

# *E-ssue User Guide*

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# Chapter 1 - Introduction to E-issue

*E-issue is a web application designed to manage the issuance of E-books to classes of students.*

*(1.1) E-issue consists of several different features such as a class system, adding students function, and an assigning E-books tool. All of these different features will be explained in Chapter 3. A cool and unique feature of E-issue is “E-Bot.” E-Bot will be discussed more in Chapter 4. E-issue also has weekly reports available for viewing, saving, and printing within every class created. Just hit the “View Weekly Report” button when inside your desired class.*

*(1.2) E-issue has two user interfaces: a tables & modals and a drag & drop. Knowing teachers, the target audience, vary in age and technological backgrounds, two differing interfaces were necessary. Those who are older and are not too familiar with technology may prefer an easier-to-read (divided into sections), straight-forward interface while those who are younger and more knowledgeable in technology may prefer a more complex, yet rewarding (drag & drop) system where all the information is there at once and editable.*

*(1.3) E-issue was created for the Future Business Leaders of America (FBLA) Coding & Programming Competitive Event. This competition will be discussed more in the next chapter, Chapter 2.*

*(1.4) E-issue was developed by Jovi Yoshioka, a rising senior attending Hardin Valley Academy. Passionate about software development and web development, Jovi participates in several STEM-related extracurriculars including CodeTN (Web Development), HVA RoHAWKtics (Robotics), and CyberPatriots (CyberSecurity). Jovi is also involved with the National Honor Society and National Technical Honor Society. For future college goals, Jovi hopes to obtain a degree in computer science.*

*(1.5) E-issue took approximately one week to think up, design, and create. In those 168 hours, a lot of thought, effort, and dedication was put into the web application.*

*E-issue was developed completely from scratch. No frameworks or open source libraries were used in assisting the development of E-issue. E-issue was created in the Cloud9 development environment. 100% of the web application was constructed by Jovi Yoshioka alone using pure HTML, CSS, JavaScript, PHP, and MySQL.*

## Chapter 2 – Introduction to FBLA Competition

*Future Business Leaders of America (FBLA) is an organization that strives to “inspire and prepare students to become community-minded business leaders in a global society through relevant career preparation and leadership experiences” (FBLA-PBL mission statement).*

*FBLA consists of four different divisions: Future Business Leaders of America (FBLA), FBLA-Middle Level (FBLA-ML), Phi Beta Lambda (PBL), and Professional Division (PD).*

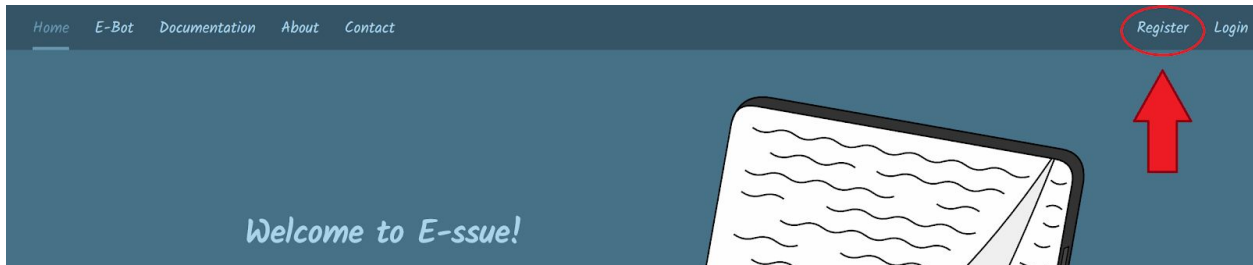
*FBLA hosts several academic competitions and conferences throughout the United States. Said academic competitions range far in variety -- agriculture, cybersecurity, financing, animation, and more. The several regional, state, and national conferences are for participants to not only compete, but to also learn with several provided seminars/workshops.*

*E-ssue was created for the Coding & Programming Competitive Event in the Future Business Leaders of America division. After winning first place in the Tennessee State Conference, E-ssue and its developer are moving towards the San Antonio National Conference to compete and learn.*

