Project Name: CODIFY

Members:

Loreto, Russell Kelvin Anthony, *(Project Manager)*

Antang, Irheil Mae,

Bae, Ma. Catherine,

Jerez, Marianne Celest

Week 3: Course Management Story

As a professor,

I want to create and manage courses, create activities, track student progress, and evaluate their performance.

Acceptance Criteria 1:

GIVEN: Codify displays courses

WHEN: The professor is on the Course Management Page

THEN: Courses Overview is displayed with all the courses

AND: Subtask such as: Lesson View, Add Lesson, Add Mission(Activity) per topic, and Scoring

Lesson View

- ☐ A list of lessons under the course with options to add more lessons.
- ☐ The professor can click on any lesson to view more detailed information

Add Lesson

- ☐ A form appears where the professor can enter the lesson title, description, and assigned activities.
- ☐ The professor can choose the lesson's date and topic

☐ After entering the details, the professor clicks Save to add the lesson to the course.

☐ The newly added lesson is now visible in the lessons list.

Assigning Activities

☐ The professor can create and assign activities within a course by specifying the title, instructions, and due date.

☐ After filling in the activity details, the professor clicks Assign to add the activity to the course.

Scoring

☐ The professor can see a breakdown of the student's submitted activities, grades, and feedback for each activity.

☐ The professor can enter or modify the student's score for each activity and provide comments or feedback.

Tasks:

Course Page Design & Frontend

Start Date: February 15, 2024

End Date: February 22, 2024

Assigned to: Ma. Catherine H. Bae and Irheil Mae S. Antang

☐ The gamified theme adds a playful, engaging atmosphere, encouraging users (professors) to explore and interact with the platform.

Course Overview

☐ Course title is highlighted with a darker shade of purple, which creates a clear navigation experience.

☐ The main section is designed to hold the course cards and other course details.

☐ Gamified cards displaying course title, description, and number of lessons.

☐ Inside each card, the course title is prominently displayed in a bold font with a smaller, light font underneath showing course details.
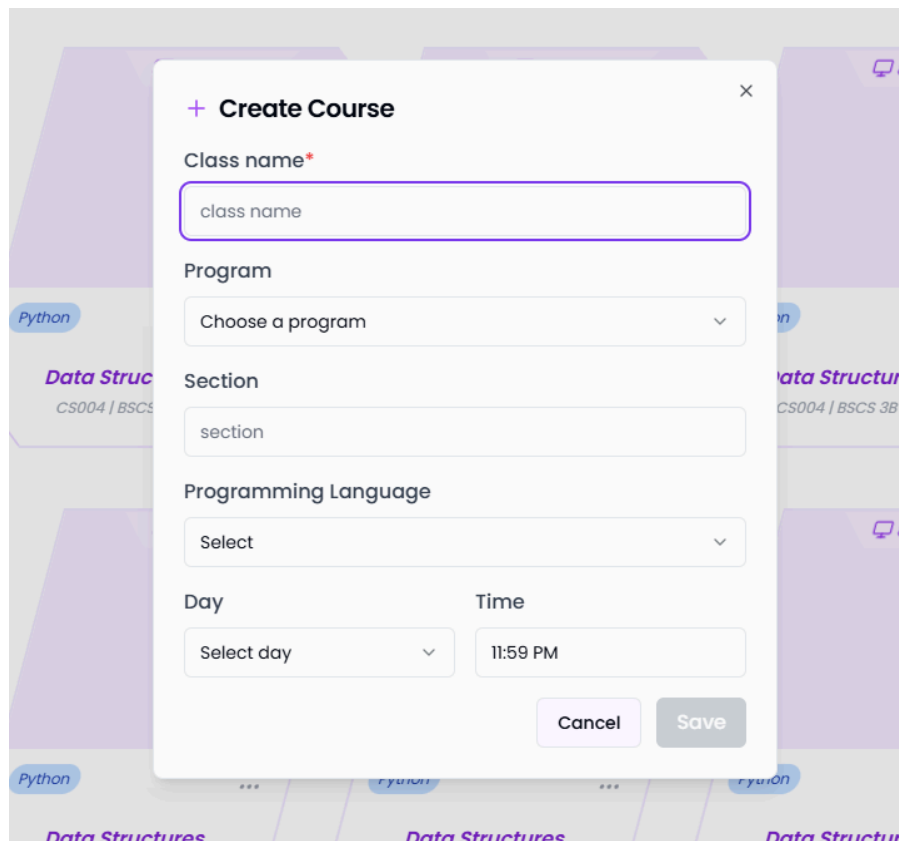
☐ The number of lessons is displayed in a small circle at the top-left of each card, giving a quick overview of the course structure.

