



Bilkent University

Department of Computer Engineering

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Section 1
Term Project

BilConnect

(Deliverable 2)

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Table of Contents

Table of Contents	2
Introduction	3
1. Class Diagram	4
2. Sequence Diagrams	8
2.1 User Sends Report	8
2.2 User Shares Post	9
2.3 Moderator Resolves Report	9
2.4 Student Club Creates Club Event	10
3. State Diagrams	11
3.1 State Diagram For Chat	11
3.2 State Diagram For Post	12
3.3 State Diagram For Club Event	13
4. Activity Diagrams	14
4.1 Student Club Creating Event	14
4.2 Report Evaluation for Moderators	14
4.3 Post Creation	15
5. Mockups	16

Introduction

At BilConnect, our vision is to create a connected Bilkent Campus that bridges the gap between the online and offline worlds of the Bilkent community. Our mission is to provide an exclusive social platform designed specifically for the Bilkent community, offering real-time communication and an open marketplace. Inspired by the need for a more specialized and localized platform, we developed BilConnect to address the unique needs of Bilkenters, where users can buy and sell items, find lost possessions, connect with travel partners, and engage in other community activities. We also feature a user-friendly chat system, enhancing individual and group conversations and encouraging meaningful interactions. It's not just a marketplace; it's a way to build connections, encourage sustainability, and enhance campus life. BilConnect is the go-to platform for all things Bilkent, bringing the campus community closer together.

1. Class Diagram

The class diagram drawn with UML standards using Visual Paradigm is given in Figure 1.