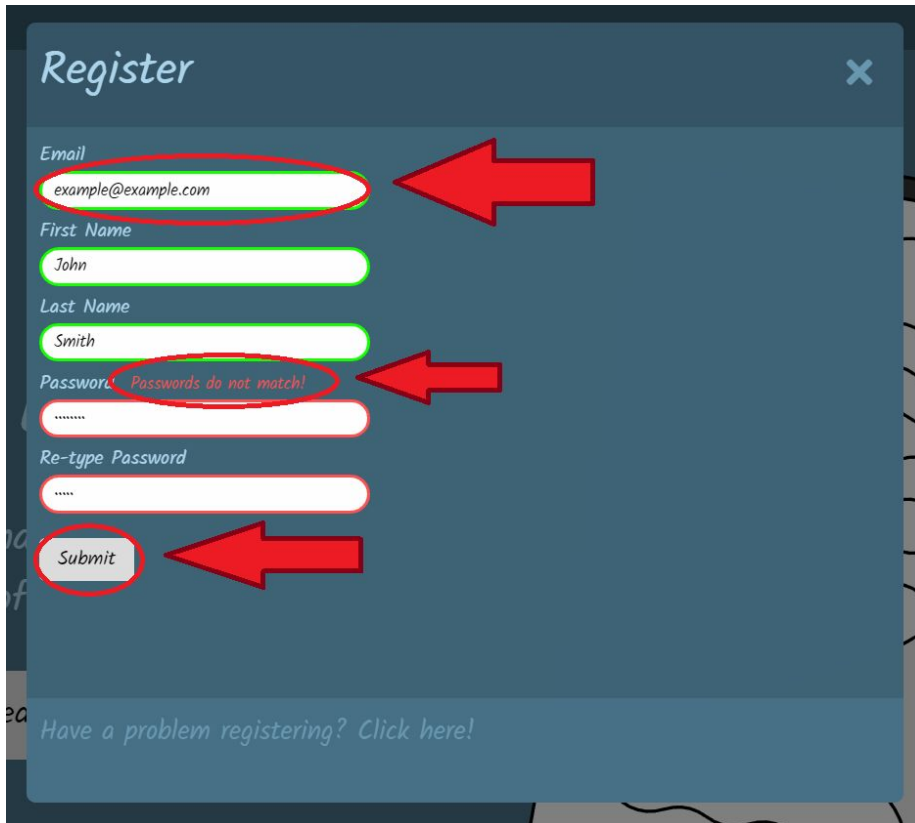
# Chapter 3 - Getting Started

## (3.1) Register

- Click the word "Register" on the right side of the navigation bar.



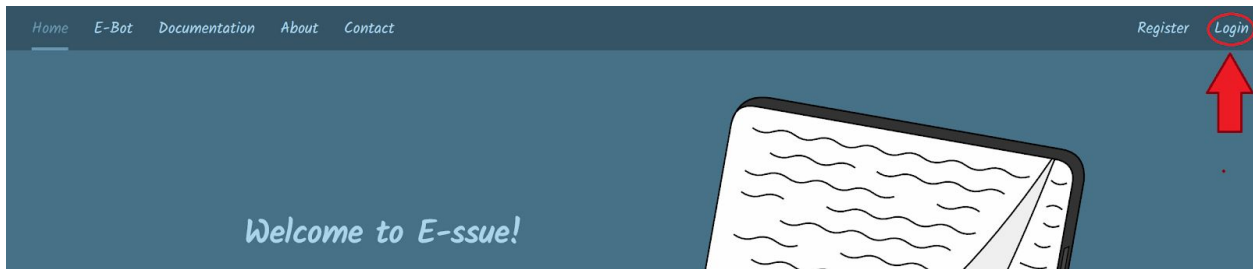
- When the modal pops up, input the required information in the several input fields and click the "Submit" button. You'll notice dynamic notifications based on your input to help you.