☐ A pagination is positioned at the bottom of the page for the users to jump between pages using numbered buttons or navigate incrementally with "Next" and "Previous".
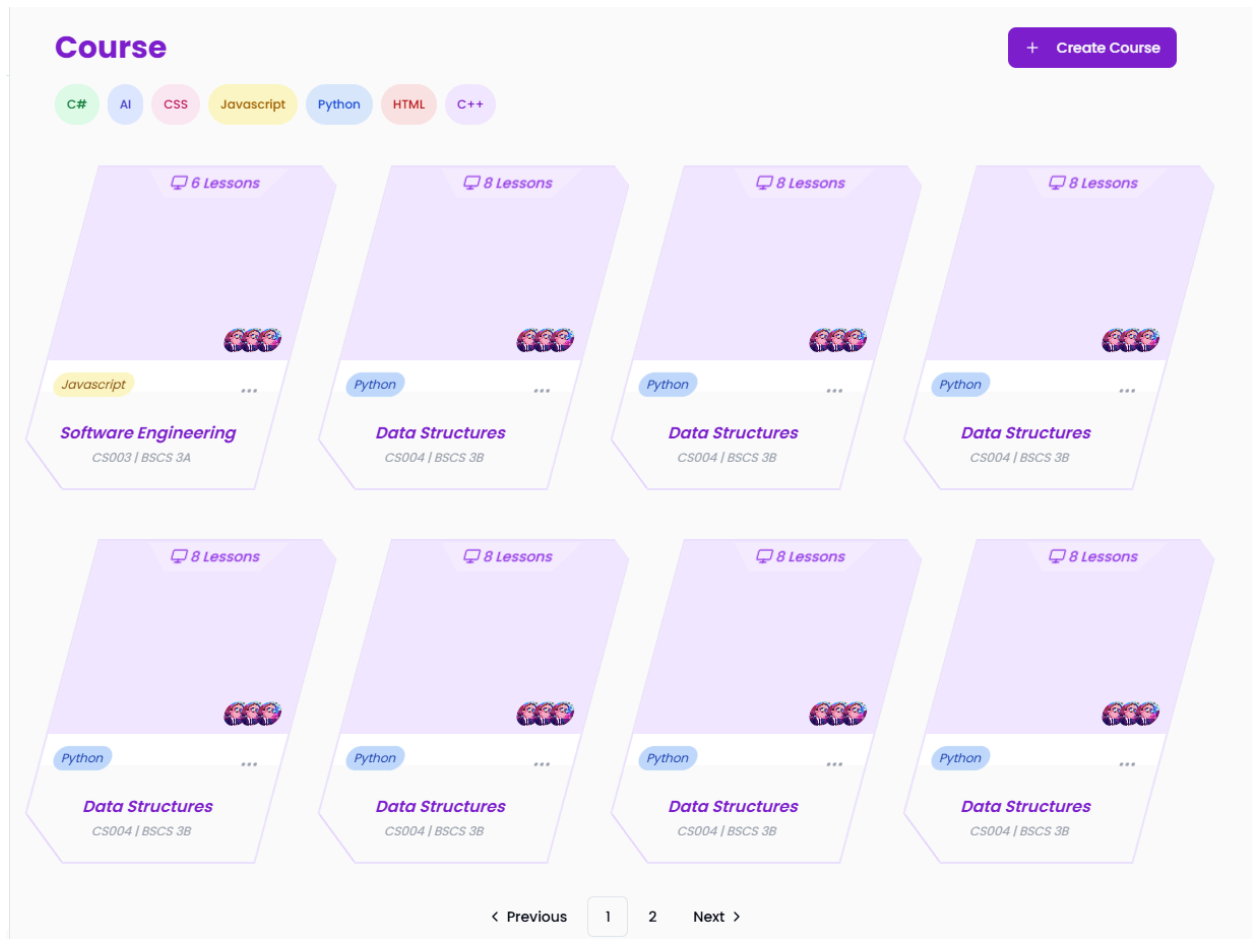
Create Course Button

☐ The **Create Course** button is positioned at the top-right of the course page, making it easily accessible for adding a new course. It is designed as a semi-rounded button with a purple color and white text, ensuring contrast against the background.

☐ When I click "Create Course," a modal will appear containing input fields and dropdown menus:

   ☐ I can enter a class name to indicate the name of the course.

   ☐ I can select a program for my class from a dropdown menu.