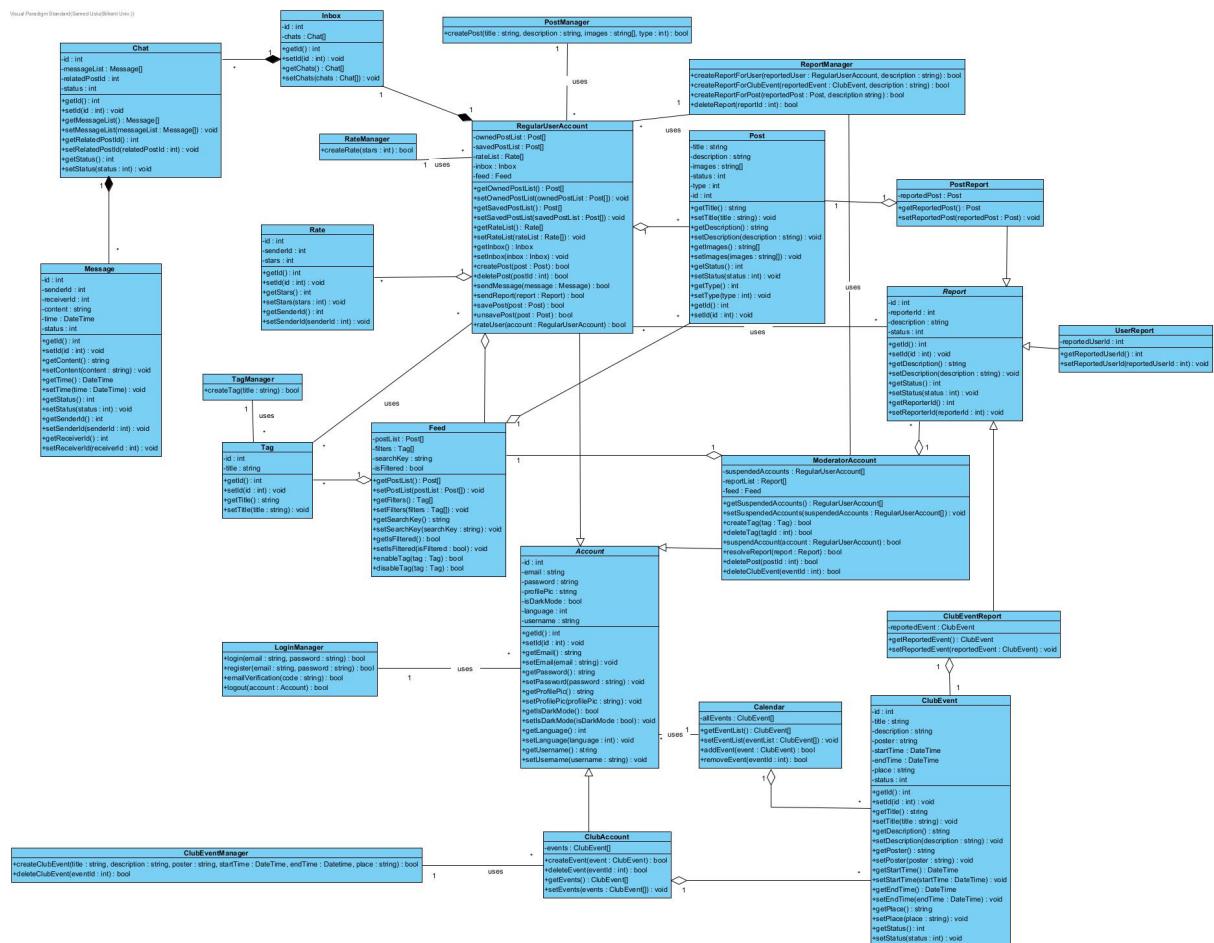


Figure 1: The class diagram showing the relations between the classes

The descriptions of the attributes, functions, and relations between the other classes in Figure 1 are given below.

Account: *Account* is an abstract class. *Account* class contains information common to all account types, such as ID, email, password, profile picture URL, username, dark mode preference, and language preference. Different account types inherit the *Account* class and implement different use cases accordingly. *RegularUserAccount*, *ModeratorAccount*, and *ClubAccount* are children of the abstract *Account* class. *Account* class implements functions for reaching and changing information of accounts.

RegularUserAccount: *RegularUserAccount* is a subclass of *Account*. In addition to the inherited attributes from its parent class, it has attributes such as owned post list (container to store the posts owned by the account), saved post list (container to store the posts saved by the account), rate list (container to store the rates given to the account by the other accounts), inbox, and a personalized feed. It has getter and setter functions to fetch and mutate these attributes. Moreover, it implements some functions to manipulate the posts (create and delete), send a message to another user about a post, send a report to the moderator, add or remove posts from other users to the saved posts section, and rate other users.

ClubAccount: *ClubAccount* is a subclass of *Account*. In addition to the inherited attributes from its parent class, *ClubAccount* has an attribute to store events that are created by the student club that account belongs to. This class is designed for clubs to see their events on the calendar, create new events, and delete their events on the calendar.

ModeratorAccount: *ModeratorAccount* is a subclass of *Account*. In addition to the inherited attributes from its parent class, *ModeratorAccount* class stores a list of suspended regular user accounts and a list of reports created by *RegularUserAccount* instances. *ModeratorAccount* also has a feed so that the moderator can supervise the activities of the instances of *RegularUserAccount* directly. *ModeratorAccount* is a singleton class, so it will have only one instance. Using that instance, moderators can read reports, save reports as resolved, delete posts from feed and club events from the calendar, and suspend user accounts. Moderators are also responsible for adding new tags to be used and deleting tags that are already in use.

Feed: Feed is a container class to store the *Post* and *Tag* instances. Every *RegularUserAccount* instance has a feed that can be personalized by following tags. It also has a search key attribute so that the posts might be filtered further. It also stores a boolean variable, *isFiltered*, to indicate if the filtering is turned on. It has getter and setter functions to fetch and mutate its attributes.

Post: *Post* is the class to create some instances of posts, with attributes title, description, a list of the URLs of the images it has, an enumerated status to keep the status of the post (such as active, inactive, deleted, etc.), an enumerated type to keep the type of the post (such as second-hand sale, donation, request, etc.), and a unique id. It has getter and setter functions to fetch and mutate these attributes.

w

Calendar: *Calendar* class makes use of the singleton design pattern. Every user sees the same calendar. *Calendar* stores past and upcoming club events. The *Calendar* class has methods for reaching and manipulating club events on the calendar. *ModeratorAccount* and *ClubEventAccount* are responsible for manipulating the calendar.

ClubEvent: *ClubEvent* serves similarly to *Post*, with some differences. It has a unique id, a title, a description, a URL for a poster image, start and end times, place information, and an enumerated status (such as active, past, deleted, etc.), and getter & setter functions to fetch and mutate its attributes.

