

**OnTime** OnTime is a website that allows students to create a unique and customizable schedule. Students can add class information, such as assignments, professor, and time, to stay on top of their priorities as a student. Students are able to access the website using a unique login id and password. There is a Web interface for students that students will be able to see their current and upcoming schedule. While students are the main demographic, the application can also be useful for employees.

**Figure 6-1 – System Boundary**

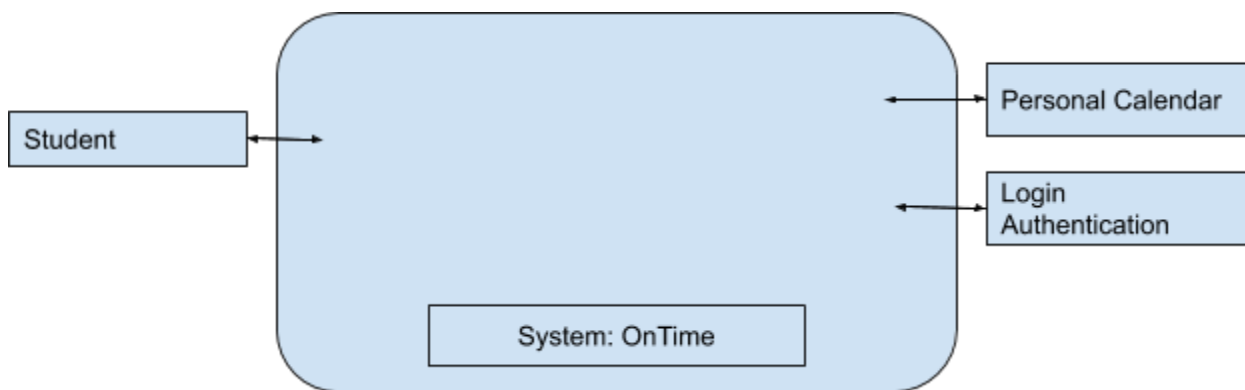


Figure 6-1 represents the system boundary for OnTime. There are three interfaces: A user interface for students wanting to generate a schedule; a data interface to view your schedule; and a program interface for authentication of students.

**Figure 6-2 – Possible system components**

1. Scheduling Website – Online website for students
2. Schedule manager – Server code for website
3. Event information manager - Information

3. Assignment manager – Web interface for students
4. Access manager – user authentication module
5. Database – user, assignments, and schedule information

Figure 6-2 provides an updated list of system components. Component 1 is for the user interfaces and would include screens and the code that supports the screens. Components 2-4 are program code with each component addressing a major functional aspect of the system. Component 5 is the database that stores all the data needed for OnTime.

**Figure 6-3 -- System Overview Diagram**

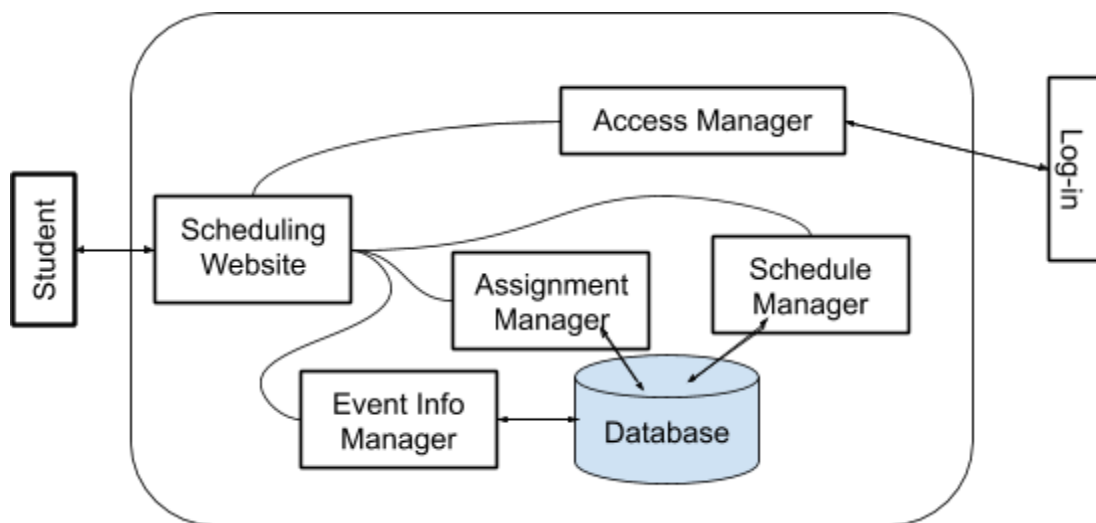


Figure 6-3 shows the major components of the system, the system interfaces, and the main connections among components.

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**Figure 6-4 – Screen Hierarchy Diagram**

Figure 6-4 shows the screen hierarchy for the Website interface