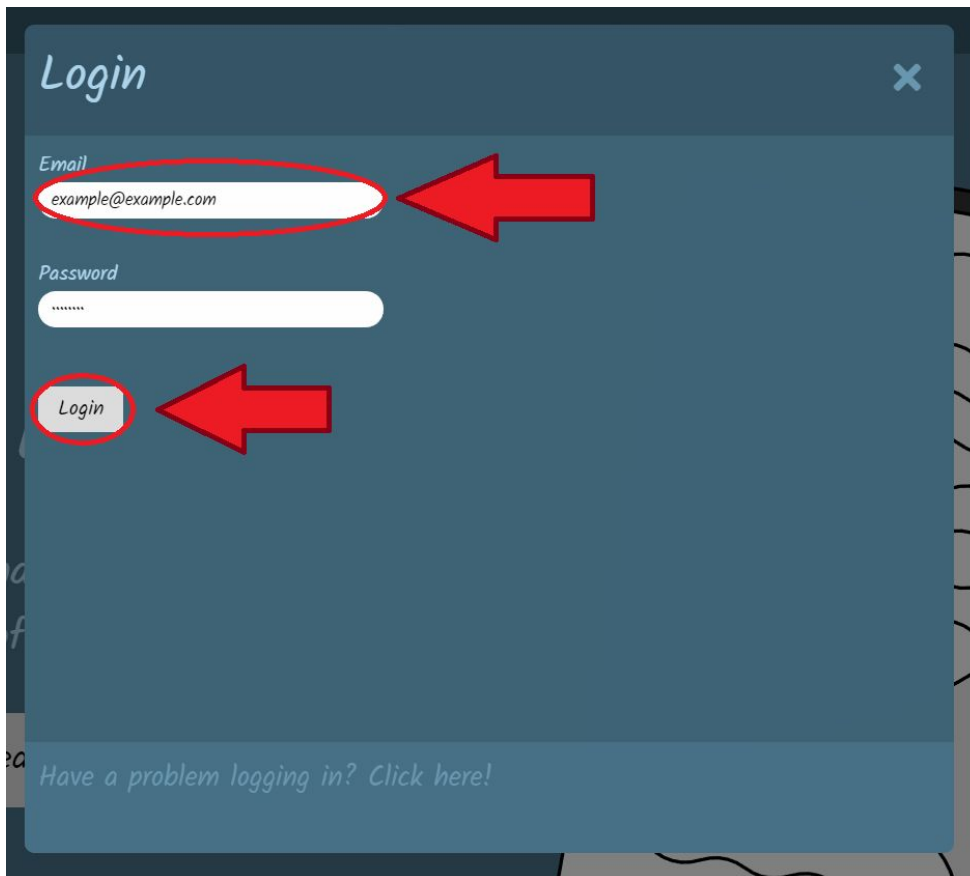
- Now, you have successfully created an account!

### (3.2) Login

- Click the word "Login" on the right side of the navigation bar.



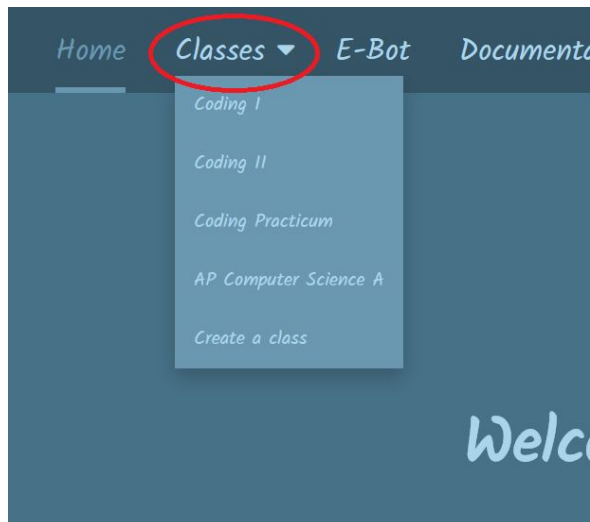
- When the modal pops up, input the required credentials in the several input fields and click the "Login" button.



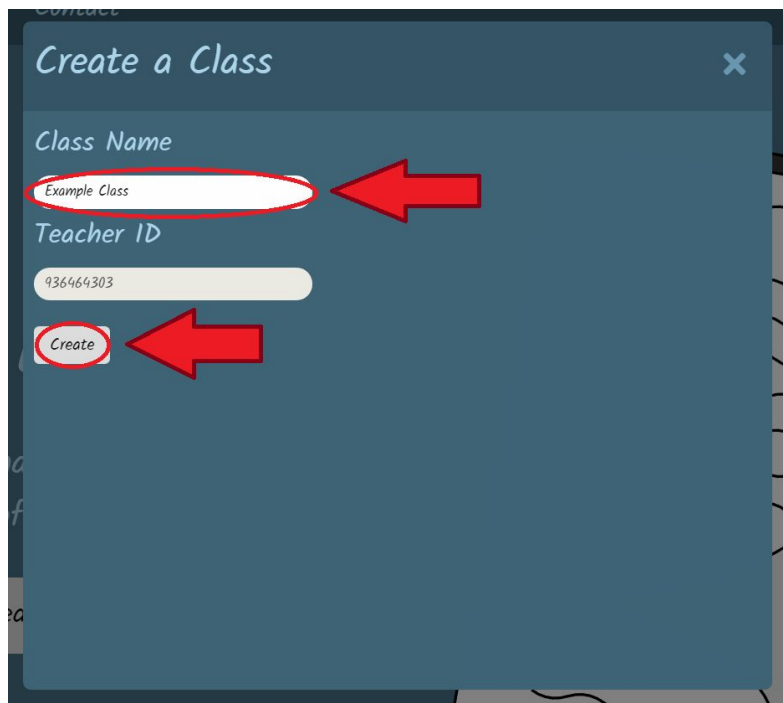
- If you inputted correct credentials in the Email and Password fields, you have successfully logged in.

