The Buddies

Use Cases

Create Classes

1. The user will log into our program with their Mars server credentials.
2. The user will then be able to click settings to take them to the database maintenance screen.
3. The user will then click the add class button.
4. The bottom of the maintenance screen will populate allowing the user to enter their class information and click save to save it into the database or clear to remove what was entered.

Edit Classes

1. The user will log into our program with their Mars server credentials.
2. The user will then be able to click settings to take them to the database maintenance screen.
3. The user will then click the edit class button.
4. The bottom of the maintenance screen will populate to pull up a class selected by the user allowing the user to enter their class information and click save to save it into the database or clear to remove what was entered.

Remove Classes

1. The user will log into our program with their Mars server credentials.
2. The user will then be able to click settings to take them to the database maintenance screen.
3. The user will then click the remove class button.
4. The bottom of the maintenance screen will populate allowing the user to choose a class for deletion, clicking save confirms the deletion.

Add Professor

1. The user will log into our program with their Mars server credentials.
2. The user will then be able to click settings to take them to the database maintenance screen.
3. The user will then click the add professor button.
4. The bottom of the maintenance screen will populate allowing the user to enter their professor’s information, clicking save confirms the addition of the professor.

Edit Professor

1. The user will log into our program with their Mars server credentials.
2. The user will then be able to click settings to take them to the database maintenance screen.
3. The user will then click the edit professor button.
4. The bottom of the maintenance screen will populate allowing the user to edit their selected professor’s information, clicking save confirms the edit of the selected professor.

Remove Professor

1. The user will log into our program with their Mars server credentials.
2. The user will then be able to click settings to take them to the database maintenance screen.
3. The user will then click the remove professor button.
4. The bottom of the maintenance screen will populate allowing the user to select a professor for deletion, clicking save confirms the deletion of selected professor.

Create a Schedule

1. The user will log into our program with their Mars server credentials.
2. The user will then be able to click “Start Schedule” to take them to the schedule creation wizard.
3. The first screen of the wizard pops up.
   1. The user will select the term and year.
   2. Every class in their department table will appear on the screen.
   3. The user will type in however many classes they want for each of the classes.
   4. Once the user is happy with their choices, they will click next.
4. The second screen of the wizard pops ups.
   1. Every class that had a valid integer value (> 0) will show up on this screen.
   2. A section number will be able to be assigned to a class as well as a teacher. The teachers will be pulled from the department’s teacher table and allow for the user to place each with a class.
   3. Once the user is happy with their choices, they will click next.
5. The third screen of the wizard pops up.
   1. The user will have Monday, Tuesday, Wednesday, Thursday, and Friday hours blocks on this screen with class tiles on the left.
   2. The user must drag and drop every class tile into an hour block. Placing a class into a block brings up a class pop up.
   3. This pop up allows the user to edit the course name, course number, start times, ends times, and the classes repeating days (such as M, W, F or T, TH classes).
      1. The user will also be able to click an edit button for any class after placing it to see this popup again.
      2. Clicking save will save your changes and cancel will revert your changes.
   4. Clicking save on this screen will save the schedule to the database.

Load a Schedule

1. User can view different tabs of a report: Week, Monday, Tuesday, Wednesday, Thursday, Friday, Four Year Projections, and each individual staff member will have their own tab, as well.
   1. Clicking on the Week tab will allow the user to see the whole schedule for all staff members.
      1. Clicking on a block allows for the event at that time to be edited.
      2. An option to print to Excel will be available.
   2. Clicking on an individual day of the week (i.e. “Monday) tab will allow the user to see the schedule for that individual day.
      1. Clicking on a block allows for the event at that time to be edited.
      2. An option to print to Excel will be available.
   3. Clicking on the tab of a specific staff member will allow the user to view that staff member’s unique schedule for the week.
      1. Clicking on a block allows the user to edit the time of the class or office hours that the individual staff member has.
      2. An option to print to Excel will be available.
   4. Clicking on the Four Year Projections will display the estimated classes for the next four years.
      1. Clicking on a block allows the user to edit the event.
      2. An option to print to Excel will be available.

Log Out

1. Allows the user to log out of their Mars server account.