



## Manage Project Homework: MPH Client User Guide

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# 1 Introduction

## 1.1 Purpose

This installation guide describes the steps that will allow a student or a professor to start the client module of Manage Project Homework

The intended audience of this document includes the students and the professors as well as the prospective developers and maintainers of the tool.

## 1.2 Definitions, acronyms, and abbreviations

**MPH:** Manage Project Homework, the software system to be produced.

**Team:** a set of 1, 2 or 3 students who work together on the same project.

**Admin:** the system administrator

**Deliverable:** the model of a tangible object produced as a result of a specific phase of the project.

**Artifact:** the effectively tangible object associated to a deliverable.

**Deadline:** the date by which the artifact associated to a deliverable must be delivered.

**RASD:** Requirements Analysis and Specification Document

**DD:** Design Document

**DBMS:** DataBase Management System

**GUI:** Graphical User Interface

**RMI:** Remote Method Invocation

**JEE:** Java Enterprise Edition

**UX Diagram:** User Experience Diagram

**DTO:** Data Transfer Object

## 1.3 References

- Description of the project: <http://corsi.metid.polimi.it>

## **2 Getting Help and Giving Feedback**

### **2.1 Do you need help?**

If you experience difficulty with a procedure described in this documentation, please feel free to send an email to axxo@hotmail.it . Don't forget to include in the email all the data needed to get support.

### **2.2 We Need Feedback!**

If you find a typographical error in this manual, or if you have thought of a way to make this manual better, we would love to hear from you! Please submit an email to axxo@hotmail.it . If you have a suggestion for improving the documentation, try to be as specific as possible when describing it. If you have found an error, please include the section number and some of the surrounding text so we can find it easily.

## **3 Installation**

The client module of the MPH software doesn't need to be installed: just copy the MPH-Client.jar in the server host machine and execute it.

### **3.1 Requirements**

To be executed correctly, the MPH-Client requires a Java Virtual Machine (1.6 or newer) to be installed on the user machine.

## 4 Using MPH Client

### 4.1 Executing the Client in normal Mode

The simpler way to execute the MPH Client is to double click on MPH-Client.jar.

### 4.2 Executing the Client in Debug Mode

The MPH-Client offers also a debug mode, which can be started by running the *MPH-Client-Debug.bat* if you are on Windows, or the *MPH-Client-Debug.sh* if you are on OSX / Linux. Make sure to have full execution rights on these files.

The Debug Mode looks like the normal client but it starts together with a terminal window, which logs runtime exceptions not caught by the application.

### 4.3 Login

This is the first window that you see executing the MPH-Client. From here a user can login as a Student or as a Professor into the MPH system by entering a valid combination of username and password.

Students have the possibility to create a new account by clicking on the “Register” button.

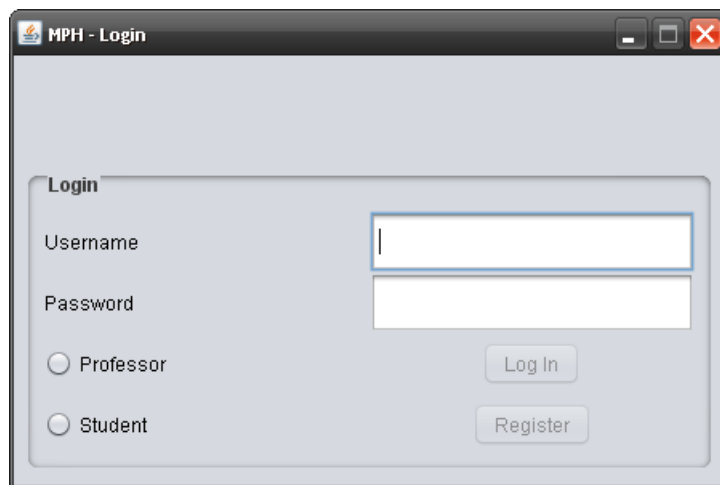
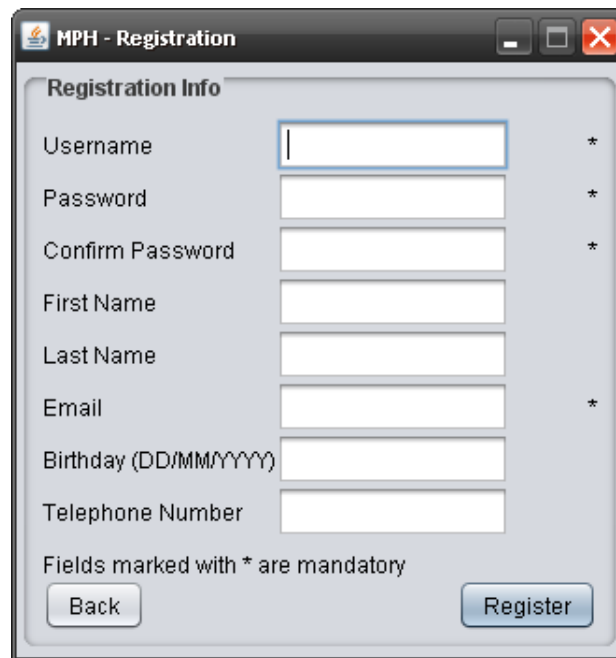


Figure 1: Login

## 4.4 Student Windows

### 4.4.1 Registration

The Registration window lets a student insert his/her data to create a new account into the MPH system. You are required to choose a unique username and to insert a valid email address. The password must be typed twice in the corresponding fields to ensure more security. The other fields are optional.