### (3.3) Classes

- After logging in, a “Classes” dropdown should dynamically appear in your navigation bar. Hover over it to display your classes and the option to “Create a class.”



- Click on the “Create a class” option. A modal should pop up. Here, input a class name (the teacher ID should be automatically inputted for you based on your login). Click the “Submit” button to create the class.



- Hover over the “Classes” dropdown and select the class you just created to view it. You have successfully set up your class!

### (3.4) Students (Tables & Modals)

- When viewing your desired class and interface, click on the “Add a student” button. A modal should popup. Input the student’s name, grade level, and class grade in the designated input fields. After that, click the “Add” button.

**Add a Student** [X]

Student Name  
Daniel Williamson

Grade  
12

Class Grade  
96

Add

- After adding the student, check to make sure he/she shows up in the students table. Here you can also View/Edit his/her information, assign E-books to that specific student (also in the “View/Edit” button when an E-book has been added (3.5)), and change his/her redemption codes for his/her several issued E-books (after creating an E-book (3.5)).

Student	Grade	
Eric Zhao	10	<button>View/Edit</button> <button>Redemption Codes</button>
Jessica Daniels	9	<button>View/Edit</button> <button>Redemption Codes</button>
Jeffery Smith	9	<button>View/Edit</button> <button>Redemption Codes</button>
Henry Smith	9	<button>View/Edit</button> <button>Redemption Codes</button>
James Hector	10	<button>View/Edit</button> <button>Redemption Codes</button>
Daniel Williamson	12	<button>View/Edit</button> <button>Redemption Codes</button>
<button>Add a Student</button>		

- You have successfully added a student and learned about the different features that come along with it!



### (3.5) Students (Drag & Drop)

- When viewing your desired class and interface, click on the “Add a student” button. A modal should popup. Input the student’s name, grade level, and class grade in the designated input fields. After that, click the “Add” button.

Modal form titled "Add a Student" with a close button (X). The form contains three input fields: "Student Name" (containing "Daniel Williamson"), "Grade" (containing "12"), and "Class Grade" (containing "96"). Below these fields is an "Add" button. Red arrows point to the "Student Name" field and the "Add" button.

- After adding the student, check to make sure he/she shows up in the “Students Not Issued” box. Here you can also view/edit his/her grade, class grade, and redemption code (if issued an E-book (3.7)). In relation to the heading position labeled “Student Name - Grade - Class Grade - (Redemption Code),” input your new values and click the save button. Note: you must edit one student at a time click the save button before moving onto the next. When viewing an E-book (3.7), you can drag and drop students onto the “+” field in the “Students Not Issued”/“Issued” boxes.

Main application interface showing two tables: "Students Not Issued" and "Students Issued". The "Students Not Issued" table has columns for Student Name, Grade, Class Grade, and a Save button. The "Students Issued" table has columns for Student Name, Grade, Class Grade, Redemption Code, and a Save button. Red arrows point to the "Add a Student" button at the top right, the "Students Not Issued" table, the "Students Issued" table, and a plus sign (+) button at the bottom of the "Students Not Issued" table.

- You have successfully added a student and learned about the different features that come along with it!

### (3.6) E-Books (Tables & Modals)

- When viewing your desired class and interface, click on the “Add an E-book” button. A modal should popup. Input the E-book name and description in the designated fields. Issue the E-book to various students previously added (3.4) by clicking the checkbox next to their name. Click the “Add” button to add the E-book.

