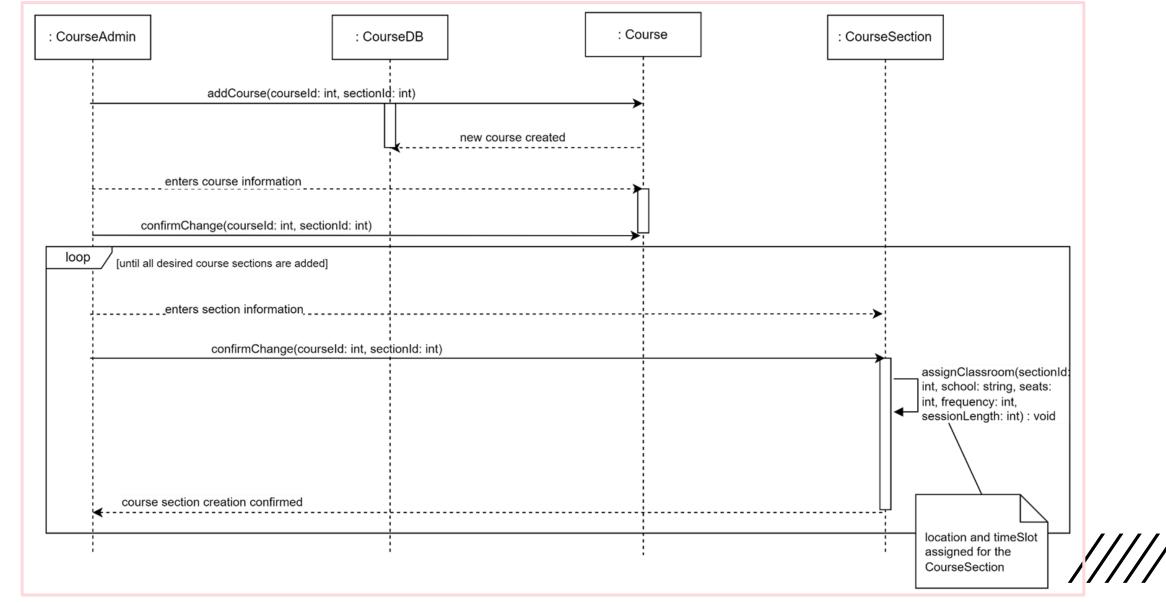


#### **Professor Chooses Section**



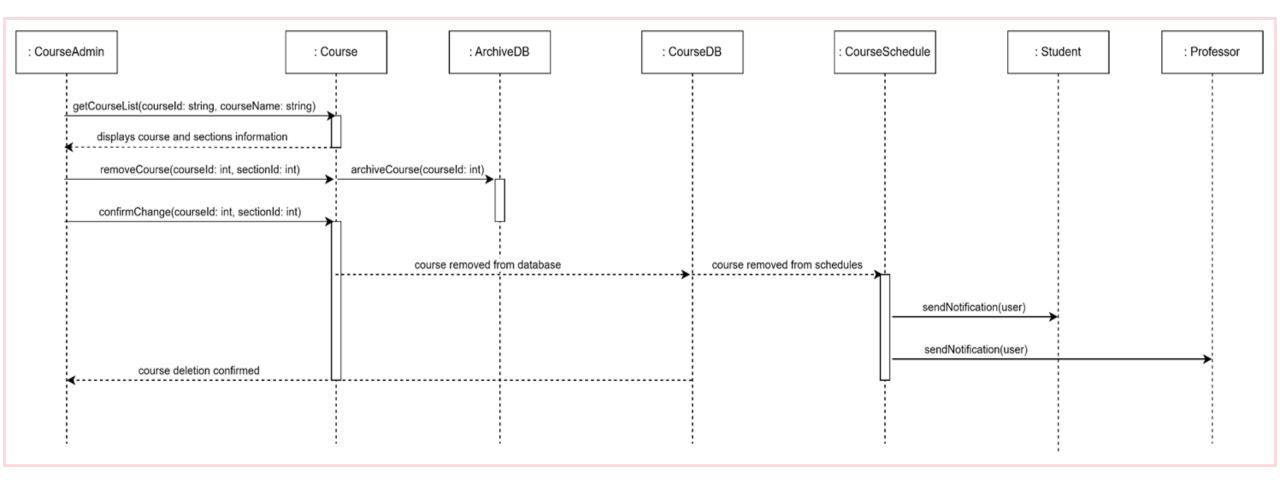