Inbox: Every *RegularUserAccount* instance has one instance of *Inbox* object. This *Inbox* object stores its ID and chats for different posts (There might be more than one chat with the same user if the user is interested in more than one post).

Chat: It serves as a container for messages and additionally has a unique id, enumerated status and the id of the post that it is related to. It has getter and setter functions to fetch and mutate its attributes.

Message: The instances of the *Message* class are the messages sent by users to the other users in a chat. Every message instance holds its ID, senders' ID, receivers' ID, the content of the message, the sending time of the message, and an enumerated status (such as pending, sent, etc.). It also has getter and setter functions to manipulate its attributes.

Rate: The instances of the *Rate* class are the rates users give to the posts of other users. *Rate* class stores its ID, sender's ID, and star's value (1 to 5, 1 indicates worst experience, and 5 indicates best experience). Instances of rate class are stored in instances of the *RegularUserAccount* class.

Tag: The instances of the *Tag* class are the tags that are used to filter the posts in a feed. It has a unique ID and a title, and getter & setter functions to view and manage its attributes.

Report: *Report* is an abstract class. It contains information common to all report subclasses, such as its ID, reporter's ID, description, and an enumerated status of the report (resolved, unresolved, etc.).

PostReport: *PostReport* is a subclass of the *Report* class. It is the report type dedicated to the problems with the posts. In addition to the attributes and functions inherited by its parent, it also stores the reported post and has getter and setter functions to manage it.

ClubEventReport: *ClubEventReport* is a subclass of the *Report* class. It is the report type dedicated to the problems with the club events. In addition to the attributes and functions inherited by its parent, it also stores the reported club event and has getter and setter functions to manage it.

UserReport: *UserReport* is a subclass of the *Report* class. It is the report type dedicated to the problems with the users. In addition to the attributes and functions inherited by its parent, it also stores the reported user and has getter and setter functions to manage it.

LoginManager: The *LoginManager* class is responsible for controlling account login, logout, and register operations. It has functions for login, logout, registering, and verifying emails.

PostManager: The *PostManager* class is responsible for controlling post sharing. It checks if the post is valid and creates the post if a user interacts with the UI element to create a post. If the post is invalid, *PostManager* does not share the post.

RateManager: The *RateManager* class is responsible for controlling user rating. When a user interacts with the UI elements to rate another user, the *RateManager* class acts as a controller class and sends the request to save the report in the database.

ClubEventManager: The *ClubEventManager* class is responsible for controlling club event sharing. It checks if the event is valid and creates the event if a student club interacts with the UI element to create an event. If the post is invalid, *ClubEventManager* does not share the event.

TagManager: The *TagManager* class is responsible for controlling tag creation. When the moderator interacts with the UI elements to create or delete a tag, the *TagManager* class acts as a controller class and sends the request to update the tag in the database.

ReportManager: The *ReportManager* class is responsible for controlling report sending and resolving operations. When a user interacts with the UI elements to send a report, it checks if the report is valid and saves the report in the database.

2. Sequence Diagrams

In this section, four sequence diagrams are explained for a better understanding of the behaviors of the classes in BilConnect.