The screenshot shows a window titled "MPH - Registration" with a standard Windows-style title bar (minimize, maximize, close buttons). The window contains a "Registration Info" section with the following fields:

- Username:  \*
- Password:  \*
- Confirm Password:  \*
- First Name:
- Last Name:
- Email:  \*
- Birthday (DD/MM/YYYY):
- Telephone Number:

Below the fields, a note states: "Fields marked with \* are mandatory". At the bottom of the window, there are two buttons: "Back" and "Register".

Figure 2: Registration

#### 4.4.2 Student Main Window

This is the first window a student see after a successful login. Here you can view and update your personal information which are visible to the other users registered into the MPH system.

On the right you can see the list of all projects you are enrolled in and it notifies if you have any incoming request for a project. By clicking on a project you are taken to the Project Information Window 4.4.5.

At the bottom the “Search Students” button lets you see personal information about other students (the Student Info Window 4.4.3), the “View Projects” button lets you see the list of available projects grouped by professor and course (the Project Selection Window 4.4.4).

The “Log Out” button closes the current session and takes you back to the Login 4.3.

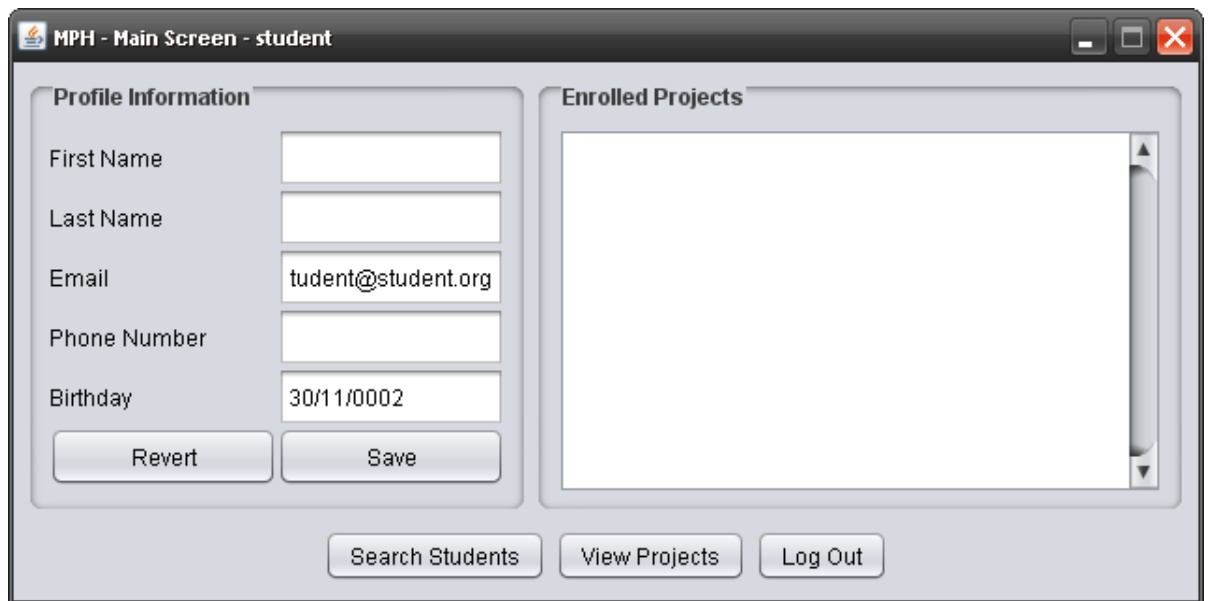


Figure 3: Student Main Window

#### 4.4.3 Students Info

This window is composed by two parts: on the left you see the list of all registered students and selecting a student shows their personal information in the panel on the right.

The “Back” button takes you back to the Main Window 4.4.2.

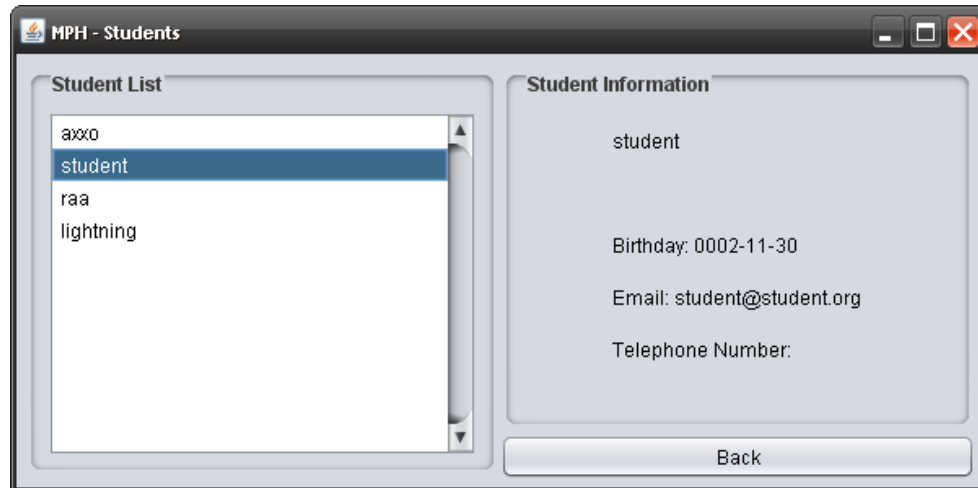


Figure 4: Students Info



#### 4.4.4 Project Selection

On the left of this window a tree shows the list of the professors registered into the MPH sytem, they contain the list of courses held by them and each course contains the available projects.

Selecting a professor or a course shows the corresponding information in the panel on the right, instead clicking on a project opens the Project Information Window 4.5.3.