   ☐ I can enter the section of my class.

   ☐ I can select the programming language we will be using from a dropdown menu.

   ☐ I can select the day of my class from a dropdown menu.

   ☐ I can enter the time of my class.

☐ When I click into an input fields or dropdown, the border will turn purple to signal that it is in focus.

☐ Once all required fields are filled, the **"Save"** button will become available.

☐ After clicking the **"Save"** button, the course details I entered will be displayed on the page.

Tasks:

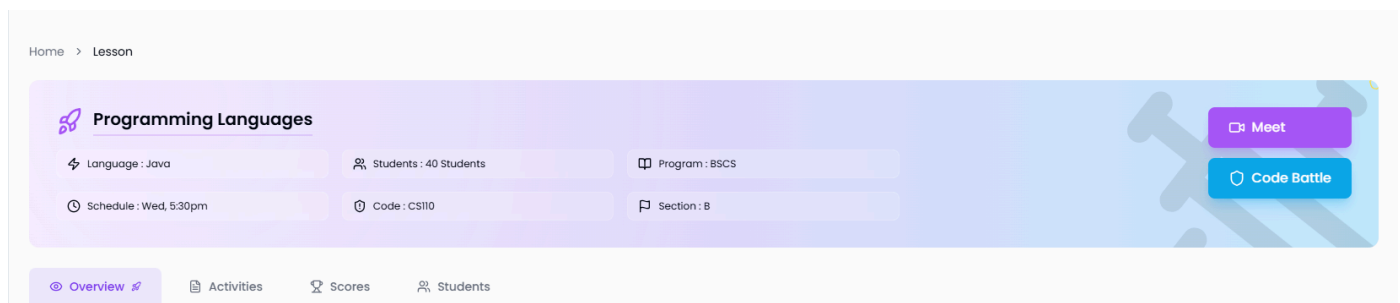**Lesson Overview Page Design & Frontend**

Start Date: February 22, 2024

End Date: February 29, 2024

Assigned to: Ma. Catherine H. Bae and Irheil Mae S. Antang

☐ This contains the Lesson overview with the header below is the four tabs; Overview, Activities, Scores, and Students.

Header View

☐ The header has a gradient background color with an animated sword spinning on the right side.
☐ The name of the course is displayed at the top left of the page
☐ Each detail is inside a box with a medium border radius, containing the information entered during course creation.
☐ Each card displaying the details includes an icon related to the corresponding information.
● **On the right side, there are two buttons:**
    ☐ A Meet button with a purple background.
    ☐ A Code Battle button with a light blue background and white text.

Home > Lesson

🚀 **Programming Languages**

⚡ Language : Java   👥 Students : 40 Students   📖 Program : BSCS

🕐 Schedule : Wed, 5:30pm   🛡 Code : CS110   🚩 Section : B

📷 Meet

🛡 Code Battle

👁 Overview 🖋   📄 Activities   🏆 Scores   👥 Students

Overview Tab

☐ I can see a "Create Lesson" button on the right side of the page.
☐ The title of the lesson is displayed in an accordion-style format
☐ When I click on the title, the accordion expands to show the subtopics of the lesson and the activity title at the bottom.