2.1 User Sends Report

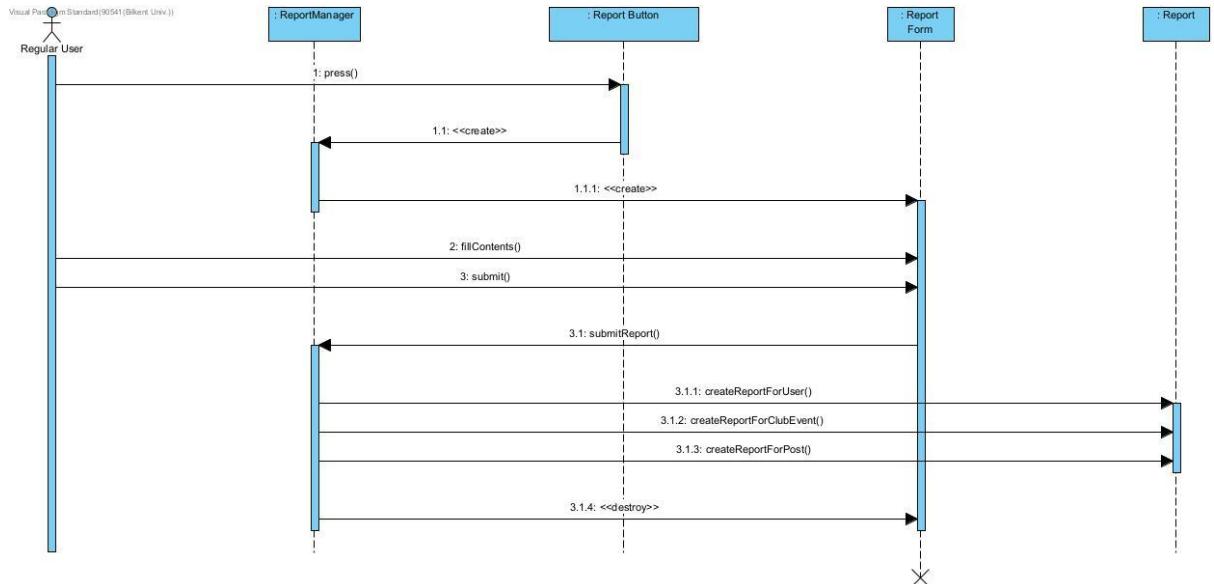


Figure 2.1: The sequence diagram describing a user sending a report

The user will press the report button next to an item (a post, a club event, or a user) they want to report. After the user presses the button, the *ReportManager* object will be created, and the *ReportManager* object will send a form for the user to fill out. The user will fill out the form and press the submit button. *ReportManager* will destroy the form because it is no longer in use. Depending on the type of report given (*UserReport*, *ClubEventReport*, *PostReport*), *ReportManager* will create the report by calling the appropriate function.

2.2 User Shares Post

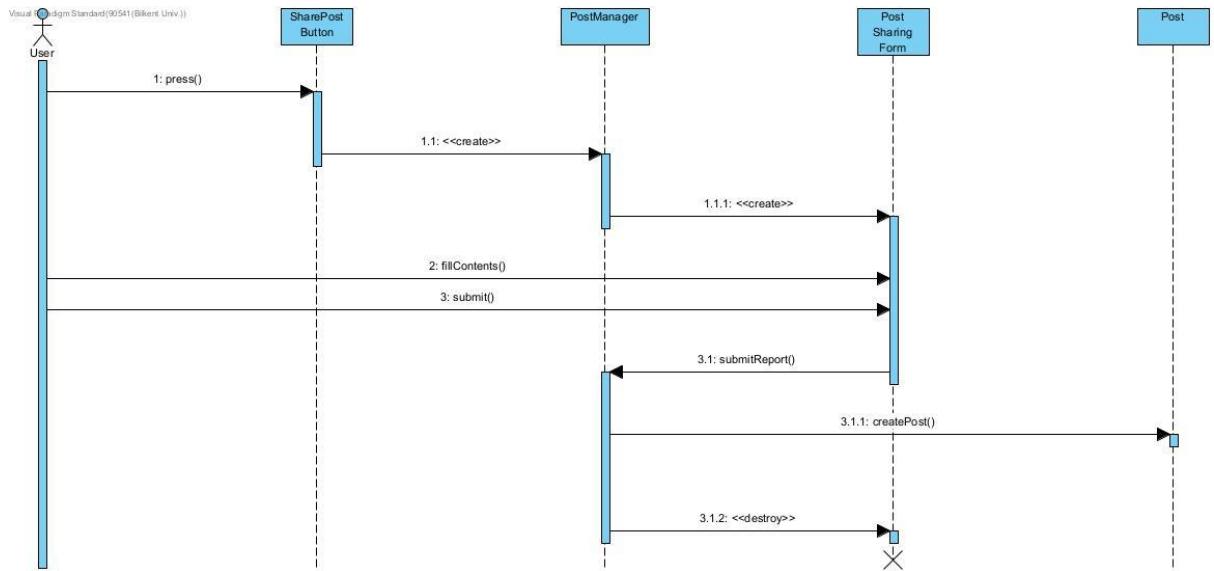


Figure 2.2: The sequence diagram describing a user sharing a post

The user will press the “create post” button to share a post. After the user presses the button, the *PostManager* object will be created, and the *PostManager* object will send a form for the user to fill out. The user will fill out the form, upload the pictures, write a title and description, and press the submit button. *PostManager* will destroy the form because it is no longer in use. It checks if the post is valid and creates the post if a user interacts with the UI element to create a post. If the post is invalid, *PostManager* does not share the post.