The “Back” button takes you back to the Main Window 4.4.2.

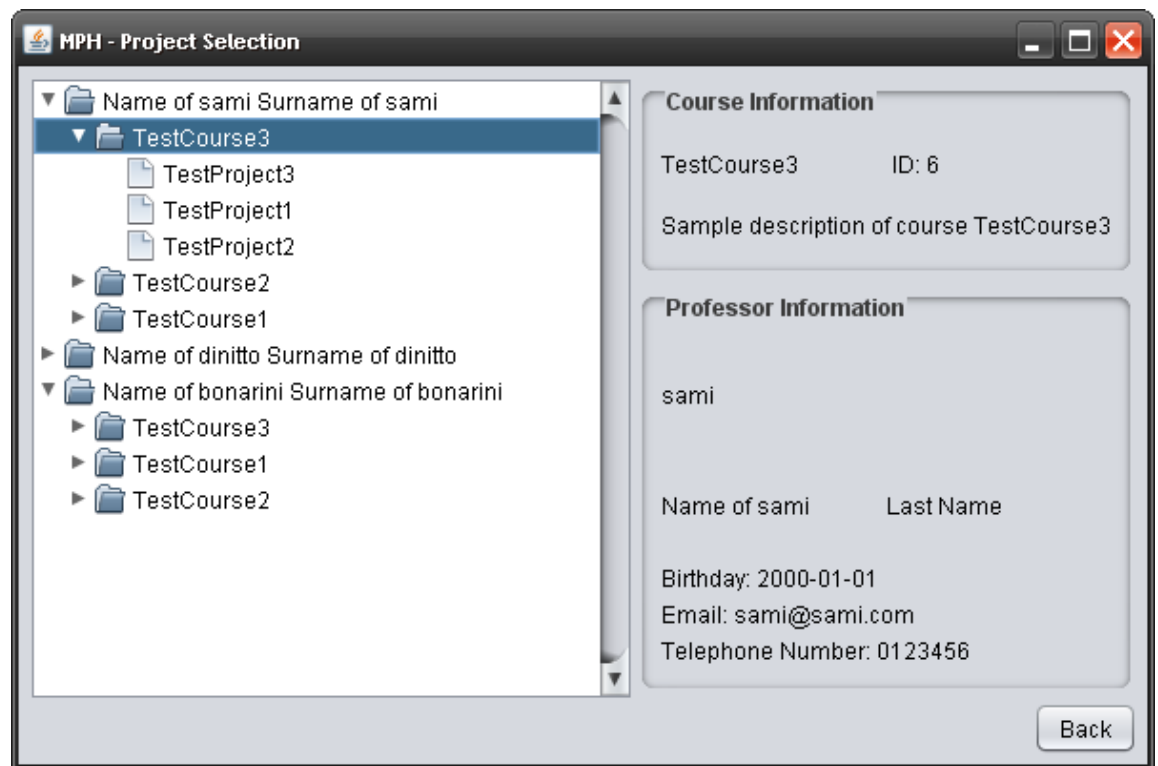


Figure 5: Project Selection

#### 4.4.5 Project Information

This window is a tab which contains the basic information about a project.

On the top of the window you see 3 other tabs: Project Teams 4.4.6, Team Management 4.4.7, Project Deliverables 4.4.8.

The “Back” button takes you back to the Main Window 4.4.2.

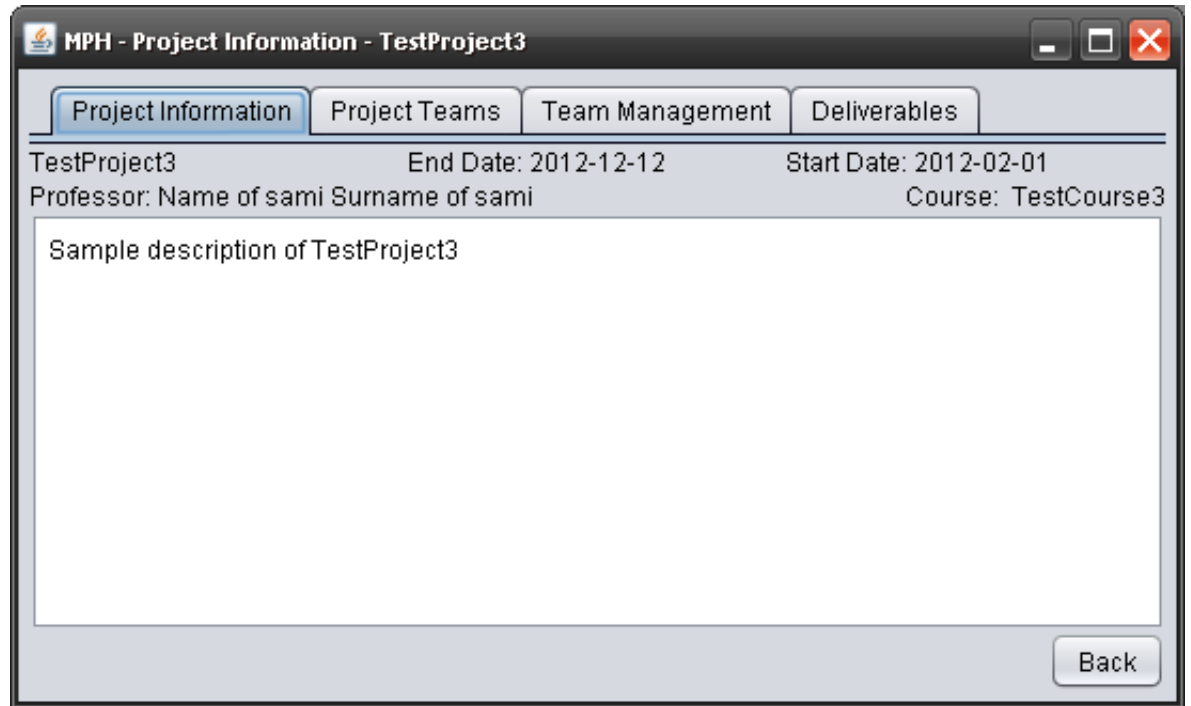


Figure 6: Project Information

#### 4.4.6 Project Teams

In this tab are listed the teams enrolled in the project, selecting a team displays the set of students belonging to it in the panel on the right.

