-error checking was not focussed on

-only one rubric per degree, but this is stated in the project description

-not really consistent when giving user choices: sometimes it is the id of the item, sometimes it is presented in numeric order

-no search ability. this was not required.

-a lot of sub menus to get to information

-when editing a field, have to reenter information, cant just edit it in place

-no ability to cancel an operation, but this shouldnt really matter because its ui related

-when something is "selected", it is repeatedly selected from the database to ensure details of the select object are kept up to date. this could be seen as inefficient, as i could have implemented some system to update the selected object in memory in addition to on disk ect ect

-educations are related to applications, and there can be unique educations for each application per student. this is designed to fit requirements, which desired that educations be a part of an application. however, in real life it would make more sense to attach the education to a particular student, and that student would be then be able to choose which educations they wanted to be present on any given application. however, if it were designed this way, the menu for creating educations would make most sense to exist in the menu for editting a student, and not in the menu for editing applications. This makes it seem like the requirement of educations being a part of an application is not being fulfilled, and so it was decided that the requirements would just be followed, and so educations were added to the application editting process