# COURSE REGISTRATION SYSTEM

## GROUP-A JEDI 2.0 Training

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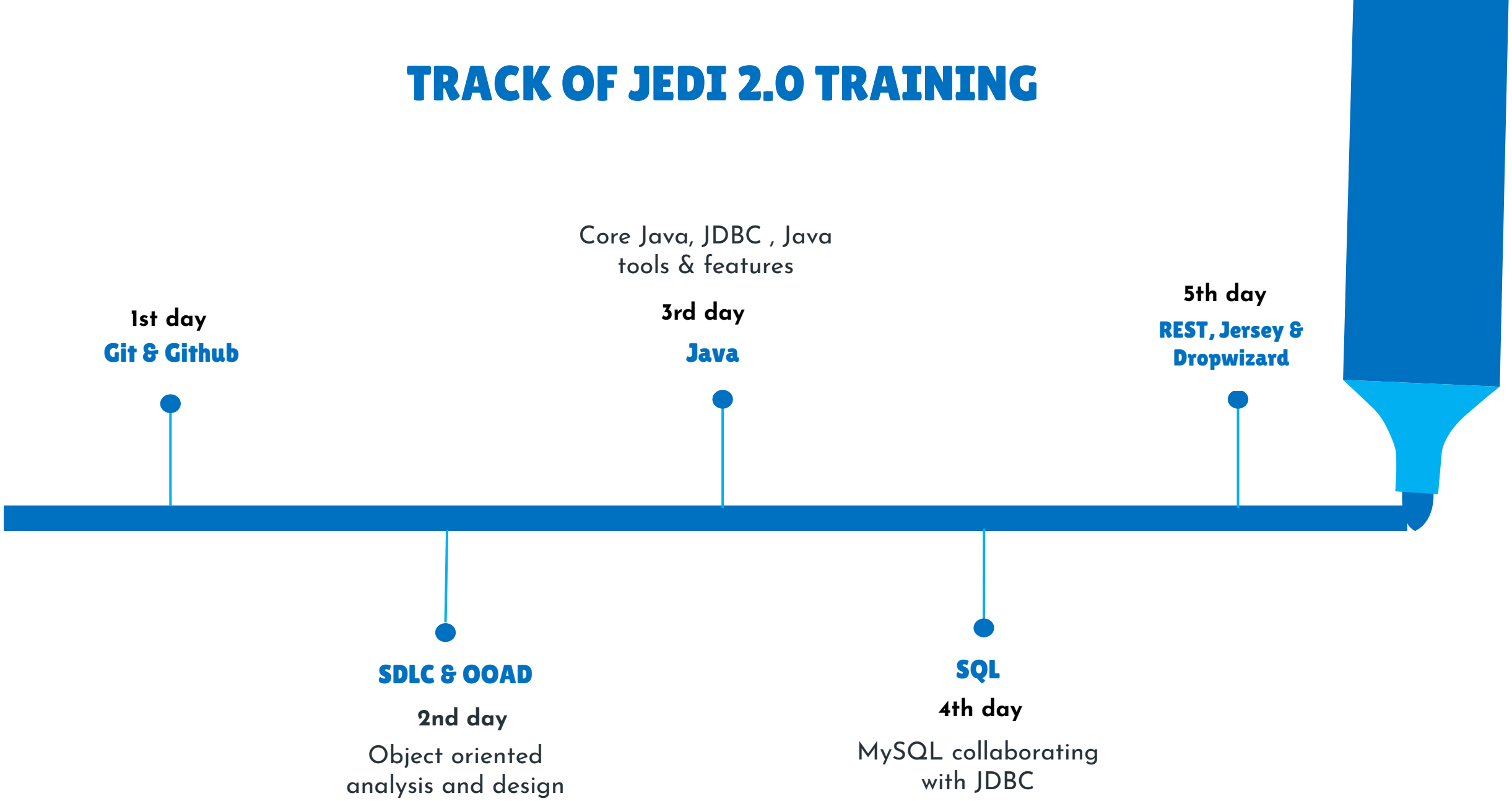
# JEDI 2.0 TRAINING : FRAMEWORK

