Criterion B: Design

Initial Screen Designs:

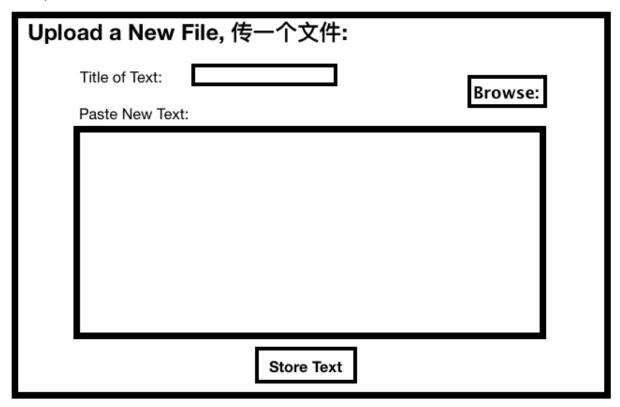
These are the screen designs that I put together to show how the screens will look like to my client and the events that occur if the user were to click certain buttons. Below are the screens in chronological order starting with the Home Screen.

Home Screen

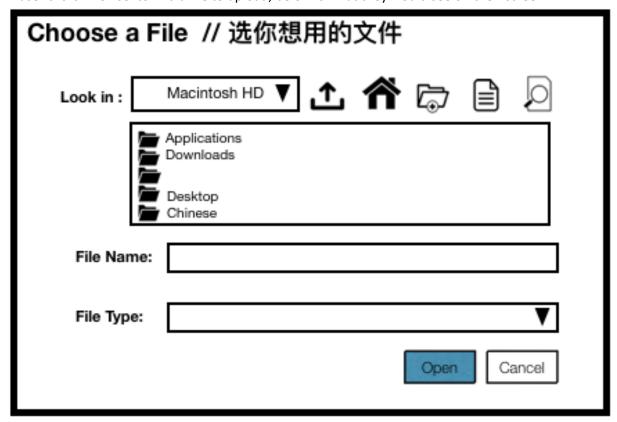


This is the screen the user would see when they first run the application. There are 2 button options to choose from. If the user clicks 'Add New Text', below is what they would see on their screen.

FileUpload Screen



If user clicks 'Browse' to find a file to upload, below is what they would see on their screen.

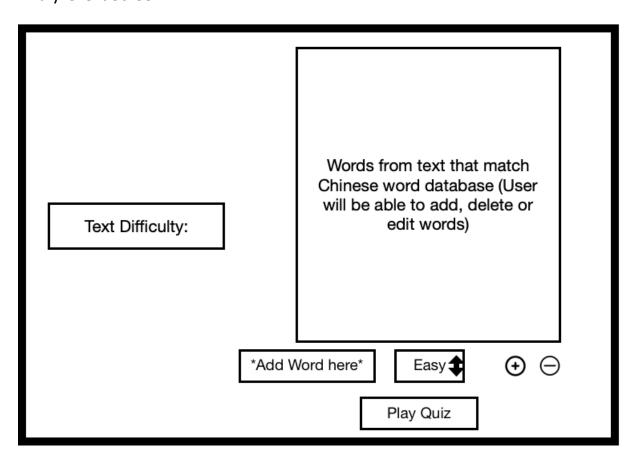


After choosing a file, If User clicks the blue 'Open' button, their text would be shown in the text box underneath the 'Browse' button. Below is what would the user sees after uploading their file.

Upload a New File, 传一个文件:				
	Title of Text: Browse:			
_	Paste New Text:			
这本书的男主人公叫李明,他是一名16岁的中学生。他的父母对他非常的严厉,要求他每门科目都考到班级的前三名。除此之外,李明还必须参加很多课外活动。他根本没有时间交朋友,也没有时间做他自己想做的事情,所以他觉得压力非常的大,心情十分的沮丧。				
Store Text				

If the user were to click 'store text' button, the text uploaded/pasted would be stored in the 'texts' database table. After that the text would be analyzed and they would be taken to the screen below.