☐ The created date of the topic is displayed on the right side of the accordion.
☐ Beside the date, there is a three-dot menu that is vertically aligned, contains a Delete button for deleting the topic.
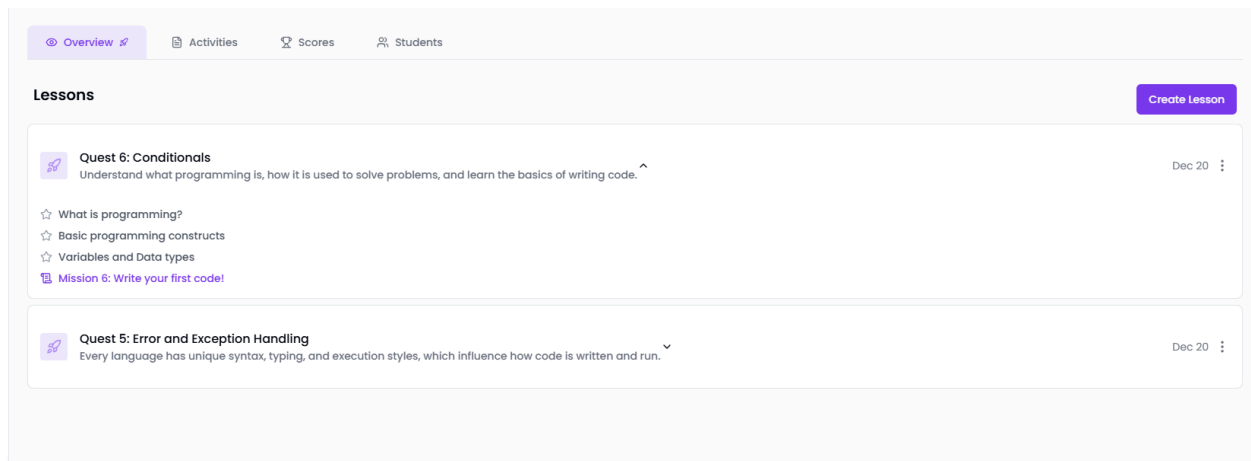
- **Create Lesson**
☐ After clicking the "Create Lesson" in the overview page, it will direct me to the creation of the lesson
☐ I can see a progress bar that updates as I complete sections of the lesson.
☐ I can use the Back button (Arrow Left icon) to return to the lesson overview page.
☐ I can see a Title input field where I can enter the name of the lesson.
☐ Below the title, there is a sub-header field where I can add the description of the lesson.
☐ I can enter the lesson content in the description text area.
☐ I have formatting options (Bold, Italic, Underline) that I can use to style my text.
☐ I can add different types of sections using the "Add Details" button at the right bottom:
    ☐ Description to provide an explanation.
    ☐ Code Snippets to include programming examples.
    ☐ Notes for additional information.
☐ If I add a code snippet, the section with the mono font will display
☐ If I add notes, a section has an editable text area where I can input content.
☐ I can remove a section by clicking the "X" button.
☐ I can click the Save button in the top-right corner to save my lesson.

- **Topic Overview**
- ☐ After clicking the Save button, I am redirected to the Topic Page where I can view the saved lesson.
- ☐ The lesson title appears at the top of the page.
- ☐ Below the title, I can see the description I entered while creating the lesson.
- ☐ The lesson content is displayed, including any subtopics and its description
- ☐ A Copy button is available for each code snippet, allowing me to copy the code easily.
- ☐ On the right side, I can see a "Create Activity" button that allows me to add an activity related to this lesson.
- ☐ I can view the number of students who have turned in the activity and how many have been assigned the task.
- ☐ A navigation menu lists all the subtopics under this lesson and scrolls down to the selected topic on the overview page when clicked.
- ☐ At the bottom, there is a Class Comments section where students can leave messages or questions related to the lesson.

Java Conditionals

← **Java Conditionals**

This is the description of the topic. Make a description or overview of the topic.

Conditionals in Java

Used to make decisions in code based on whether a particular condition is true or false. The most common type of conditional statement is the if statement.

```
int y = 3;
if (y > 5) {
    System.out.println("y is greater than 5");
} else if (y == 5) {
    System.out.println("y equals 5");
}
```

Handling Multiple Conditions

Java allows you to define alternate execution paths using else and else if statements. If the if condition evaluates to false, the else block will execute, or you can add an additional condition with else if.

```
int y = 3;
if (y > 5) {
    System.out.println("y is greater than 5");
} else if (y == 5) {
    System.out.println("y equals 5");
} else {
    System.out.println("y is less than 5");
}
```

Switch Statements

Switch statements are used to execute different code blocks based on different conditions. It is often used as an alternative to long if-else chains.

```
int y = 3;
if (y > 5) {
    System.out.println("y is greater than 5");
} else if (y == 5) {
    System.out.println("y equals 5");
} else {
    System.out.println("y is less than 5");
}
```

Create Activity →

0
Turned in

0
Assigned

On this page

● Conditionals in Java
◇ Handling Multiple Conditions
◇ Switch Statements

Class comments   4 Comments →

Jerez, Marianne Celest T.
Thank you, ma'am!

Loreto, Russell Kelvin Anthony B.
Pwede po pa-extend ng deadline?

Activity Tab

- ☐ When I click on the activity title, I am redirected to the Activity Page.
- ☐ The activity title is displayed at the top of the page.
- ☐ Below the title, I can see the due date and the total points assigned to the activity.
- ☐ If I add a file in the creation of activity, there is an uploaded file section displaying the added file
- ☐ The instructions for the activity are listed, including tasks like coding exercises or problem-solving steps.
- ☐ A sample output is displayed to guide students in completing the task correctly.

- ● There are two tabs:
  - ☐ Overview – Displays the details and instructions of the activity.
  - ☐ Student Output – Shows student submissions and allows grading.