2.3 Moderator Resolves Report

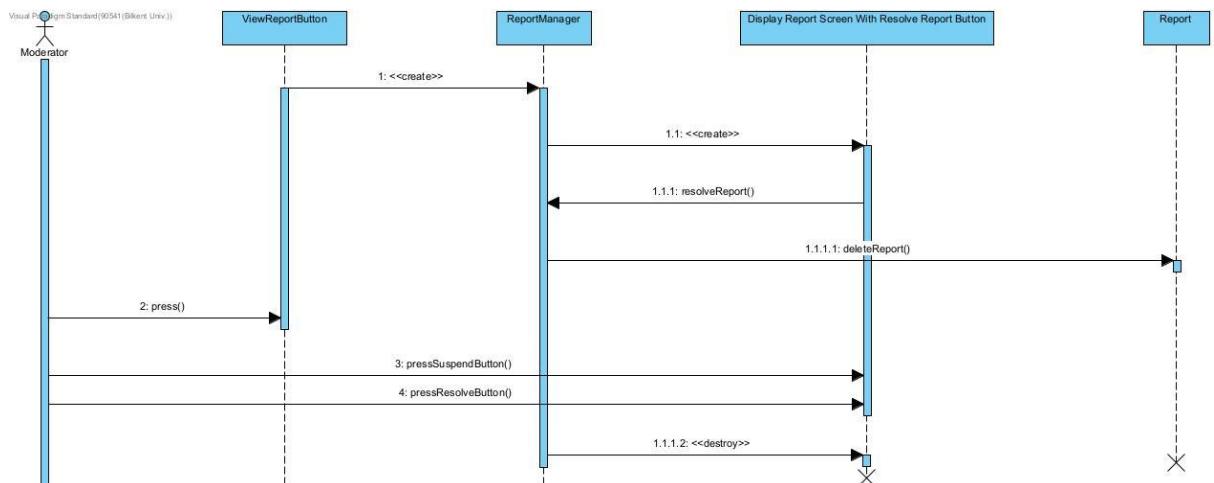


Figure 2.3: The sequence diagram describing the moderator resolving a report

The moderator will press the “View Reports” button to view the reports. After the moderator presses the button, the *ReportManager* object will be created, and the *ReportManager* object will show a UI element that contains the reported item and its description. The moderator will choose if the item will be removed or the reported user account will be suspended by interacting with some UI elements and then pressing the “Resolve Report” button. *ReportManager* will destroy the report viewing screen because it is no longer in use. Also, it will destroy the *Report* object since it is resolved and take action against the reported item according to the *Moderator*’s decision.