AnalyzeText Screen



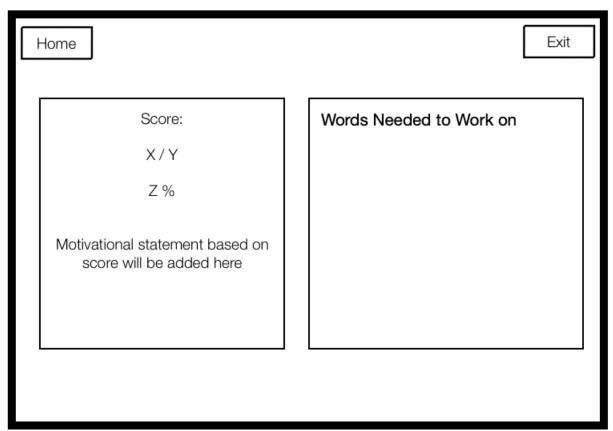
On the left-hand side of the screen, the difficulty of the text would be displayed (easy, medium, or hard). On the right-hand side of the screen, in the large box, the words from the uploaded file that match the HSK Chinese word database will be printed. The box in the bottom right corner with the text '*Add Word here*' is for the user to type in a Chinese word of their preference to the table for it to be tested in the quiz. The box next to it which has the text 'easy' in it, is for the user to select the difficulty of the word between easy, medium, and hard. The '+' and '-' buttons are for the user to either add or delete words from the table, respectively. If the user then clicks the 'Play Quiz' they would be taken to the screen below.

Quiz Screen



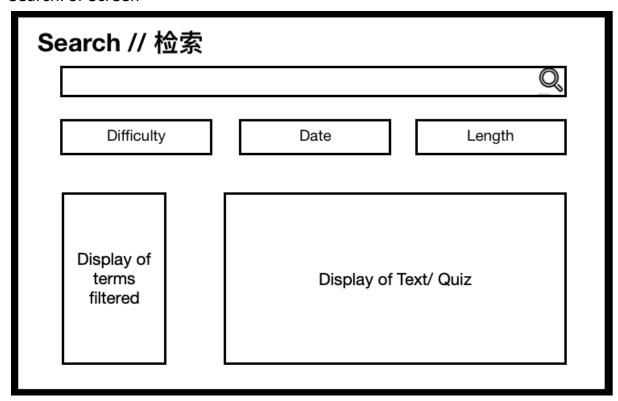
Once the user finishes the quiz, the screen below will appear where the user would see their score, percentage of the score, as well as a motivational statement that is based on their score percentage. They would also see a list of words that they would need to work on.

QuizEnd Screen



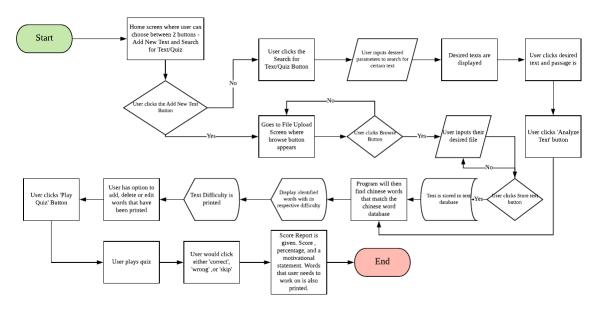
If the user presses either the 'Home' or 'Exit' button, it would return them back to the Home Screen. On the home screen, if the user this time were to click 'Search for Text/Quiz' the screen below will appear.

SearchFor Screen

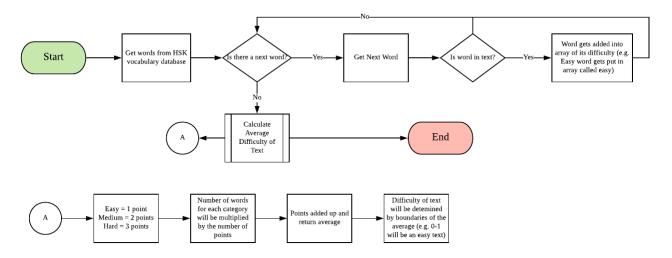


Data flow diagrams:

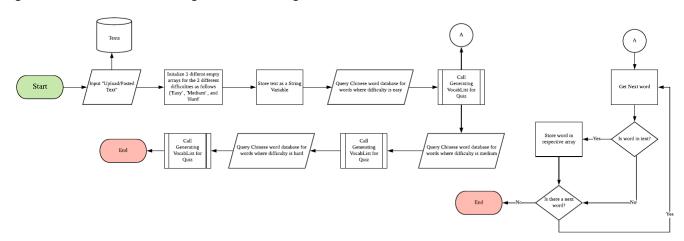
Systems Flowchart for Application



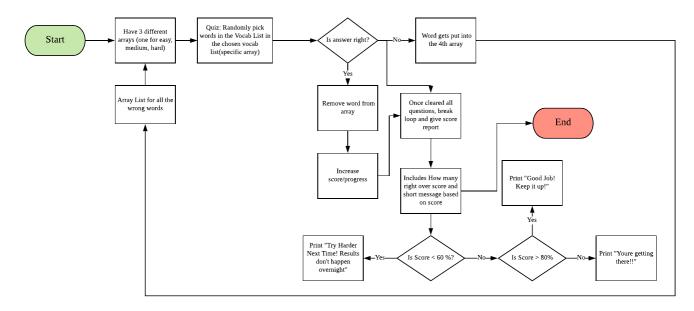
Algorithm Flowchart for Analyzing Text



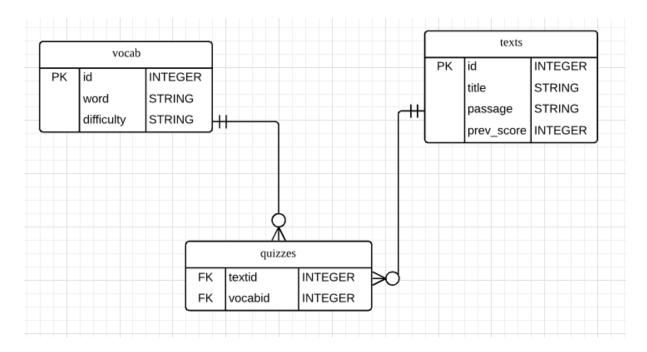
Algorithm Flowchart for Creating Quiz and Storing Text



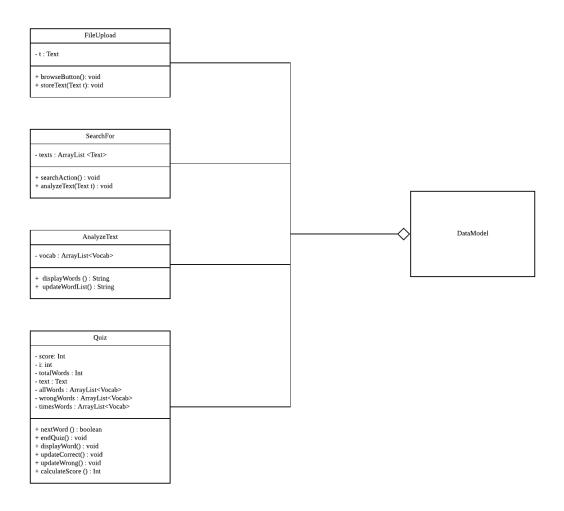
Algorithm Flowchart for Quiz



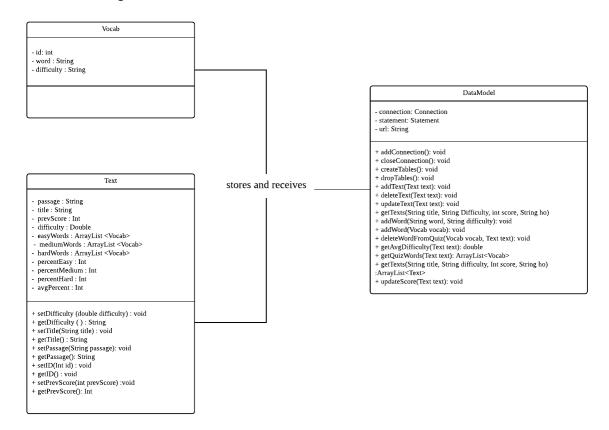
Entity Relationship Diagram



Front-End UML Diagram



Back-End UML Diagram



Class Functionality:

- 1. DataModel This class establishes connection with database and contains methods to carry out SQL commands that interact with database tables.
- 2. FileUpload This class takes in the text object and interacts with certain methods from the DataModel class.
- 3. SearchFor This class interacts with certain methods from the DataModel class to search for Text objects.
- 4. AnalyzeText This class takes in text and vocab objects and interacts with certain methods from the DataModel class.
- 5. Quiz This class represents the quiz object class and contains the states and behaviors for each respective quiz object.
- 6. Text This class represents the text object class and contains the states and behaviors for each respective text object.
- 7. Vocab This class represents the quiz object class and contains information for each respective vocab object.

Data Validation:

Input	Requirement	Validation	
Passage in Texts table	Needs to be a Chinese word	If user uploads a text that has english words, program would show a pop up message saying, 'please put a Chinese text'.	
Title in Texts table	Has to be unique	If user names their uploaded text the exact same name as another text that has been stored in the 'texts' database table, pop up message will appear saying, "There already is a text with that name. Please input another name."	
Word in Vocab Table	Needs to be a unique Chinese word	 If user puts english word in text field for the 'addWord' button, pop up message will appear saying, 'Please input a unique Chinese word in the text field'. If user puts a Chinese word that is exactly the same as one in the 'matched' words list, pop up message will appear saying, 'Please input a unique Chinese word in the text field'. 	