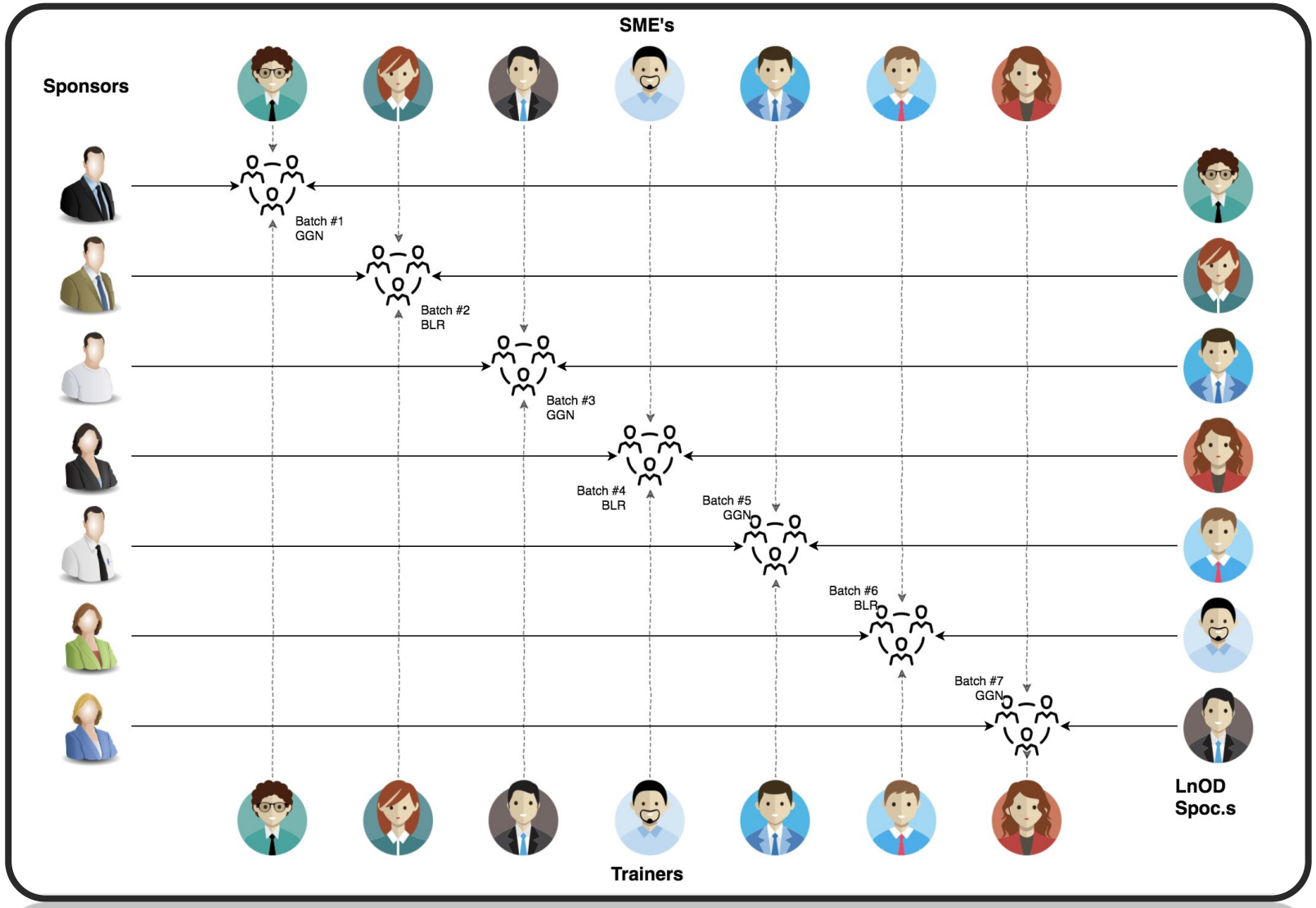
- 1 week plan
- Discussed technologies like Git, Java Programming Language, SDLC, OOAD with UML Modelling, MYSQL etc. everyday.
- MCQ tests on alternate days based on the last topic taught and daily assignments.
- Problem statement followed throughout the journey as scope of project & transformation based on UML & Technologies.
- Daily project progress reports followed by in-depth work reviews and doubt-clearing sessions.
- Demonstration of final product where students will be assessed.

# TRACK OF JEDI 2.0 TRAINING



# STAKEHOLDERS

1. Sponsors
    1. Flipkart Internet Pvt Ltd.
2. SME's
    1. SMES
    2. Sharath Ramesha & Heena Bansal
3. Trainer: Mr. Amit Balyan