#### Add New Course/Section



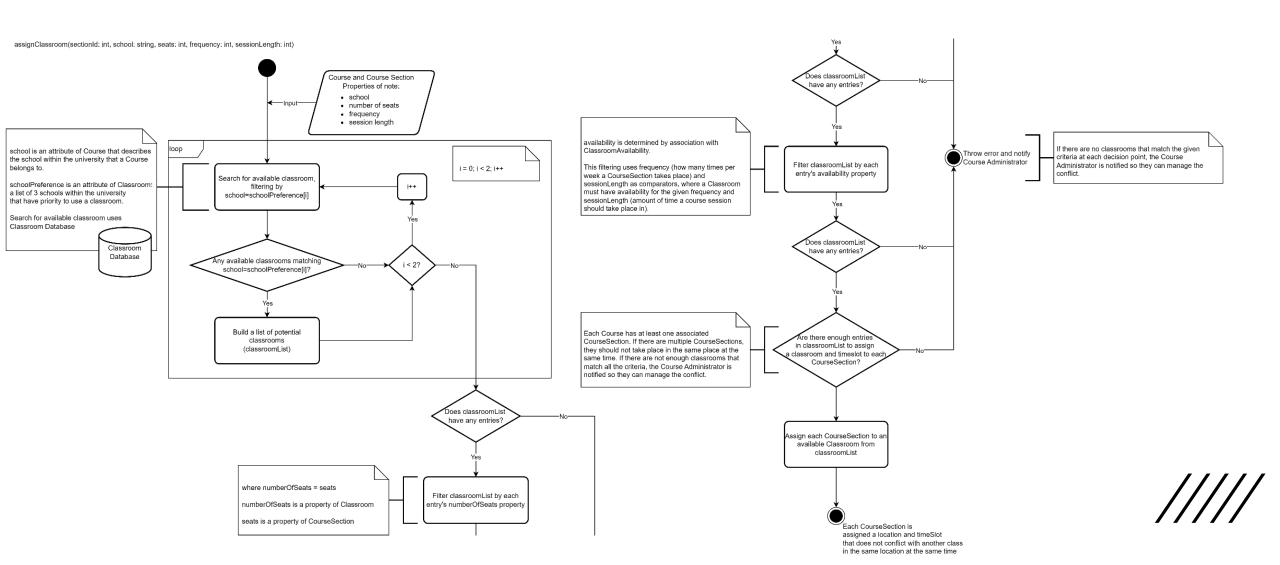
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#### Remove Course/Section