2.4 Student Club Creates Club Event

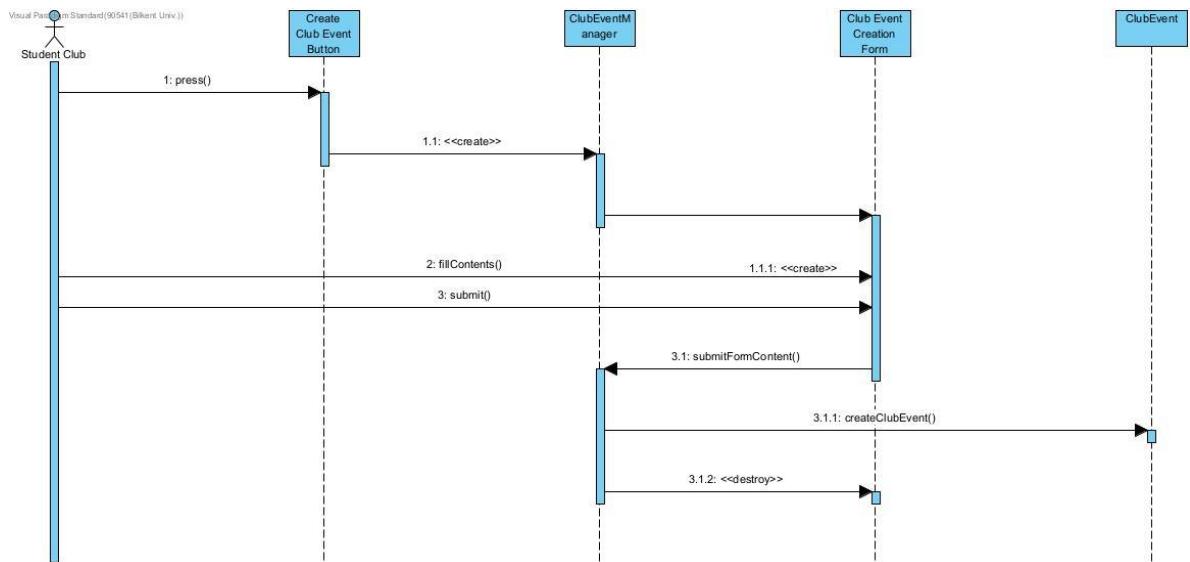


Figure 2.4: The sequence diagram describing a student club creating a club event

StudentClub will press the “Create Club Event” button to share a club event. After the student club presses the button, the *ClubEventManager* object will be created, and the *ClubEventManager* object will send a form for the user to fill out. The student club will fill out the form, upload the poster, write a title, place, time, and description, and press the submit button. *ClubEventManager* will destroy the form because it is no longer in use. It checks if the event is valid and creates the event if a user interacts with the UI element to create an event. If the event is invalid, *ClubEventManager* does not share the event.

3. State Diagrams

3.1 State Diagram For Chat

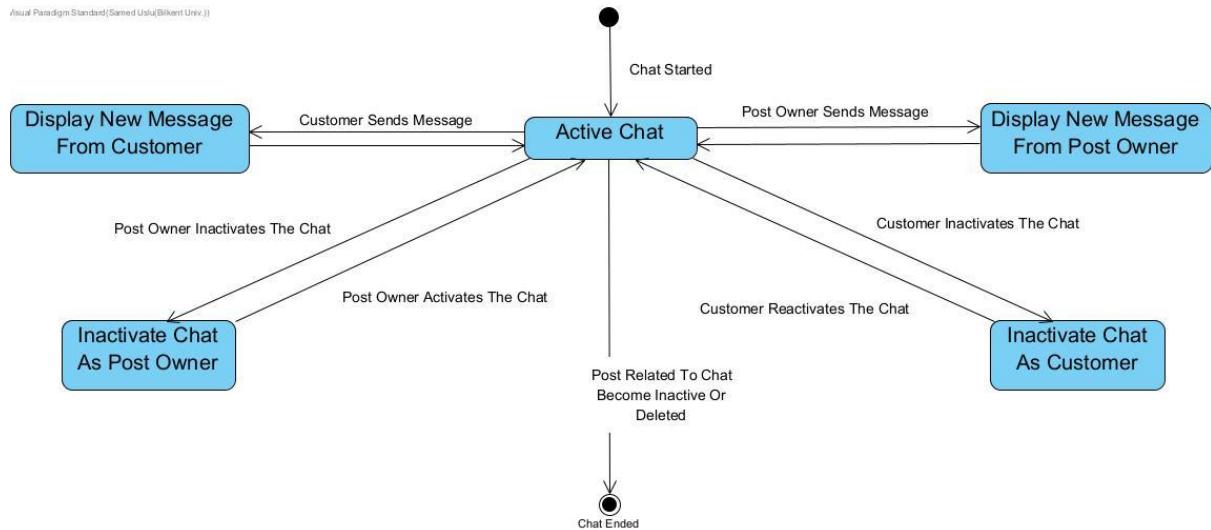


Figure 3.1: The state diagram describing the different states of the chat

This state diagram shows the main state transition for the chat feature of the application. The initial state for the chat is "*Active Chat*". In this state of the chat, it is possible to send new messages or inactivate the chat for both users of the chat. When a customer or post owner sends a message, chat displays this message and returns its initial state. Suppose a customer or post owner does not want to continue the chat. In that case, they can deactivate the chat to show that they are uninterested in the current situation of the negotiations. In order to avoid unintended deactivations, the person who deactivates the chat can reactivate the chat again. If the post related to the chat becomes inactive or deleted, the chat ends.