Data Structures:

ArrayLists:

ArrayLists are data structures that store a collection of data of the same data type. They do not have a fixed size unlike Arrays but are useful for programs whereby data is manipulated. With that being said, I plan to use Array Lists for various classes. In the Text class, I plan to have 3 seperate Array Lists for each difficulty - easy, medium, and hard. This Array Lists would interact with the Array List 'vocab' in the AnalyzeText class. The 'vocab' Array List in the AnalyzeText class would be stored in the 'allWords' Array List in the Quiz class. Words that are wrong in the quiz would be put in the 'wrongWords' Array List and depending how many times the word gets wrong, the number of times the word has been gotten wrong, the number would be stored in the 'timesWrong' Array List.

With these behaviours occurring in the program, the use of Array Lists are the best data structure due to it not having a fixed size. Every text that is uploaded will have different amount of words, and therefore a different amount of 'matched' words (words from the uploaded text that match with the HSK Chinese word database) that can be tested in the quiz. This means that after a text is analyzed, the number of 'matched' words that will be stored in the respective difficulty Array Lists (easy, medium, hard) in the Text class would be different. Therefore, an Array List is needed to be used as it does not have a fixed size unlike an Array. In addition, the total number of 'matched' words will also differ from each text. When playing the quiz, students will also get a different amount and number of words wrong.

The amount of data that would be stored in these Array Lists will not be the same every time, and will not be static. If I were to use arrays, I would be unsure of a certain number that the amount of data could reach to set the size of the arrays so that I could store all the data in the respective arrays. Furthermore, if an Array were to be used, some 'matched' words may not be able to be stored in the Array and thereby will not be tested in the Quiz. This may lead to not only hindrance of the program but also to the students learning as they are being tested on fewer words.

Data structures (with base tables):

Vocab Table

ID (Integer)	Word (String)	Difficulty (String)	
1	爱	Easy	
2	报纸	Easy	
3	兴奋	Medium	
		·	
2525	骄傲	Hard	
2526	自觉	Hard	
2527	作品	Hard	

Texts Table

ID (integer)	Title (String)	Passage (String)	Prev_Score (Integer)
1	Health 1	无意间,他发现了一款很好玩的电脑游戏。他觉得只有在打游戏的时候才能渐大的的压力。渐渐的,他离不开电脑游戏了,成绩一落千失,父母对他非常的失望。	80
2	Travel 2	患上代表。这个人的人的人的人的人的人的人的人的人的人的人的人的人的人的人的人的人的人的人的	94

		如果无法处理这些负 面情绪,我们也很容 易出现问题。所以我 希望我们引以为戒, 调整好自己的情绪, 学会与压力共处。	
· ·		•	
223	Pressure 4	这一,一孩孩大那那在觉他学附的来了,一孩孩子家公公一得他后,的男优明不明和,是可愿的,是可愿的,我们是不够的,我们是不够的,是可愿的,我们是不够的人,他是对的人,他是对的人,他会孩华对放去,这一人,我不会	93

Quizzes Table

TextID (Integer)	VocabID (Integer)
1	3
1	663
1	224
	·
·	·
7	34
7	23
7	53

Test Plan for Application:

Test Criteria	Test Criteria Description	Test Method
A	- User is able to click 'browse' button and therefore is able to either paste a text or browse computer's files for a document	Test is successful if user is able to see desired text in the text box.
В	- User is able to click 'store text' button	Test is successful if text is stored in 'texts' database and words from text that match database are printed in list.
C	- User is able to click add or remove button as well as type out desired word and select its difficulty	Test is successful if user is able to add or delete words from the list.
D	- User is able to click 'Search for Text' button and Search for a text or quiz.	Test is successful if user can type in the name of the text or selecting different parameters given such as difficulty, date and length and their desired result is printed. Also, if user were to click on a filtered result, it would be displayed for user to read before confirming that they want to use that specific result.
E	- User is able to click 'Play Quiz' button and program brings user to quiz	Test is successful if program brings user to 'Quiz Time' Screen and word from the quiz is shown.
F	 User is able to progress through quiz and click 'correct' , 'wrong' , or 'skip' buttons 	Test is successful if progress bar increases slightly every time user clicks the 'correct', 'wrong', or 'skip' button.
G	- User should get tested on every wrong word again	Test is successful if when user gets a word wrong, after another 2-3 different words, that wrong word appears again and this cycle repeats until that word is 'correct'.

Words: 0