If you haven't joined a project team yet, from this window, you can select a team and clicking on the "Join" button you can send a membership request to that team (if that team accepts incoming requests). It will have to be accepted by one of the team members in order to let you join the team. You can send more membership requests for the same projects, all of them are listed in the Team Management tab 4.4.7.

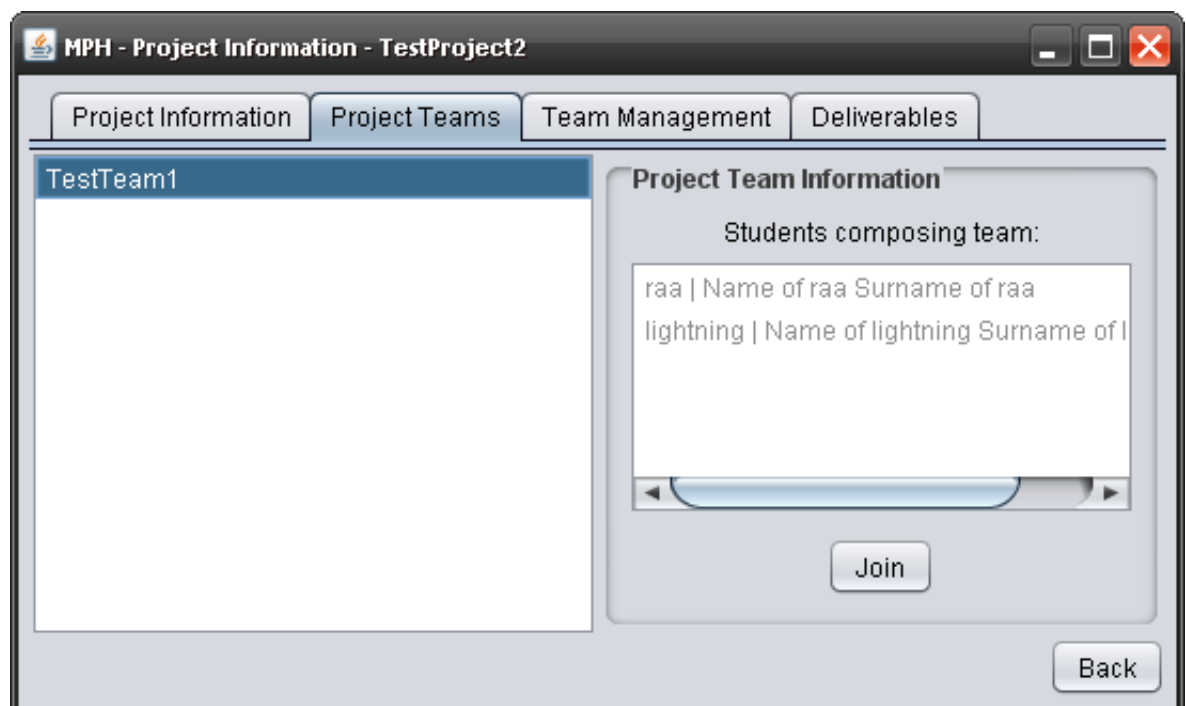


Figure 7: Project Teams

#### 4.4.7 Team Management

If you haven't joined a project team yet you will see the list of the out-going join requests you sent on the left. By clicking on a request you can choose to remove it if you have changed your mind.

You also have the possibility to create your own project team by clicking on the "Create Team" button. By doing so you will remove your out-going membership requests and you will have access to the team management controls which are explained below.

