Singapore Polytechnic
School of Digital Media and Infocomm Technology
Diploma in Information Technology
ST0257 Web Applications Development
<mark>Individual</mark> Assignment – CA2
Semester 1 2018/2019

WEBA Assignment is <mark>not</mark> about <mark>whether you can code</mark>. It is all about how responsible you are. If you place my interest (to help as many learners as possible) *before* your interest, you will usually have a chance to work with good responsible adults in Final Year Project and <mark>obtain wisdom which I cannot/no ability to give</mark>. <mark>Communicate with me</mark> often so that I have the chance to transmit experience on handling situations in FYP. Never let FYP customers suffer just because you place your own interest before others. Or else next time, you <mark>have no right to</mark> criticize others because you yourself <mark>never do it</mark>.

Instructions and Guidelines

1. To be submitted to ESP site by **1st August 2018 (WED) 11:59PM**.

2. All programs must be coded in C# and JavaScript by using Visual Studio.NET.

3. Student is required to submit the *softcopy* of the assignment (ZIP) to ESP Assignment Submission Link. Provide the Class, Admission Numbers and Names. The ZIP file must be named with a naming convention **WEBA_CA2_<YOUR NAME>_<ADMISSION ID>_<CLASS>.zip**. For example, **WEBA_CA1_AHTAN_0888222_2A08.ZIP.**

4. The interview will be conducted during the practical sessions. Your lecturer will have to arrange the interview with you beyond the practical sessions (e.g. after 6PM) if he/she is not able to complete the interview. Students who are absent from the interview will be awarded **zero mark** for the assignment.

6. 50% of the marks will be deducted for assignments that are received within ONE (1) calendar day after the submission deadline. No marks will be given thereafter.

7. Exceptions to this policy will be given to students with valid LOA on medical or compassionate grounds. Students in such cases will need to inform the lecturer as soon as reasonably possible.

8. No marks will be awarded if the work is copied or you have allowed others to copy your work.

Warning: **Plagiarism** means passing off one's own idea, works, writings, etc., which belong to another person. In accordance with this definition, you are committing plagiarism if you copy the work of another person and turning it in as your own even if you would have permission of that person. Plagiarism is a serious offence and disciplinary action will be taken against you. If you are guilty of plagiarism, you may fail all modules in the semester, or even be liable for expulsion.

The CA2 assignment requires you to:

①   Provide Account Detail management functionality (**this one is monstrous, I spent 12 days (8 hours per day) to code**) which helps administrator to manage weekly lesson timetable.

②   Improve usability on Session Synopsis, Account Rate and Customer Account management functionalities (When you code the Customer Account management functionality, you will discover something wrong on the previous functionalities you have developed for CA1). That's why the mindset of "we are forever 1% done" is important to you and to me.

CA2 assignment specification details

Refer to the **assignment specifications** for details about the requirements.

The **objective** of the assignment in CA2 is to get learners **think deeper**. The functionality is no longer surface functionality. **Surface functionality** is something like, insert/update/delete/view records *regardless* of how users use the system. **Deeper functionality** thinking is to ask "when the user use the system, in what situations the user wants to see this, in what situations the user want to change that data etc." May be many adults will tell you this is common sense. Trust me, it isn't. It is how long you make this thinking habit inside your blood.

And as long as you are consistent, you will develop good foundation as a trouble shooter, and begin have the extra bandwidth to think about usability.

Past Final year projects

i)   Medical reminder system (Mobile and Web). This NUH Children Kidney Center initiated project has a web administrative module which allows nurses to manage post kidney transplant patient medicine data and track patient medicine intake. https://youtu.be/89fm5z8umKE?list=PLiGFQzkKgFM6qoZe4mKfgGfOhi7M90upR

ii)   Year 2016 current final year project (Mobile and Web), Happy Wheel (YouTube: https://youtu.be/hokv2BN5yRQ) and Event Management System using Chat Bot system and Microsoft Oxford APIs (Mobile and Web) https://youtu.be/eU5_BltEHXg. Entire playlist: https://youtu.be/LH5mNzR1THM?list=PLiGFQzkKgFM46GbjiqP9NsXq3ENsRU6pP

iii)   Safe to Sleep (Internet of Things, Mobile and Web solution) https://youtu.be/W3JUUGFZkMU

WHAT IS TO BE SUBMITTED?

Zip the web project folder and submit a single ZIP file to the ESP Assignment Submission link which will be available. The naming convention of the zip file should be **WEBA_<Your Name>_<AdmissionId>_2A##.ZIP**.

Means of Assessment

Feature(s)	Marks Allocated
Improved version of Session Synopsis Management and Account Rate Management To score full: Usability (think how the users use the system) and strong validation logic at the client-side and server side.	**20**
Improved version of Customer Account Management Usability (think how the users use the system) and strong validation logic at the client-side and server side	**20**
Account Detail management functionality	**60**
Program Score	**100**

This assignment contributes **40%** to the final grade. You will be graded according to your ability to work independently, site design, program design, functionality, and user-friendliness and the ability to be creative in solving problems.

The Assignment is not perfect – Many Assumptions were made

There are many assumptions made for the Timesheet Management System, so that the assignment scope is scaled properly while meeting the WEBA learning outcome.

End