# AGENDA

01 Our Journey

02 Project Goals

03 Engineering Practices

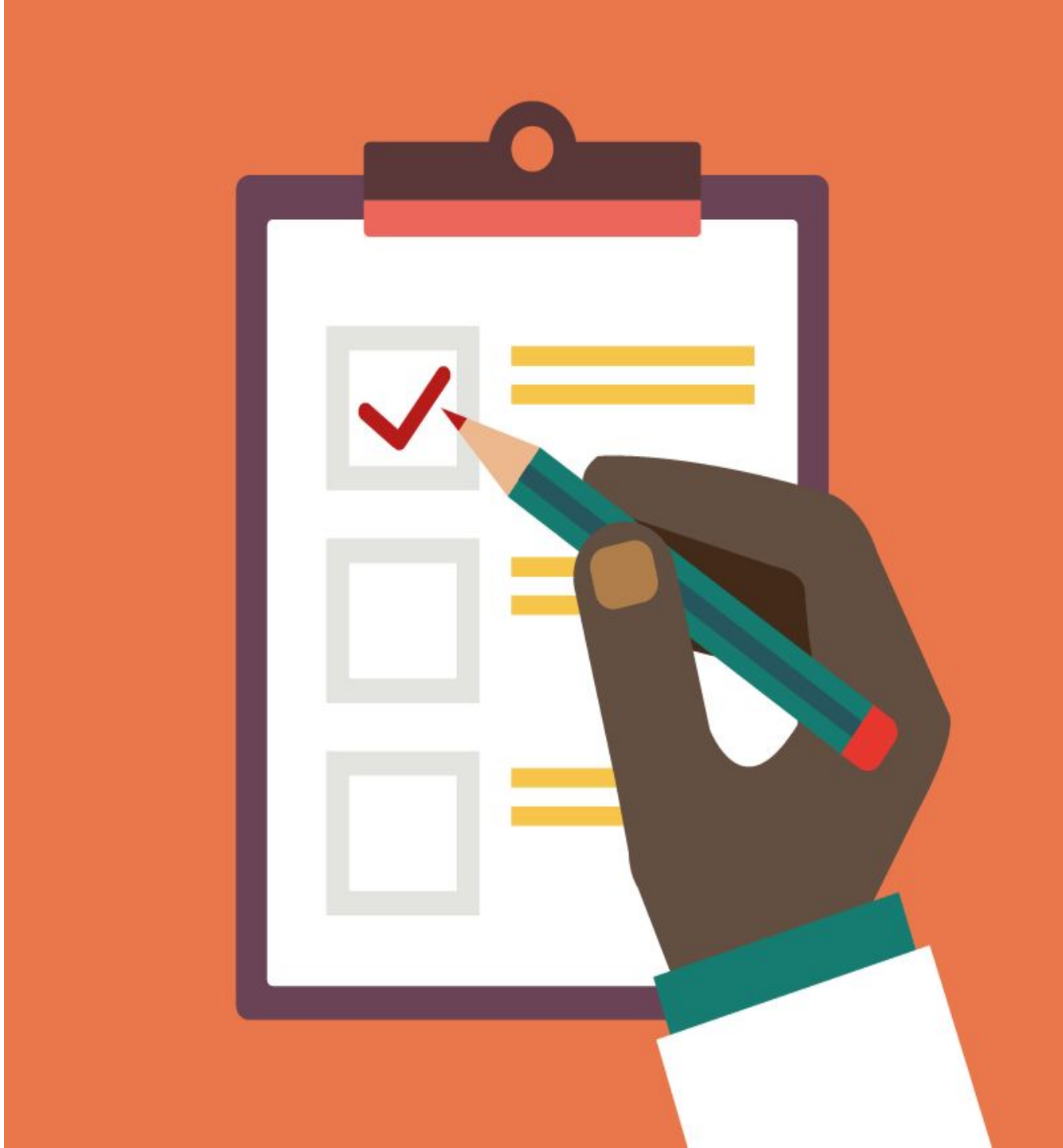
04 Tech Stack

05 Development

06 UML Modelling

07 Challenges & Learnings

08 Demo



# OUR JOURNEY

| | | |
|---|---|---|
| Comprehend | Step 1 | Understanding project objectives and understanding the fundamentals of Git and Linux |
| Tools | Step 2 | Choosing the technologies: JAVA/REST |
| Process | Step 3 | UML Modelling and Design Thinking |
| Mindset | Step 4 | Learning different technologies and Implementation |
| Demo | Step 5 | Project Demonstration |