- **In the Student Output tab:**
- ☐ I can see a list of students with their submission status.
- ☐ Submitted activities are shown, and I can grade them by entering scores beside their names.
- ☐ I can add private comments to give feedback on student submissions.

← **Activity 1: Semantics**   ⋮

Overview   Student Output

Due date: October 3, 2024 | 11:59 PM   100 Points

Uploaded File:

📄 *No file uploaded*

Instructions:

1. Create a Class: Create a class named BankAccount with balance and accountNumber attributes.

2. Create Methods: Implement checkBalance(), deposit(amount), and withdraw(amount).

3. Main Program: Prompt user for input and allow deposit, withdraw, and balance check.

4. Requirements: Handle invalid inputs like withdrawing more than balance.

Example Output:

```
Enter account number: 123456789
Welcome to your banking account!
1. Check Balance
2. Deposit Money
3. Withdraw Money
4. Exit
Enter your choice: 1
Your account balance is: $500.00
```

← **Activity 1: Semantics**   ⋮

Overview   **Student Output**

Student Activity Output

Students	
☐ All students	/ 100
☐ Dela Cruz, Momo W.	/ 100
☑ Antang, JunMar H.	/ 100
☐ Dela Cruz, Momo W.	/ 100
☐ Caps, Elle B.	/ 100

Antang, JunMar H.   Graded
submitted 11:58 PM   / 100

Private comment:

Ma'am sorry, namail ng pasa po kanina

Add private comment...   ➤

Score Tab

- I can see a summary of the class performance, including:
☐ Class Performance: Displays the average score of the class as a percentage.
☐ Completion Rate: Shows the percentage of activities completed by students.
☐ Active Students: Indicates how many students are currently active in the course.
☐ Top Performers: Displays the number of students who scored above 15% of the total points.

- Below the summary, I can see a student leaderboard listing:
☐ Student names along with their pictures.
☐ Number of activities completed by each student.
☐ Number of incomplete activities per student.
☐ Total scores accumulated by each student.
☐ Rankings for the top-performing students, marked with a medal icon and a rank badge (e.g., Rank 1, Rank 2, Rank 3).

| Overview | Activities | Scores | Students |

Class Performance	Completion Rate	Active Students	Top Performers
90%	**80%**	**38/40**	**6**
Average Score	Activities Completed	Currently Active	Above 15%

Student Name	Activities	Incomplete	Total Score
🏅 Antang, Irheil Mae S. Rank 1	15	0	1500
🏅 Antang, Paul Cyrus S. Rank 2	15	1	1400
🏅 Sison, Razel Mae Rank 3	15	2	1300
Abelong, Eugene	15	3	1200

Student Tab

- ☐ I can see a search bar at the top-left that allows me to quickly find a student by name.
- ☐ Below the search bar, there is a list of students displayed with their profile pictures and names.
- ☐ Some students have a crown icon next to their name, indicating top performers.
- ☐ When I click on a student's name, their detailed performance view appears on the right side.
    - ☐ I can see the student's profile picture, name, student number, and email address.
    - ☐ The student's overall grade is displayed as a percentage.

    - ● Under the Activities Section, I can see:
    - ☐ A list of missions (activities) the student has completed.
    - ☐ Each mission card shows:
        - ☐ Mission title
        - ☐ Brief description of the mission.
        - ☐ Due date for the assignment
        - ☐ Score received (e.g., 80/100, 60/100, 100/100) with color-coded labels
        - ☐ A "View Details" button to see the full activity submission.

As a Student,

I want to view the list of courses I'm enrolled in, see the details for each course, and upload files for activities.

Acceptance Criteria 2:

GIVEN: Student has clicked the courses page and Codify displays courses

WHEN: The student is on the Course Dashboard page.

THEN: The Course List is displayed with all the courses the student is enrolled in.

AND: Subtask such as:Viewing Enrolled Courses and Lesson Overview

Viewing Enrolled Courses

- ☐ I can access the Course Dashboard page after logging into the platform.
- ☐ See a list of course cards, each displaying essential information: course title, number of lessons, and course instructor
- ☐ If I want to see a specific course, I can click on the course card to view more details.

Lesson Overview

- ☐ Once I click on a course, I am directed to the Lesson Overview page for that course.
- ☐ The system should display all available lessons under that course.
- ☐ For each lesson, I can see the lesson title and status and I can scroll through the lesson list to choose which lesson to focus on.