**Add an E-book**

E-book Name  
Coding for Beginners

Description  
basics of coding textbook

Issue to Students:

Eric Zhao ☒

Jessica Daniels ☒

Jeffery Smith ☒

Henry Smith ☒

James Hector ☐

Daniel Williamson ☒

Add

- After adding the E-book, check to make sure the E-book was successfully added by looking for it in the E-books table. Here you can see the title and description. You can also view the several students and their redemption codes by clicking the “View” button.

E-books	Description	
Coding for Beginners	basics of coding textbook	<a href="#">View</a>
Advanced Basics	textbook for advanced basics	<a href="#">View</a>

- You have successfully added an E-book and assigned it to students! You also learned about the feature of being able to view the students and their redemption codes associated with the designated E-book.

### (3.7) E-Books (Drag & Drop)

- When viewing your desired class and interface, click on the “Add an E-book” button. A modal should popup. Input the E-book name and description in the designated fields. Click the “Add” button to add the E-book.

**Add an E-book**

E-book Name  
Coding for Beginners

Description  
basics of coding textbook

Add

- After adding the E-book, check to make sure the E-book was successfully added by looking for it in the E-books dropdown. To view an E-book, click on the option in the dropdown that matches the name and description of your desired E-book. After that, the students not issued the E-book will appear on the left side and the students issued the E-book will appear on the right side. You can view students' redemption codes associated to the E-book by their name in the “Students Issued” box.

Coding for Beginners - basics of coding textbook

Add a Student Add on E-book

**Students Not Issued**  
Student Name - Grade - Class Grade

Jeffery Smith	9	95	Save
Henry Smith	9	99	Save
James Hector	10	95	Save
Daniel Williamson	12	96	Save

**Students Issued**  
Student Name - Grade - Class Grade - Redemption Code

Eric Zhao	10	97	959382452	Save
Jessica Daniels	9	96	891233752	Save

- You have successfully added an E-book and assigned it to students! You also learned about the feature of being able to view the students and their redemption codes associated with the designated E-book.

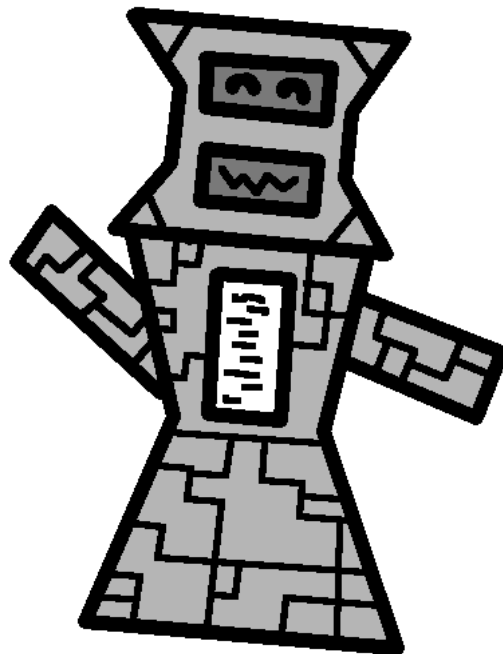
## Chapter 4 - E-Bot

*E-Bot is a FAQ (Frequently Asked Questions) & QNA (Question and Answer) artificial intelligence program.*

*E-Bot can either casually talk to you with dialogue such as “hey there!,” “goodbye,” and “you’re welcome” or it can answer your questions in an informative way. This is similar to how some well-known AIs function such as Apple’s Siri and Microsoft’s Cortana.*

*E-Bot uses an original algorithm developed solely by Jovi Yoshioka from scratch in order to answer questions based around E-ssue. This gives users maximum efficiency and ease when trying to find answers. Rather than trying to dig through hundreds of FAQs or wait for a response via a QNA system, E-Bot offers immediate, specific responses to users’ questions.*

*Note: E-Bot, being an AI, is always developing and getting smarter. If you come across a situation where E-Bot gives you a completely different answer than what you were expecting or he is not able to understand you, please contact us at [e.ssue@gmail.com](mailto:e.ssue@gmail.com) and we will try to improve and tune E-Bot’s algorithms as much as possible. Thank you in advance.*



## Chapter 5 - Contact

*If you have any questions or concerns, please feel free to contact us at [e.ssue@gmail.com](mailto:e.ssue@gmail.com) or visit us at Hardin Valley Academy.*