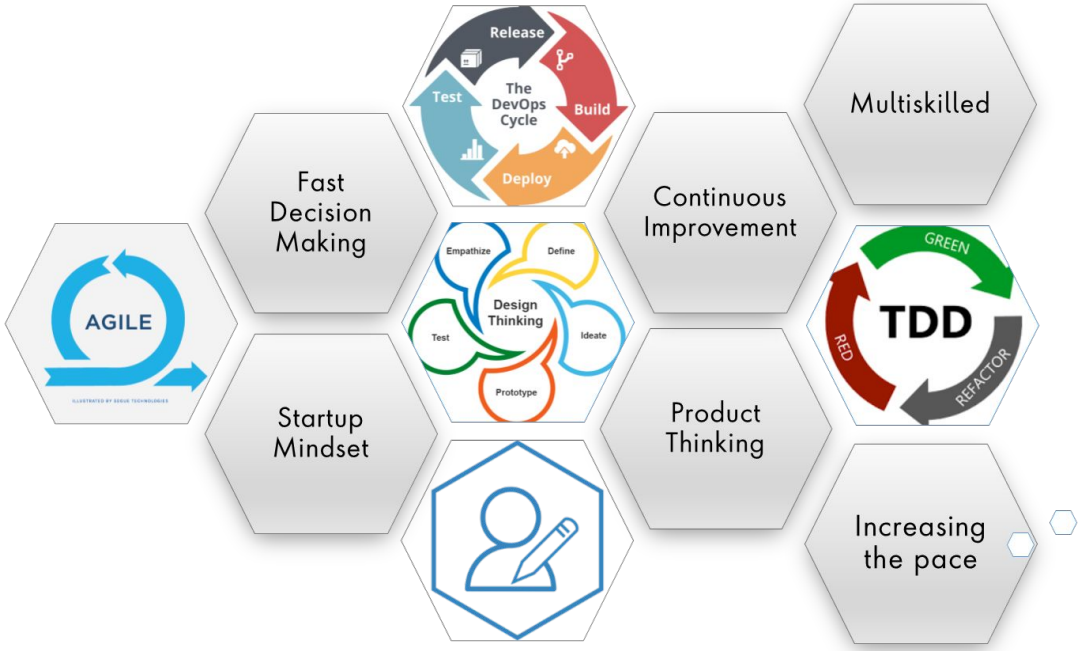
# PROJECT GOALS

To develop **COURSE REGISTRATION SYSTEM** utilising Java, allowing students to select courses, register using a variety of payment methods.

Other primary actors of the project includes admin and professor where professor can choose subjects to teach whereas admin manages the administration.