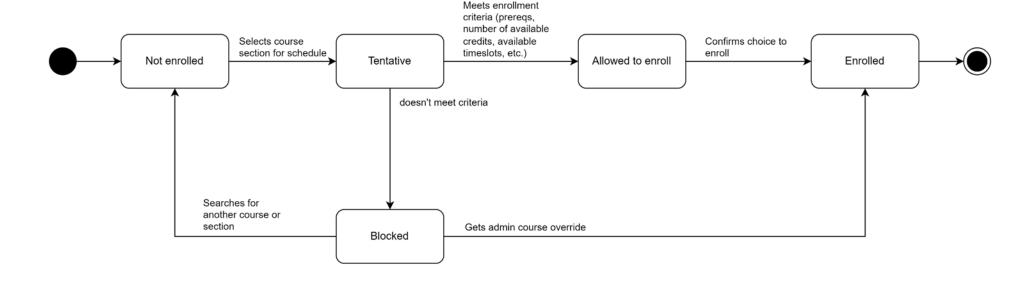




#### Activity Diagram: Assign Classroom

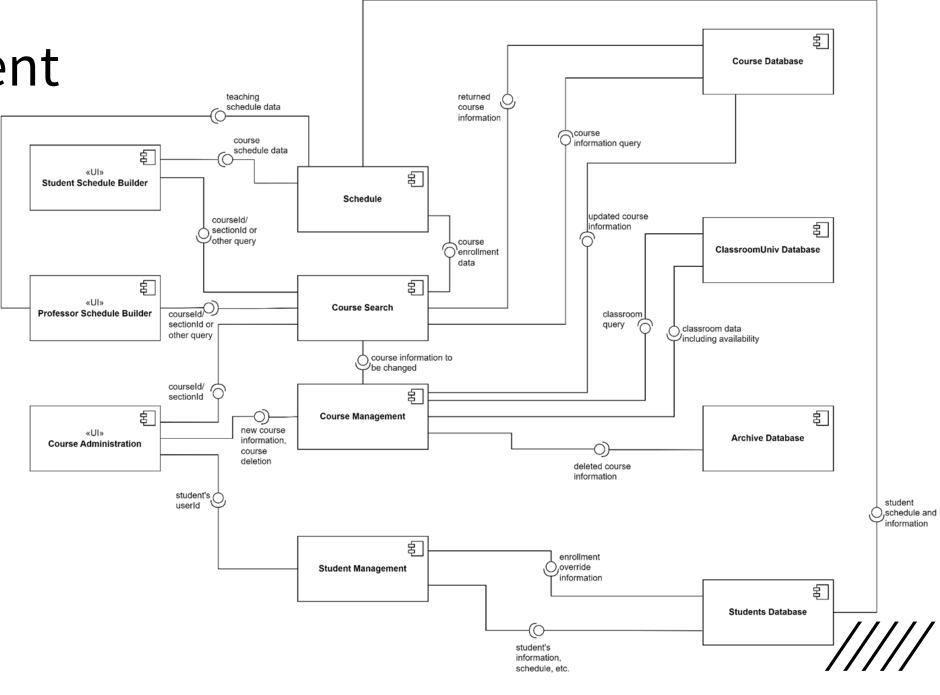


#### State Diagram: Student Object

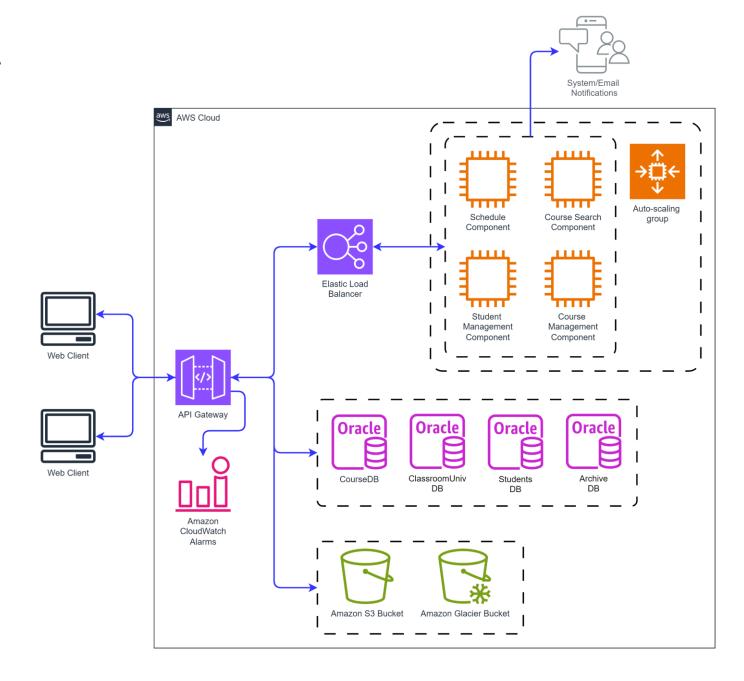




ComponentDiagram



## DeploymentDiagram

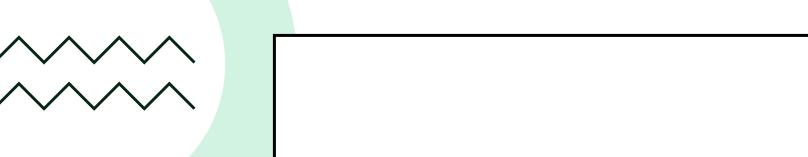




#### Design Patterns

- GRASP
  - Expert
  - High Cohesion
- Cloud-Native
  - API Gateway





#### CONCLUSION

#### Conclusion and Next Steps

- Gained valuable experience designing an object-oriented software system and building software system design skills
- Next Steps
  - Refine dependencies between components
  - Introduce more GoF Patterns
  - Turn this exercise into a full-blown, portfolio-worthy software system