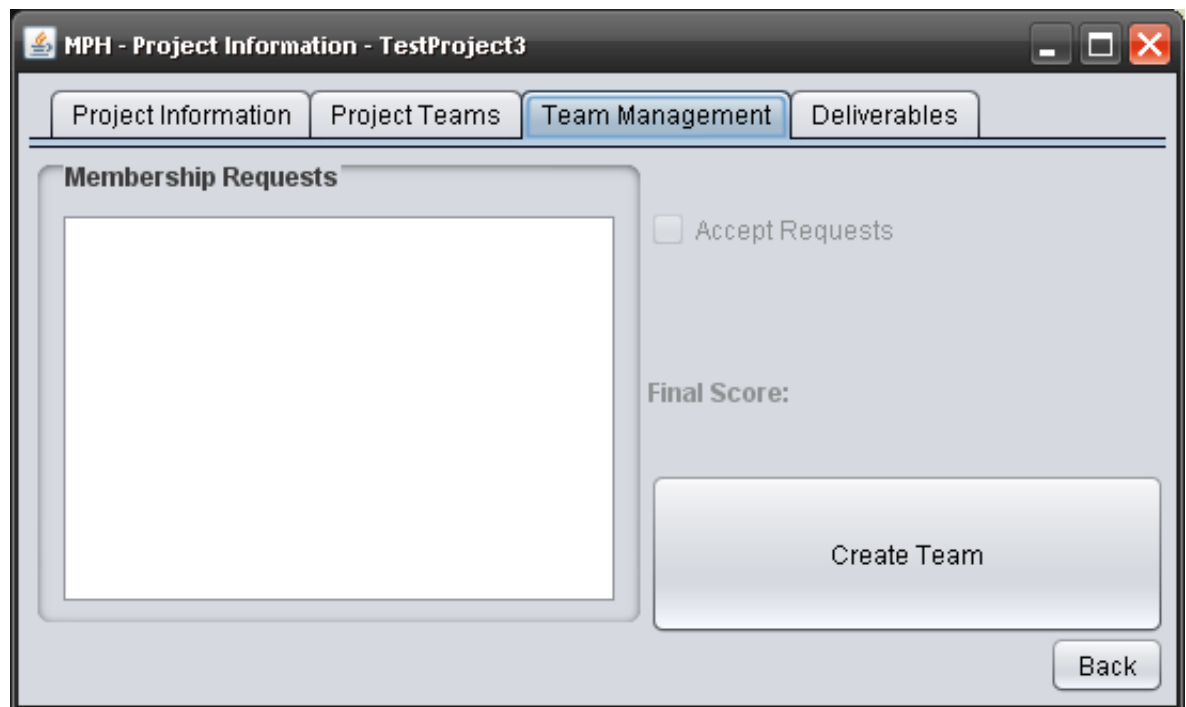


Figure 8: Team Management Disabled

Once you have joined a project team you will have access to basic team commands.

On the left you will see the list of the incoming membership requests by some other students. Clicking on a request lets you decide to accept or decline it.

The “Accept Requests” checkbox lets you decide whether your team should accept incoming join requests or not.

On the right you see the “Final Score” label which displays the final score obtained by the project team you belong to. It is grayed until the project ends, once it ends the final score becomes more visible.

The “Leave Team” button lets you leave the current project team, if you decide to do so you won’t have access anymore to the team controls but you can join another team or create a new one. If you decide to leave and you are the only team member, the team will be removed from the MPH system.

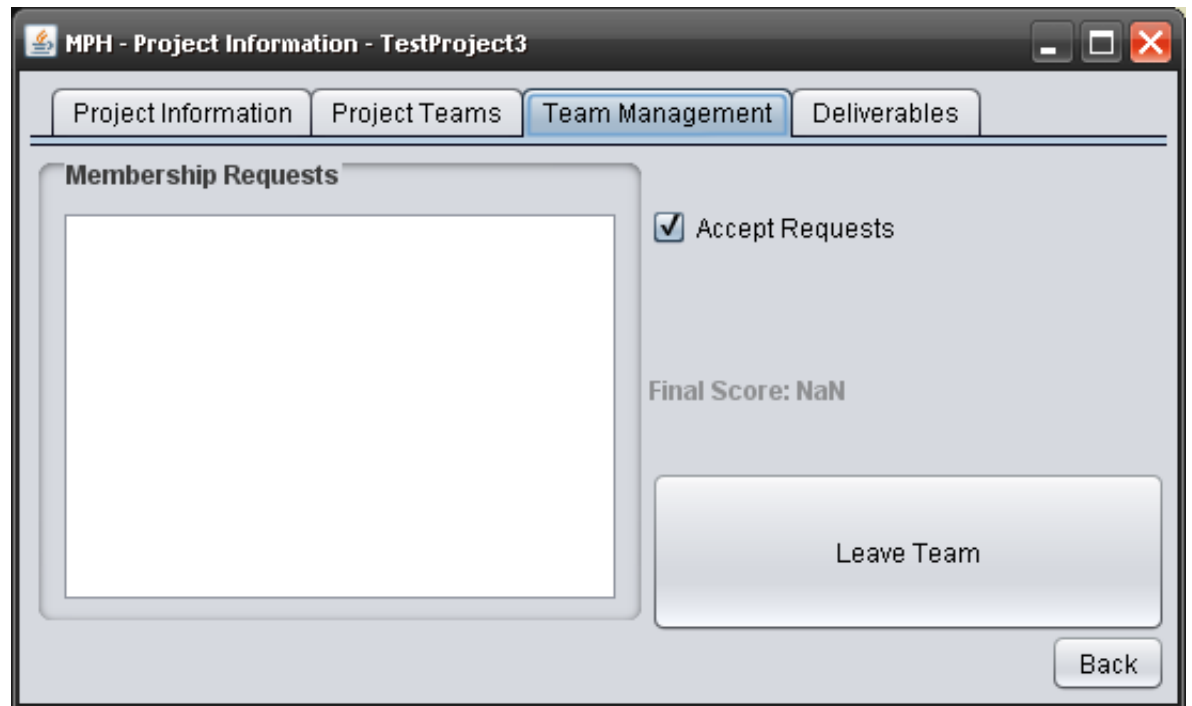


Figure 9: Team Management Enabled

#### 4.4.8 Project Deliverables

On the right of this tab you see the list of deliverables composing the project ordered by deadline date. Selecting a deliverable shows its information in the panel on the right.

If you belong to a project team you can see if there is an artifact uploaded by your team for the selected deliverable and check the score given to it by the professor. You can also upload a new artifact for the selected deliverable by clicking on the “Upload Artifact” button. If there is already an artifact for the selected deliverable the new artifact will replace the old one. The maximum file size to upload is currently set to 10 MegaBytes.