1. Quality
2. Security
3. Interactivity
4. Speed

# ENGINEERING PRACTICES



# TECH STACK

Java

DROPWIZARD

git

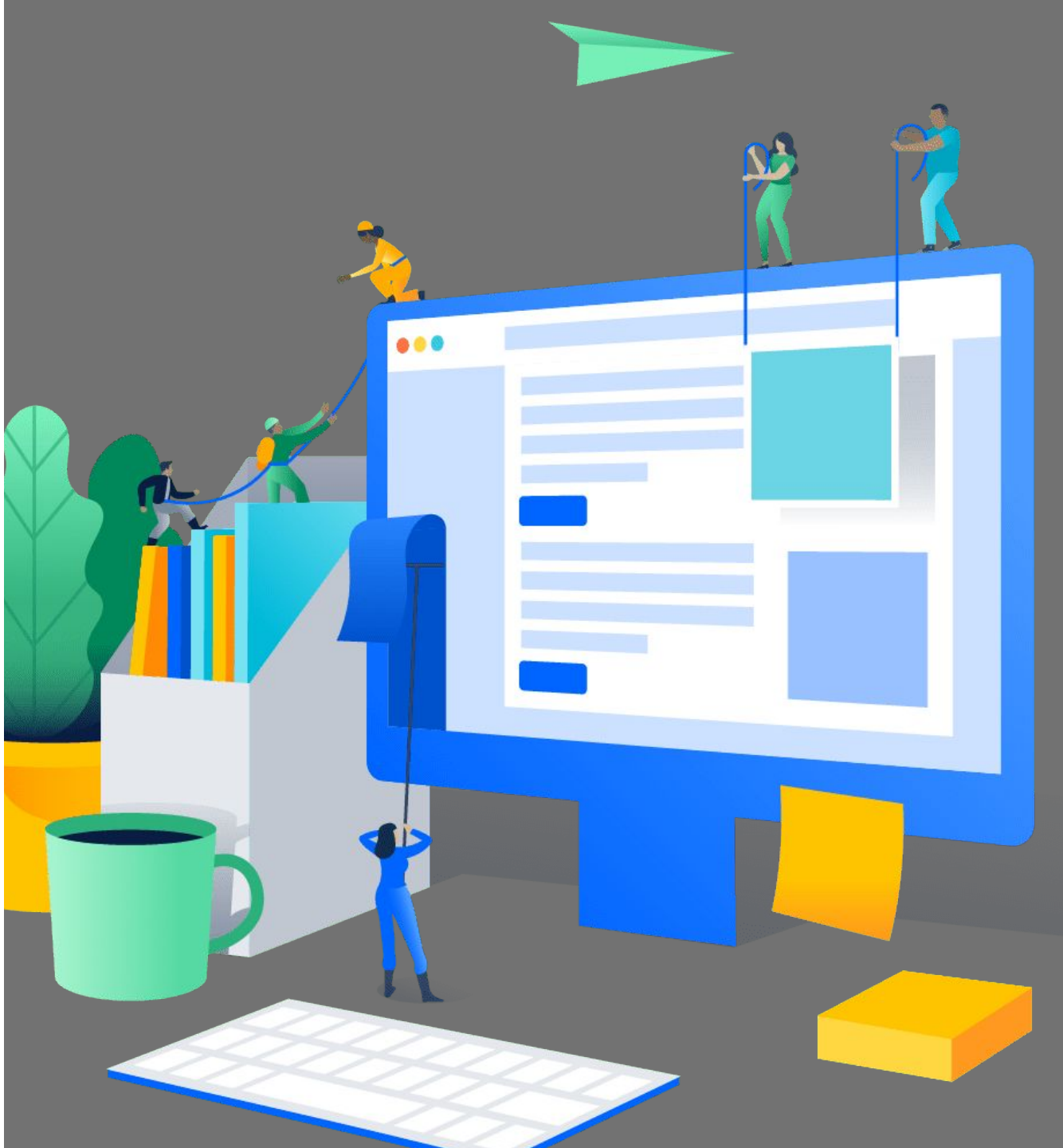
MySQL

Jersey

RESTful Web Services in Java.

UML

# DEVELOPMENT

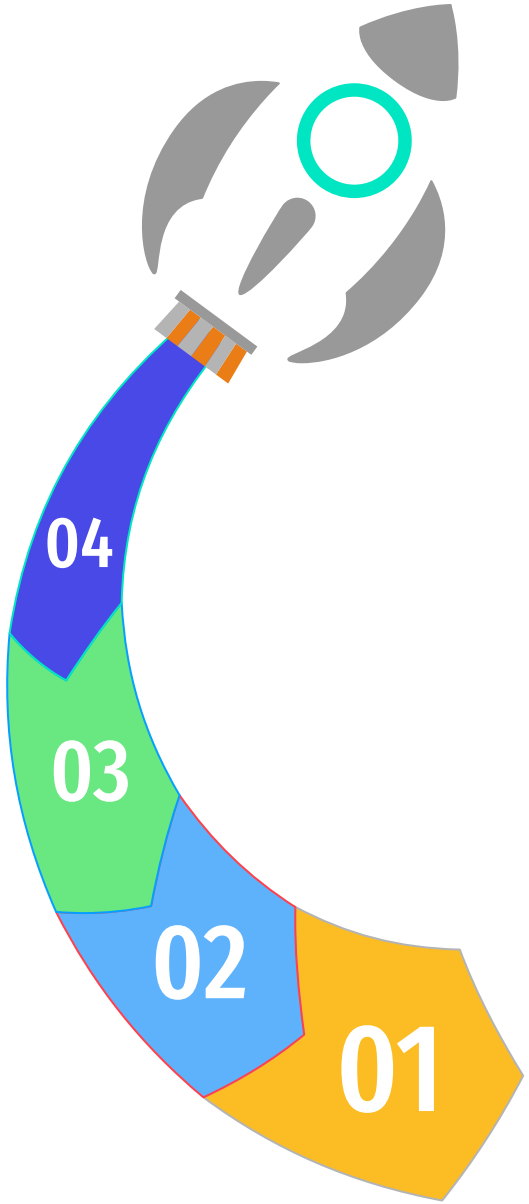


# DEVELOPMENT LIFECYCLE : SDLC

**Software Development Life Cycle (SDLC)** is a process used by the software industry to plan, create and test high quality softwares.

## We used Agile Development Model

Includes Testing phase for every development phase.




