MEMBER 2 – SUBJECT MANAGEMENT (JAVA DEVELOPMENT)

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Main Responsibility

Develop and manage all **Java code related to subjects and academic rules**.
This member defines **what subjects exist and how they are evaluated**.

Role Overview

The Subject Management Module controls the **academic structure** of the system.
Marks and Result modules depend on this module to correctly evaluate student performance.

Without correct subject rules, **results cannot be calculated accurately**.

Responsibilities (Java Development Tasks)

1. Subject Class Design

- Create a Subject Java class
- Define attributes such as:
    - Subject Code
    - Subject Name
    - Year
    - Semester
    - Credits

Purpose:
To represent each subject as a structured Java object.

2. Subject Rules Class

- Create a SubjectRules Java class
- Define academic rules including:
    - Maximum Marks

- Pass Marks
- Credit Value

Purpose:
To store evaluation rules for each subject.

3. Subject Creation and Update

- Write Java logic to:
  - Add new subjects
  - Modify existing subject details
  - Update academic rules when curriculum changes

Purpose:
To maintain an up-to-date subject list.

4. Subject Mapping to Academic Structure

- Map subjects to:
  - Academic year
  - Semester
- Ensure correct subject assignment for each class

Purpose:
To ensure students are evaluated only on relevant subjects.

5. Academic Evaluation Rules

- Define:
  - Passing criteria
  - Maximum marks
  - Credit allocation
- Maintain consistency across all subjects

Purpose:
To standardize grading and result calculation.

6. Provide Subject Data to Other Modules

- Share subject details with:
    - Marks Module
    - Result Module
- Allow lookup of subject rules using subject code

Purpose:
To support accurate marks entry and result processing.