Tasks:

Course Page Design & Frontend

Start Date: February 15, 2024

End Date: February 22, 2024

Assigned to: Russell Kelvin Anthony Loreto & Marianne Celest Jerez

- ☐ The design will be consistent with the **space-themed, pastel color palette** used throughout the platform (e.g., purple, light blue, soft pastels).
- ☐ Buttons will have hover effects
- ☐ The design will be fully responsive, adapting to various screen sizes from mobile to desktop. For example, course cards will stack vertically on mobile

Course List Overview
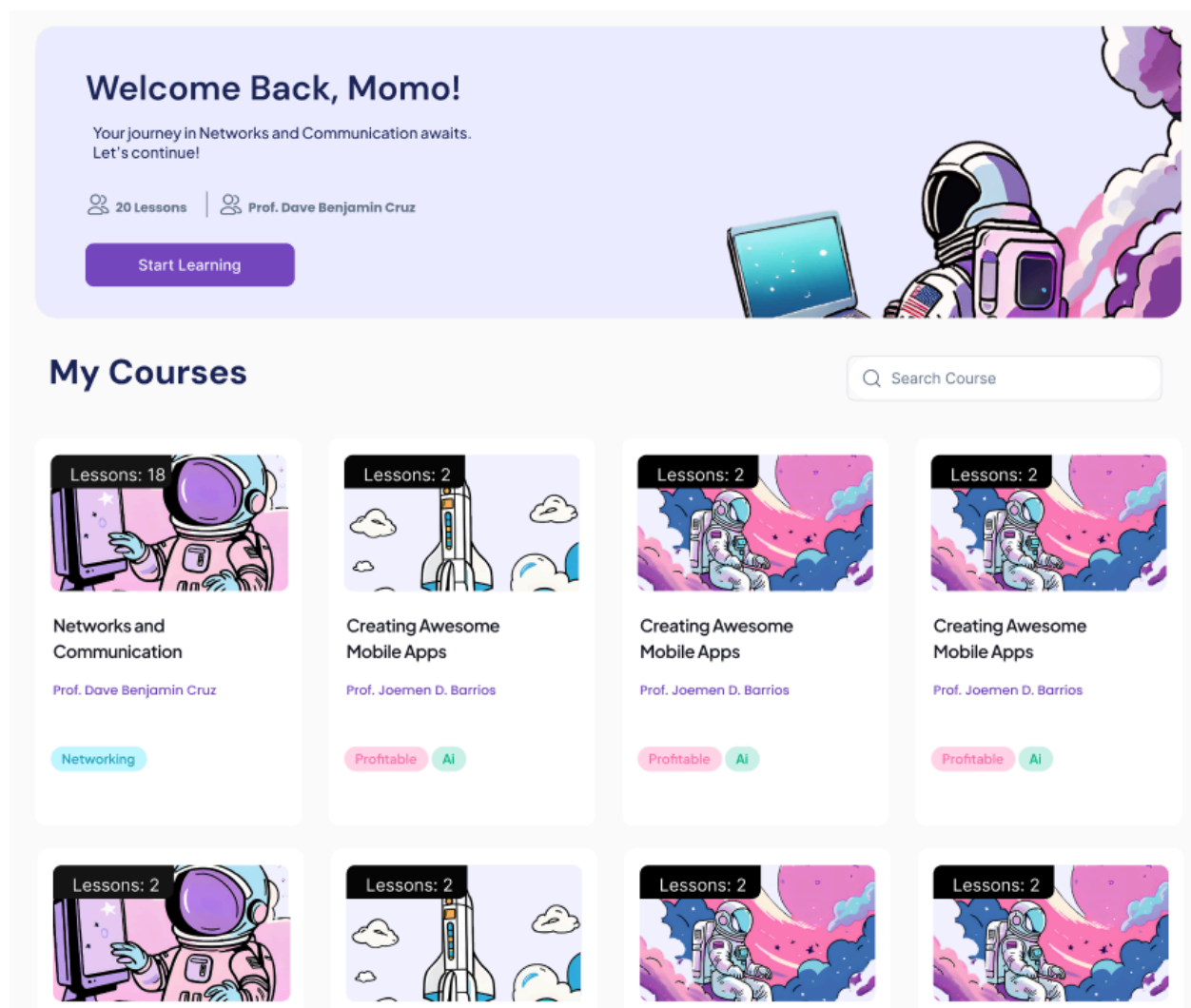
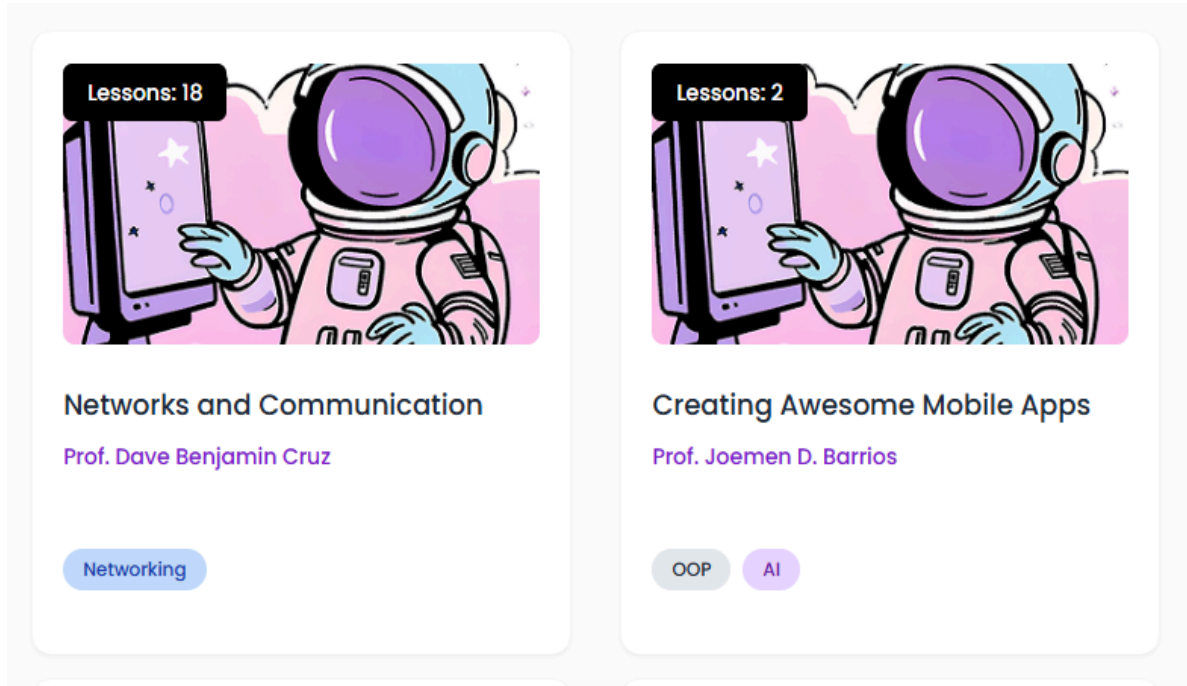☐ Header Section: The top bar includes a greeting message. The background will have a light pastel purple to match the space-themed design.
☐ A search bar is placed at the top of the course list for easy searching of course names.