**Project Delivery**

Integrate, deploy, test, documentation

**Project Implementation**

Development, Code Review, Commit

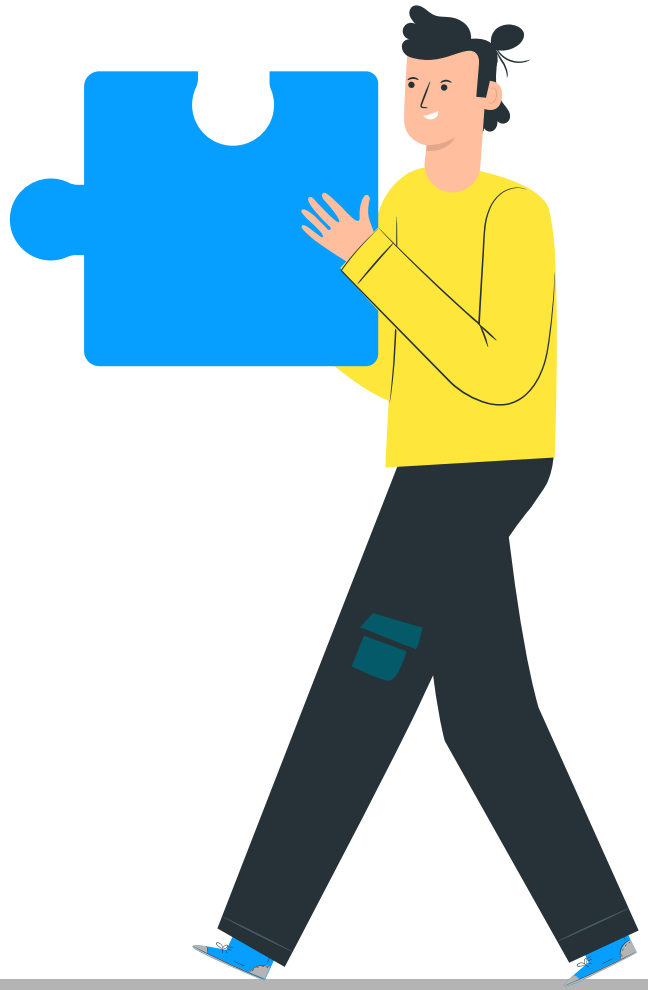
**Project Grooming**

Requirement understanding, analysis and estimation

**Project Planning**

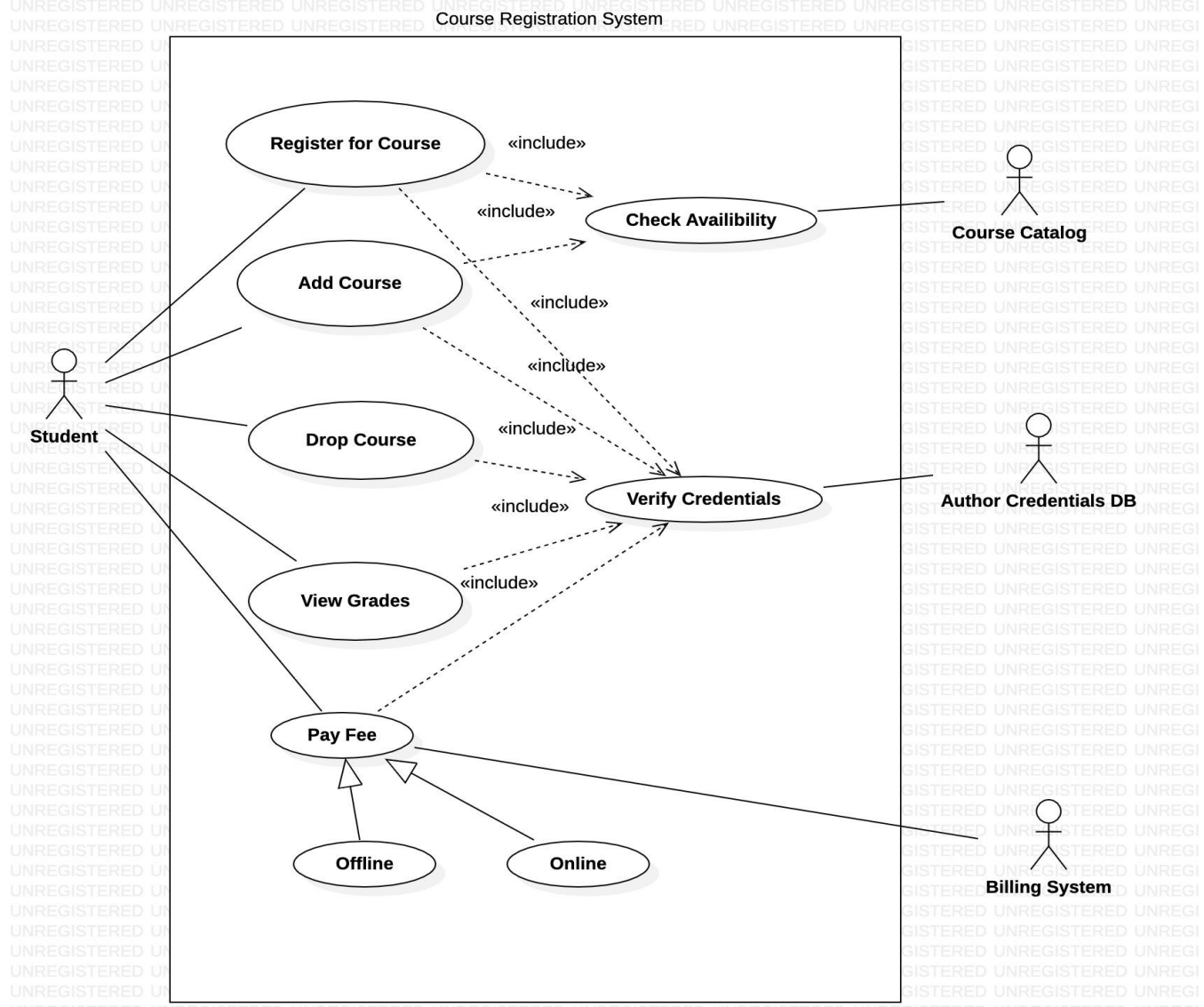
Understanding scope and goals of project, UML modelling and database designing

