Easy As Pi

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Motivation

Help elementary school students practice math through computer generated math problems

Goals

- Create engaging,
 easy to use interface
- Support major math problem types
- Provide progression system and statistic tracking

Requirements

Functional:

- Display 6 different types of computer generated math problems
- Track student progress and statistics and increase difficulty of math problems as student progresses
- Allow teacher to view student progression and set daily math problem types in their virtual classroom

Non-Functional:

- Fetching math problems must take less than 100ms
- Support all common screen sizes (750x1334 through 1440x2960)
- Authentication details protected with no critical information stored in database

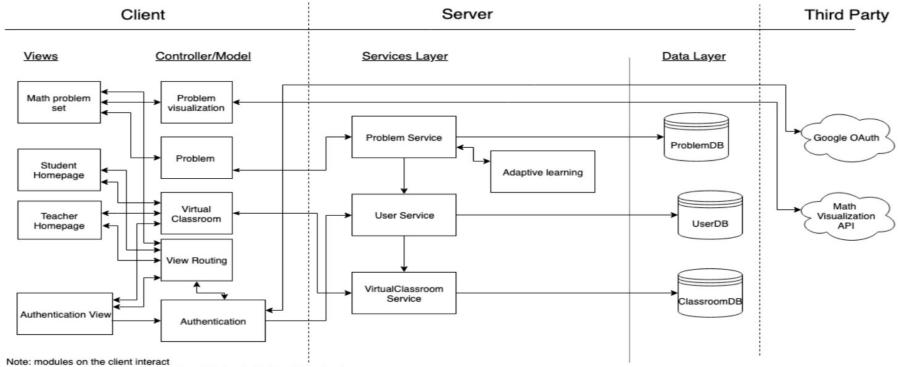
Use Cases

- Student can complete daily problem sets of computer generated math problems that are tailored to their skill level
- When students finish their daily problem set, their teacher will receive a push notification about their progression
- Teachers can define which problem types their students will practice on a daily basis
- Students and teachers can create accounts in the app via Google OAuth

Architecture

Front-End: React-Native, Redux, Redux Sagas, Axios, Expo

Back-End: Express, Node.js, Typescript, Mongoose, MongoDB



Note: modules on the client interact through actions and selectors, via Redux. This is not displayed to instead show indirect interactions between modules.

Testing

Front-End:

Cavy

Run Results:

```
Register: registers a student 🕢
Register: handle wrong classroom passcode 💥
Register: handle invalid name for student registration /
Register: handle invalid classroom name for student registration 🕢
Register: handle invalid classroom passcode for student registration 🕢
Register: registers a teacher 1/2
Register: handle invalid name for teacher registration 🕢
Register: handle invalid classroom name for teacher registration 🕢
Register: handle invalid classroom passcode for teacher registration 1/2
Register: handle no internet connection 🖋
Login: logins a student 📈
Login: logins a teacher \sqrt{\phantom{a}}
Login: handle no internet connection 💉
Math problems: correctly handles a correct answer **
Math problems: correctly handles an incorrect answer **
Math problems: allows switching between solution and problem 🕢
Math problems: shows a done screen when the problem set is complete //
Math problems: handle no internet connection
```

Back-End:

Jest, Supertest, Mockingoose

Run Results and Coverage:

PASS src/_tests_/masteryService.test.ts PASS src/_tests_/userService.test.ts PASS src/_tests_/generateArithmeticProblem.test.ts PASS src/_tests_/generateArithmeticProblem.test.ts PASS src/_tests_/generateNumbers.test.ts PASS src/index.test.ts					
ile					Uncovered Line #s
ll files	68.56				
database	94.23				
achievements.ts	100			100	
classroom.ts	100 86.36	100 50	100	100 83.33	25 20 22
index.ts mockData.ts	100	100	100	100	
users.ts	100		100	100	
database/mastery	100	100	100	100	
mastery.ts	100	100	100	100	
problemMinimumDifficulties.ts	100	100	100	100	i
database/templates	100	100	100	100	i
arithmeticProblemTemplate.ts	100	100	100	100	i
geometryProblemTemplates.ts	100	100	100	100	i
service	52.61		55.81	51.76	
classroomService.ts	48.94	17.86	60		97,103,104,108
masteryService.ts	30.48	16.67	21.43		1 39,340,342,349
nextProblemService.ts	71.43	55.88	81.82		
userService.ts	79.49	65	75		58,69,76,77,78
service/math	79.31		91.3	79.58	
generateArithmeticProblem.ts	71.05		90	70.42	99,300,329,330
generateGeometryProblem.ts	80		100		63,164,170,182
generateNumbers.ts	86.44		80		63,164,165,169
mathService.ts	92.31		100		
service/utils	100 100		100	100	
mongo.ts	100	100	100	100	

Most Important Lesson

Communicating and coordinating effectively amongst group members is a difficult challenge