● For the **Course Cards**:
    ☐ Each course is displayed as a rounded rectangular card with soft corners and soft purple background to create a modern and clean look.
    ☐ Inside each card, display the course title, instructor's name, and number of lessons.
    ☐ The course title will be in a bold, large font that stands out clearly.
    ☐ The text will be in a dark shade of purple and dark shade of gray using shadCN and tailwind colors for good contrast and legibility.
    ☐ The professor's name (e.g., Prof. Dave Benjamin Cruz) will be displayed beneath the course title in a smaller font size.
    ☐ Below the professor's name, there will be a small badge tag (e.g., "Networking") that will display the course's specialization.

Lessons: 18

Networks and Communication

Prof. Dave Benjamin Cruz

Networking

Lessons: 2

Creating Awesome Mobile Apps

Prof. Joemen D. Barrios

OOP   AI

Lesson Overview Inside Selected Course

☐ At the top, display the course title in a bold and large font. Include a small course description underneath, explaining what the course covers.

● For the **Lesson List**
    ☐ Display all lessons as cards in a grid layout
    ☐ Each lesson card should display the lesson title and course code in a badge form
    ☐ Each lesson card is clickable, and when selected, the student can view the lesson content

● For the **Lesson Navigation**
    ☐ Below the lessons, provide "Next Lesson" and "Previous Lesson" buttons for easy navigation between lessons.

Module 1: Introduction to Networking

Learn The Protocols

In today's digital world, networking plays a crucial role in connecting devices, people, and services. Networking allows computers, smartphones, and other devices to communicate, share data, and access resources efficiently. ### What is Networking? Networking refers to the practice of connecting multiple computing devices together to share resources and communicate. It enables seamless data transfer between devices, whether within a small office, a large corporation, or even across the globe. ### Importance of Networking: - **Communication**: Enables email, messaging, and video conferencing. - **Resource Sharing**: Printers, storage devices, and internet connections can be shared. - **Data Transfer**: Allows file sharing between users and applications. - **Remote Access**: Employees can work from different locations securely.