The screenshot shows a web application window titled "MPH - Project Information - TestProject3". It has four tabs: "Project Information", "Project Teams", "Team Management", and "Deliverables". The "Deliverables" tab is active. On the left, there is a list of deliverables: "Deliverable1", "Deliverable2", and "Deliverable3". On the right, there are two panels. The "Artifact" panel has fields for "Name:", "Submission Date:", and "Score:". The "Deliverable Information" panel has fields for "Name:" and "Deadline:", followed by a large text area. Below the text area is an "Upload Artifact" button. At the bottom right of the window is a "Back" button.

Figure 10: Project Deliverables

## 4.5 Professor Windows

### 4.5.1 Professor Main Window

This is the first window a professor see after a successful login. Here you can view and update your personal information which are visible to the students registered into the MPH system.

On the right you can see the list of all projects you have published ordered by course. By clicking on a project you are taken to the Project Information Window 4.5.3.

At the bottom the “Create Project” button lets you create and publish a new project (the New Project Window 4.5.2).

The “Log Out” button closes the current session and takes you back to the Login 4.3.

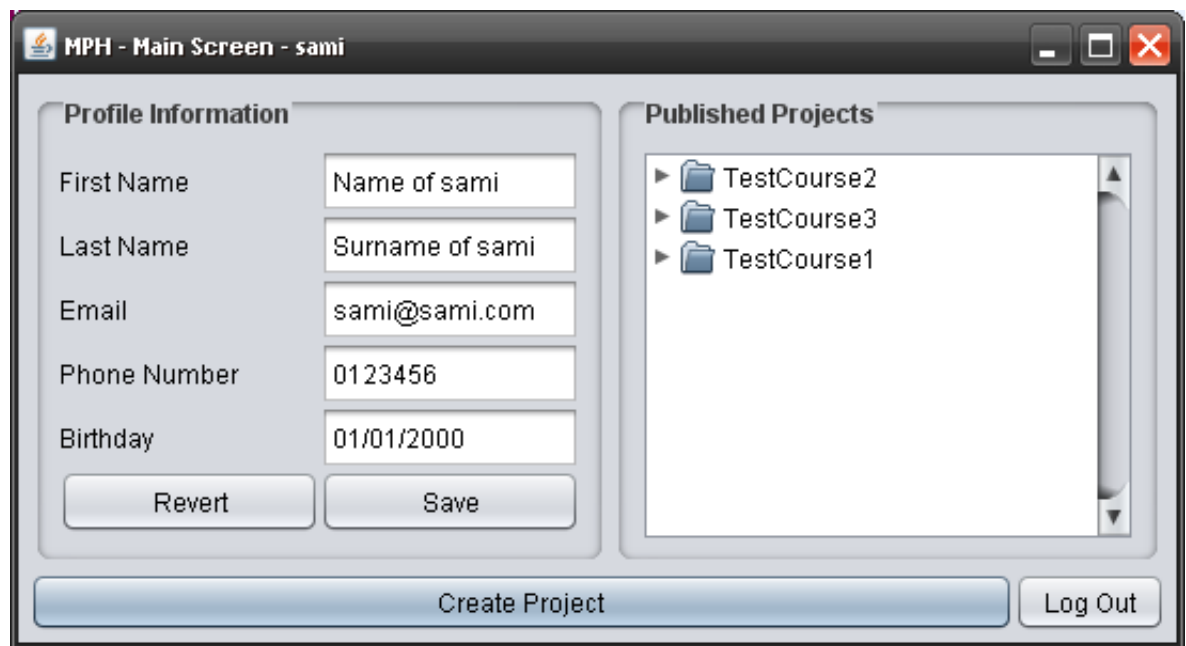


Figure 11: Professor Main Window

#### 4.5.2 New Project

This window contains editable fields with the project information. In order to publish a new project into the MPH system every field must filled with consistent data such as a title, start date, end date and project description.

Every project must contain at least one deliverable. To create a new deliverable for the project to be published you must click on the “New Deliverable” button. By doing so the deliverable fields become editable and they are marked with a yellow background. To add the deliverable click on the “Add Deliverable” button. The delay penalty is the value that penalizes late artifacts for every day of delay.

In the panel on the right bottom there is the list of all project deliverables you have created. To view the deliverable information you must select a deliverable, the information will be shown in the deliverable fields. Once you have selected a deliverable in the list you can also remove it by clicking on the “Remove” button.

The “Back” button takes you back to the Main Window 4.5.1.

The screenshot shows a software window titled "MPH - New Project". It has a standard Windows-style title bar with minimize, maximize, and close buttons. The window is split into two main sections. The left section, titled "Project Information", contains a "Select Course" dropdown menu, a "Project Title" text box, "Start Date" and "End Date" text boxes, and a large text area for a description. The right section, titled "Deliverables", contains three text boxes for "Deliverable", "Deadline", and "Delay Penalty" (which has the value "0"). Below these are "Remove" and "New Deliverable" buttons. At the bottom of the window are "Back" and "Publish" buttons.

Figure 12: New Project



### 4.5.3 Project Information

This window is a tab which contains the basic information about a project.

On the top of the window you see 2 other tabs: Project Teams 4.5.4, Team Management 4.4.7, Project Deliverables 4.5.5.

The “Back” button takes you back to the Main Window 4.5.1.