# UML MODELLING



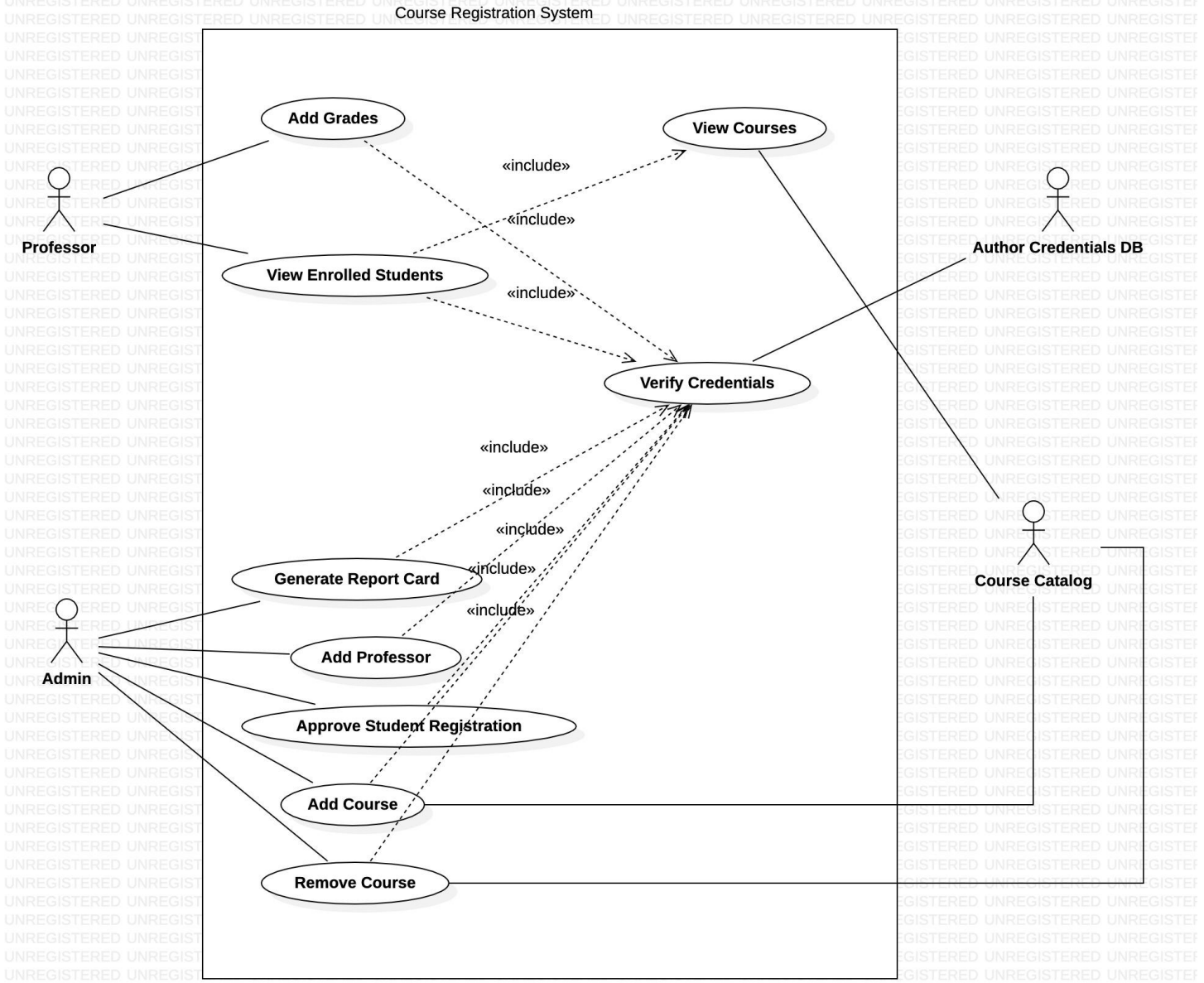
As a part of software designing phase, we analysed UML modelling language representing problem in graphical form as per best engineering practices.