What is Lan?

Types of Networks: - **Local Area Network (LAN)** - Covers a small area like a home or office. - **Wide Area Network (WAN)** - Covers larger areas, like cities or countries. - **Metropolitan Area Network (MAN)** - Connects multiple LANs in a city. - **Personal Area Network (PAN)** - A small network for personal devices (e.g., Bluetooth). ### Role of the Internet in Networking: The internet is the largest global network, interconnecting millions of devices worldwide. It uses various **protocols** such as: - **TCP/IP (Transmission Control Protocol/Internet Protocol)** - The foundation of internet communication. - **HTTP/HTTPS (HyperText Transfer Protocol/Secure)** - Used for browsing websites. - **FTP (File Transfer Protocol)** - Used to transfer files between devices. The internet is the largest global network, interconnecting millions of devices worldwide. It uses various **protocols** such as: - **TCP/IP (Transmission Control Protocol/Internet Protocol)** - The foundation of internet communication. - **HTTP/HTTPS (HyperText Transfer Protocol/Secure)** - Used for browsing websites. - **FTP (File Transfer Protocol)** - Used to transfer files between devices. The internet is the largest global network, interconnecting millions of devices worldwide. It uses various **protocols** such as: - **TCP/IP (Transmission Control Protocol/Internet Protocol)** - The foundation of internet communication. - **HTTP/HTTPS (HyperText Transfer Protocol/Secure)** - Used for browsing websites. - **FTP (File Transfer Protocol)** - Used to transfer files between devices.

Practice, Practice, Practice

In today's digital world, networking plays a crucial role in connecting devices, people, and services. Networking allows computers, smartphones, and other devices to communicate, share data, and access resources efficiently. ### What is Networking? Networking refers to the practice of connecting multiple computing devices together to share resources and communicate. It enables seamless data transfer between devices, whether within a small office, a large corporation, or even across the globe. ### Importance of Networking: - **Communication**: Enables email, messaging, and video conferencing. - **Resource Sharing**: Printers, storage devices, and internet connections can be shared. - **Data Transfer**: Allows file sharing between users and applications. - **Remote Access**: Employees can work from different locations securely. The internet is the largest global network, interconnecting millions of devices worldwide. It uses various **protocols** such as: - **TCP/IP (Transmission Control Protocol/Internet Protocol)** - The foundation of internet communication. - **HTTP/HTTPS (HyperText Transfer Protocol/Secure)** - Used for browsing websites. - **FTP (File Transfer Protocol)** - Used to transfer files between devices.

Make a diagram

In today's digital world, networking plays a crucial role in connecting devices, people, and services. Networking allows computers, smartphones, and other devices to communicate, share data, and access resources efficiently. ### What is Networking? Networking refers to the practice of connecting multiple computing devices together to share resources and communicate. It enables seamless data transfer between devices, whether within a small office, a large corporation, or even across the globe. ### Importance of Networking: - **Communication**: Enables email, messaging, and video conferencing. - **Resource Sharing**: Printers, storage devices, and internet connections can be shared. - **Data Transfer**: Allows file sharing between users and applications. - **Remote Access**: Employees can work from different locations securely. The internet is the largest global network, interconnecting millions of devices worldwide. It uses various **protocols** such as: - **TCP/IP (Transmission Control Protocol/Internet Protocol)** - The foundation of internet communication. - **HTTP/HTTPS (HyperText Transfer Protocol/Secure)** - Used for browsing websites. - **FTP (File Transfer Protocol)** - Used to transfer files between devices.

Complete Module

Total XP Earned
40 XP

Topics Covered
Progress: 20% Completed

1: Learn The Protocols

2: What is Lan?

3: Practice, Practice, Practice

4: Make a diagram

Participate in the code battle to earn XP!

Join Us!

Topics Covered
Progress: 20% Completed

1: Learn The Protocols

2: What is Lan?

3: Practice, Practice, Practice

4: Make a diagram

Participate in the code battle to earn XP!

Join Us!

Backend Process: Viewing Enrolled Courses and Lesson Overview

Start Date: February 15, 2024

End Date: February 22, 2024

Assigned to: Russell Kelvin Anthony Loreto

- ☐ Before accessing the courses, the student must be logged in. Ensure the student is authenticated using a **JWT token** or session-based authentication.
- ☐ For the authenticated student, retrieve the list of courses they are enrolled in.
- ☐ When a student selects a course, the backend checks their enrollment in that course and returns the list of lessons with statuses and progress information.

TRELLO UPDATE:

Date: February 20, 2025