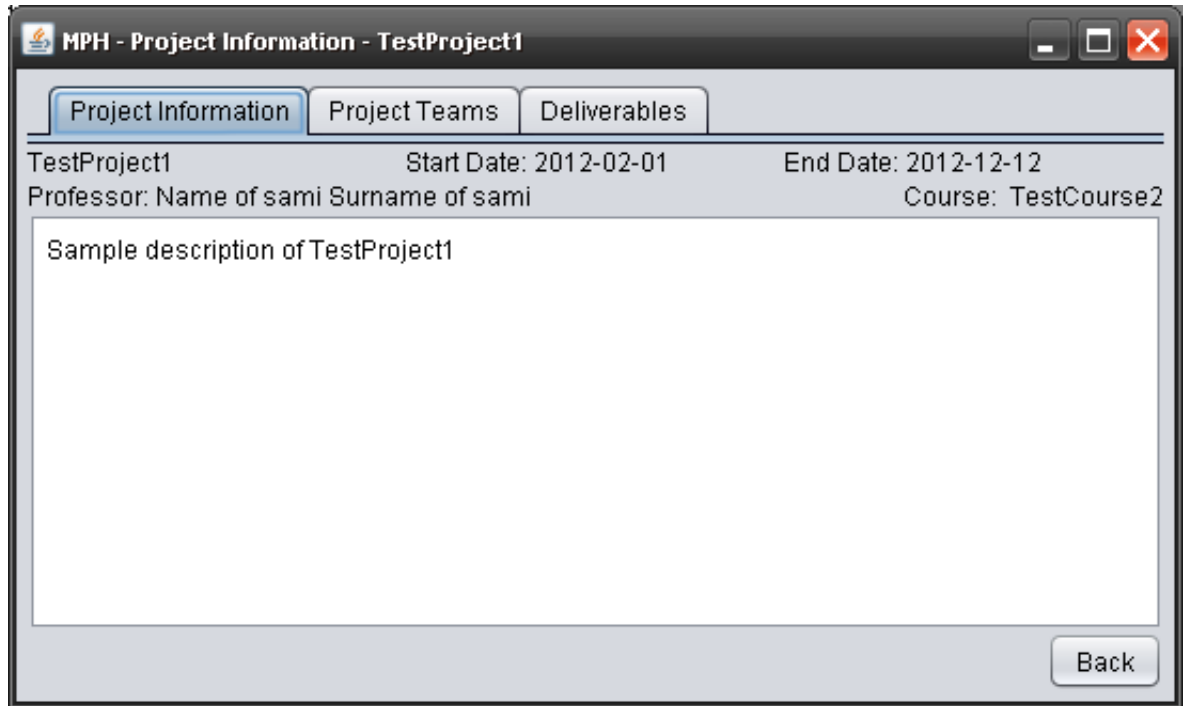


Figure 13: Project Information

#### 4.5.4 Project Teams

In this tab are listed the teams enrolled in the project, selecting a team displays the set of students belonging to it in the panel on the right. Selecting a student opens a dialog containing the student personal information.

The panel on the right displays also the final score of the selected team. A gray score means the project is not ended yet so the score is not definitive yet. The “Get Artifacts” button opens the Artifacts Window which contains all artifacts delivered by the selected team 4.5.6.

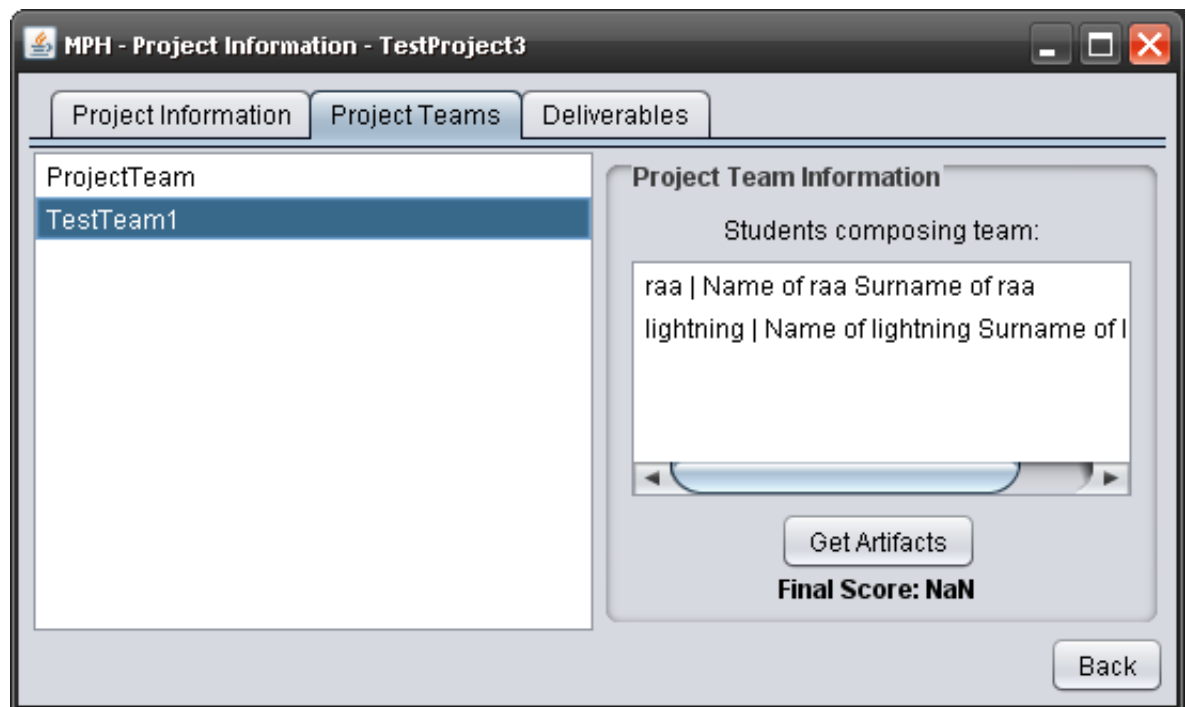


Figure 14: Project Teams

#### 4.5.5 Project Deliverables

In this tab are listed the deliverables contained in the project, selecting a deliverable displays all the deliverable information in the panel on the right.