# USE CASE DIAGRAMS

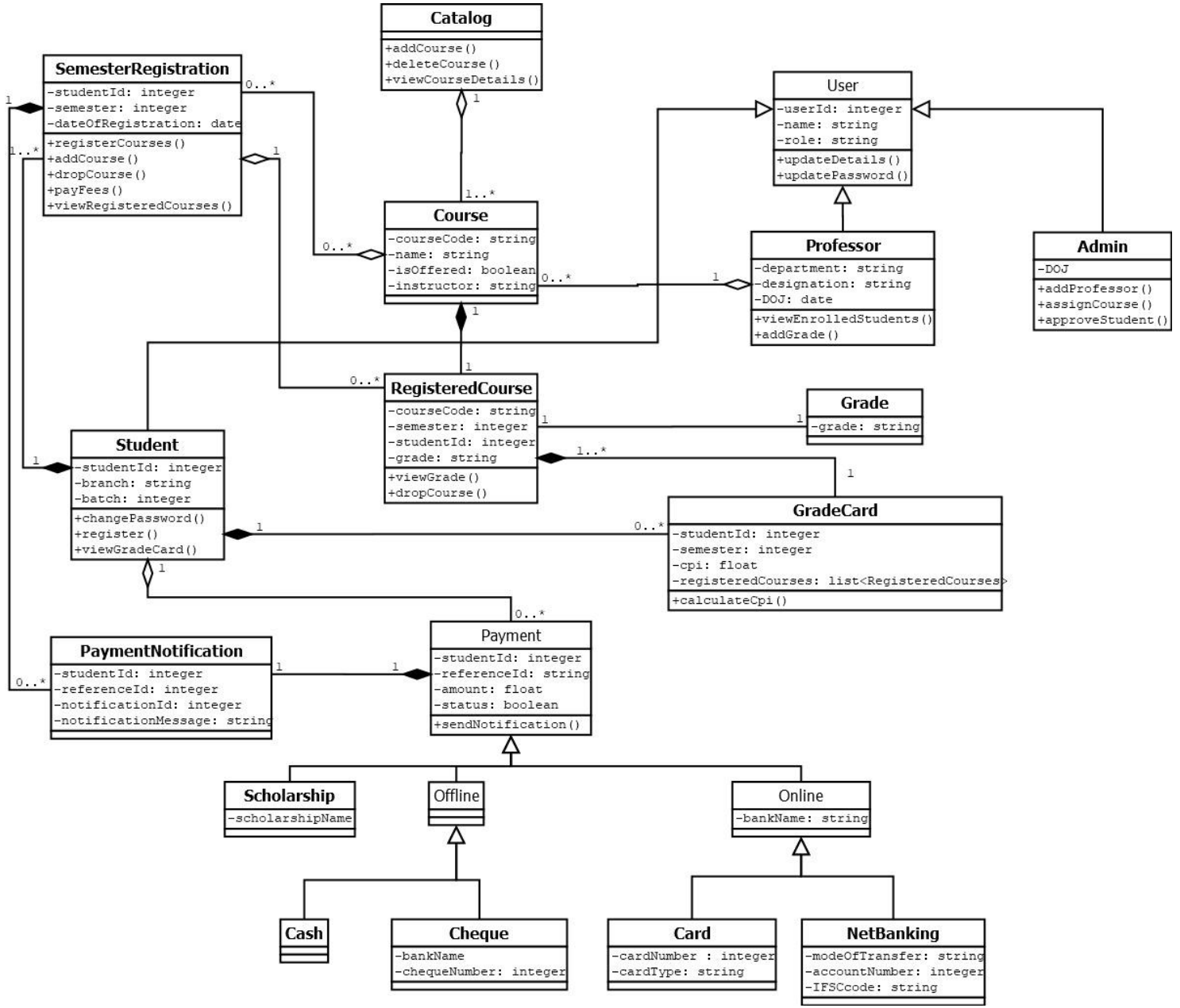



## STUDENT

# PROFESSOR & ADMIN



# CLASS DIAGRAM



# CHALLENGES

1. Access requirements
2. Setting up of environment
3. Resolving the errors and refactoring the code in case of major changes
4. Learning new technologies

# TRANSFORMATION

1. Code writing got better with every single day.
2. Drastic improvement in the skills of database designing.
3. Different practices of debugging.
4. Documentation is important!

# LEARNINGS

1. Hands on learning.
2. Learnt the best practices to write code in accordance with design patterns and OOD principles.
3. Learnt about “separation of concern”- how each class holds its own responsibility.
4. Hands on some on some brand-new frameworks and APIs.
5. Learned how OOAD may help with code flexibility by allowing changes to be made without affecting the entire project.

# Let's begin with Demo...

# Thank you