Tea

1. Project Title: Schedule Checking

Students can check their grade, find information about their class and their instructor.

2. Project Overview:

This is a simple project, the purpose is to apply the knowledge from the course.

3. Learning Objectives:

The Schedule Checking project aligns with the learning objectives of the course by providing a practical application of various concepts covered during the course. It allows us to implement and reinforce our understanding of version control using Git, working with databases (MySQL), utilizing the Vim text editor, configuring and managing the Apache server, creating simple HTML, and installing and configuring Ubuntu.

4. Project Description:

The Schedule Checking project is a simple web application designed for students. Its purpose is to make it easy for students to check their grades, find class information, and know who their instructors are.
More than just coding, this project teaches us about teamwork, communication, and how different technologies come together. It's a hands-on way to apply what we've learned in a real-world situation.

5. Technology Stack:

- HTML

- CSS

- PHP

- Mysql

- Ubuntu

- Apache

6. Server Infrastructure:

- Install Apache server: sudo apt install apache2

- Start Apache server: sudo systemctl start apache2

- Install Database: sudo apt install mysql-server

7. Collaboration and Teamwork:

- Kiet Hoang: Design the database flow, review the code, and documentation for
  the project

- Hao Ly: Implement UI, front-end for the project

- Timothy Bui: Code PHP, write connection to the database

- Vinh Le: Implement apache server, create database (table and columns)

Regular Stand-Up Meetings: The team conducted weekly stand-up meetings to discuss

progress, challenges, and plans for the week. This facilitated quick issue resolution and

kept everyone informed about the overall project status.

Git Issues and Comments:

We utilized Git issues for tracking tasks, bugs, and enhancements. Team members could comment on specific issues, providing updates or seeking clarification. This streamlined communication within the context of the codebase.

Messaging Platforms: Instant messaging platforms, such as Discord, were used for quick queries, discussions, and sharing resources. This allowed team members to communicate in real-time and fostered a collaborative environment.

8. User Interface (UI) and User Experience (UX) Design (For Web Applications):

- Provide screenshots or wireframes of the user interface.

- Explain the design principles and user experience considerations implemented in your application.

9. Open Source Principles:

- Discuss your understanding of open source software and its core principles.

- Explain how your project incorporates open source concepts, such as sharing code, collaboration, and community involvement.

10. Agile Practices:

We use Agile for the project. We apply:

- Scrum Framework

- Sprint Planning Meetings

- Continuous Integration

We use Agile because of benefits of Agile Practices:

- Adaptability to Change

- Enhanced Collaboration

- Incremental Progress

- Risk Mitigation

11. Challenges and Learning:

The development of the Schedule Checking project presented challenges that the team effectively addressed through collaborative efforts and a commitment to continuous improvement. Key challenges included technical integration complexities, time management constraints, collaboration across different time zones, and Git merge conflicts. The team learned valuable lessons in effective communication, time management, adaptability, technical problem-solving, and the importance of team bonding.

12. Screenshots
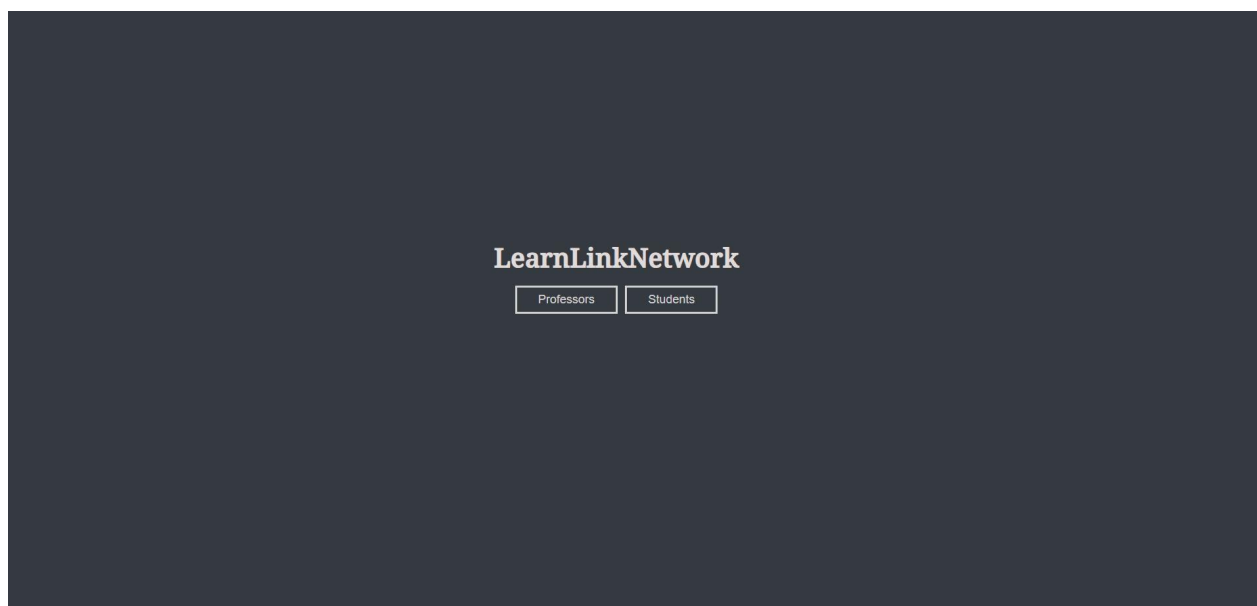
Professor and Course Search

Professor's SSN   **Course ID** [Course ID]

                             Section ID [Section ID]

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Course ID: **Campus ID:**

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Course ID:

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Campus ID:

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Sections for course 1

Section ID	Meeting Days	Start Time	End Time	Classroom	Number of Students
1	MW	09:00:00	10:30:00	Room A	6
2	TR	11:00:00	12:30:00	Room B	0

13. Git Repository and Project Links:

https://github.com/lyquochao84/CPSC254_Project

Meeting :

kiethoang1411, moldydonut, Hao

Nani? 11/29/2023 11:11 AM
How about 2pm. I feel like we meet too early last time

Hao 11/29/2023 11:28 AM
2 is good for me
But i wrote more script for us to speak but it's not long
So i think we have to meet exact 2 p.m so we can have time to practice it

kiethoang1411 11/29/2023 11:29 AM
yeah 2pm is good

Hao 11/29/2023 1:48 PM
We meet at the same place in Mon? (edited)

moldydonut 11/29/2023 1:53 PM
I'm down

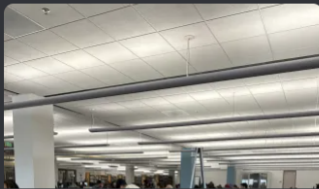**kiethoang1411** 11/29/2023 1:55 PM
Yeah

Hao 11/29/2023 1:55 PM
Alright

moldydonut 11/29/2023 1:55 PM

14. Conclusion:

The development of the Schedule Checking project has been a journey marked by challenges, collaborative efforts, and continuous learning. The team successfully navigated technical complexities, time constraints, and communication hurdles to deliver a functional web application that aligns with the learning objectives of the course.