The “Get Artifacts” button opens the Artifacts Window which contains all artifacts corresponding to the selected deliverable uploaded by all project teams4.5.6.

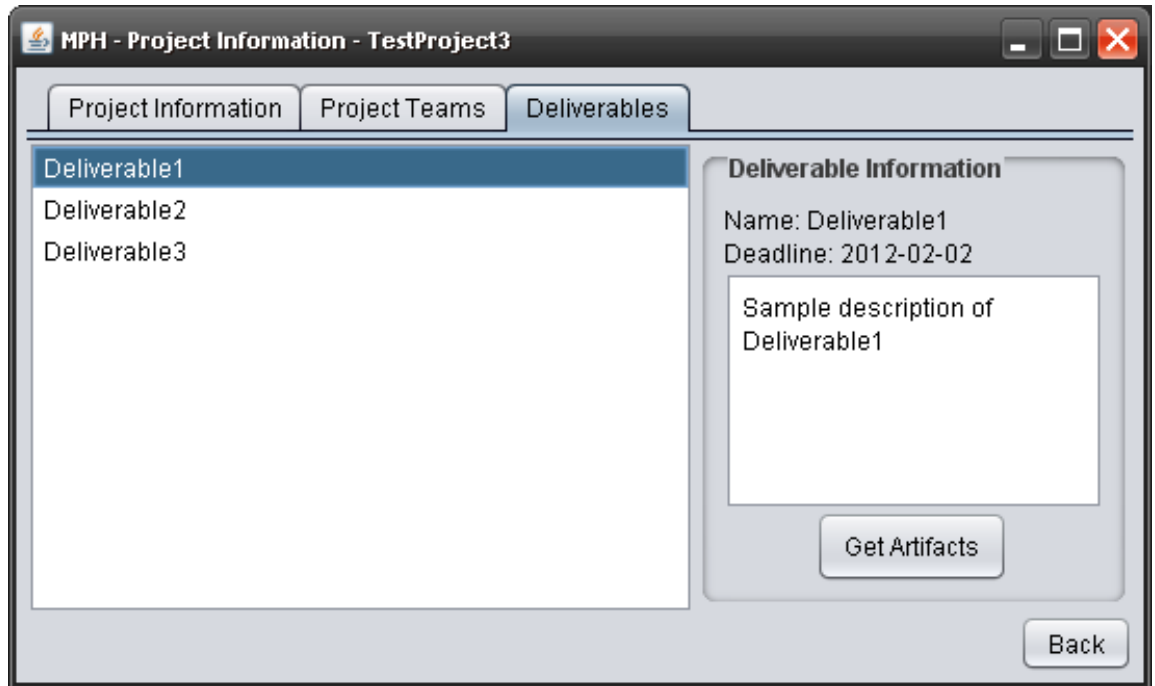


Figure 15: Project Deliverables

#### 4.5.6 Artifacts

Depending on the choice made before this window contains a list of all artifacts delivered by a single team or the artifacts delivered by every project team for the same deliverable.

If you click on an artifact, its information are displayed in the panel on the right. The “Download” button lets you download the selected artifact and save it into your file system.

As a professor you can evaluate the delivered artifacts, to do so you must type or select a value between 1 and 10 in the “Score” spinner and clicking on the “Set Score” button. Only valid scores will be saved into the MPH system.

Once you set a score for an artifact the system will calculate its final score which is the score set minus the number of days of delay multiplied for the deliverable delay penalty.

The “Back” button takes you back to the Project Information Window 4.5.3.

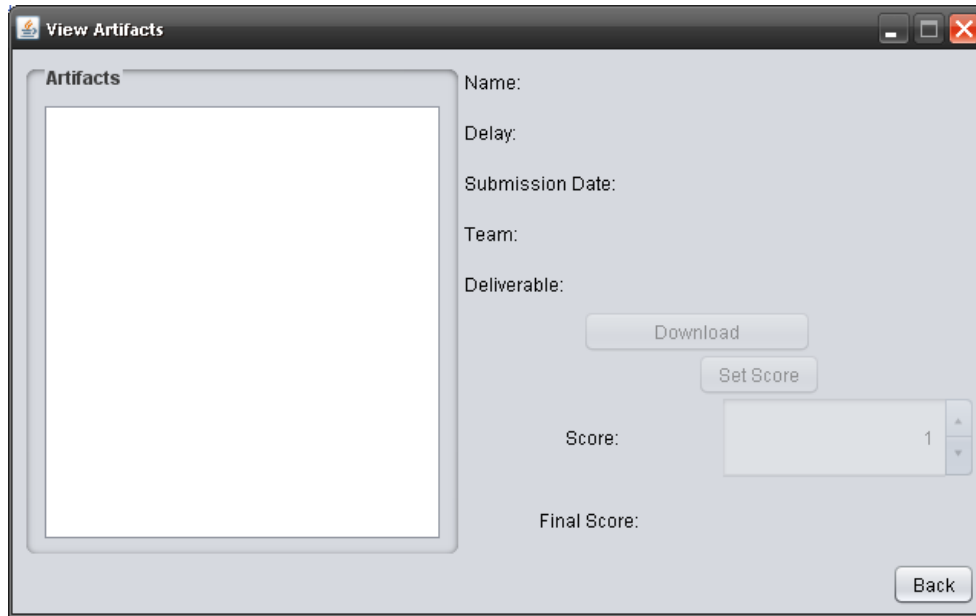


Figure 16: Artifacts