3.2 State Diagram For Post

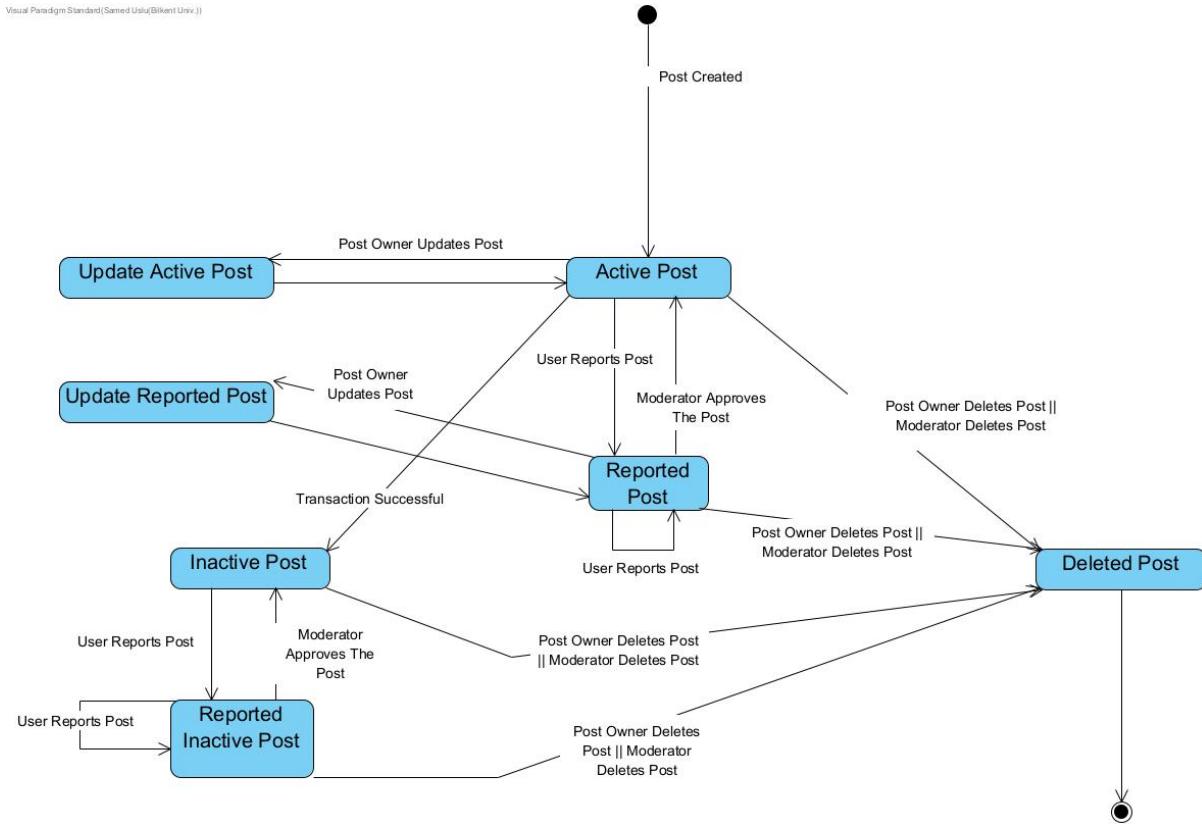


Figure 3.2: The state diagram describing the different states of the post

This state diagram shows the main state transition for the posts in the application. The initial state for the post is "*Active Post*". In this state of the post, the post can be deleted by the moderator and post owner, it can be updated and inactivated by the post owner, and another user can report it. When another user reports the "*Active Post*", it goes to the "*Reported Post*" state. Every "*Active Post*" operation can be applied to the post in this state. Additionally, the moderator can approve the post by resolving the issue to return to the "*Active Post*" state from this state. If the transaction is successful, the "*Active Post*" state goes to the "*Inactive Post*" state, which means the post is no longer open for new customers. Posts in the "*Inactive Post*" state can be reported and deleted too. When the post goes to the "*Deleted Post*" stage, it concludes its lifecycle.

3.3 State Diagram For Club Event

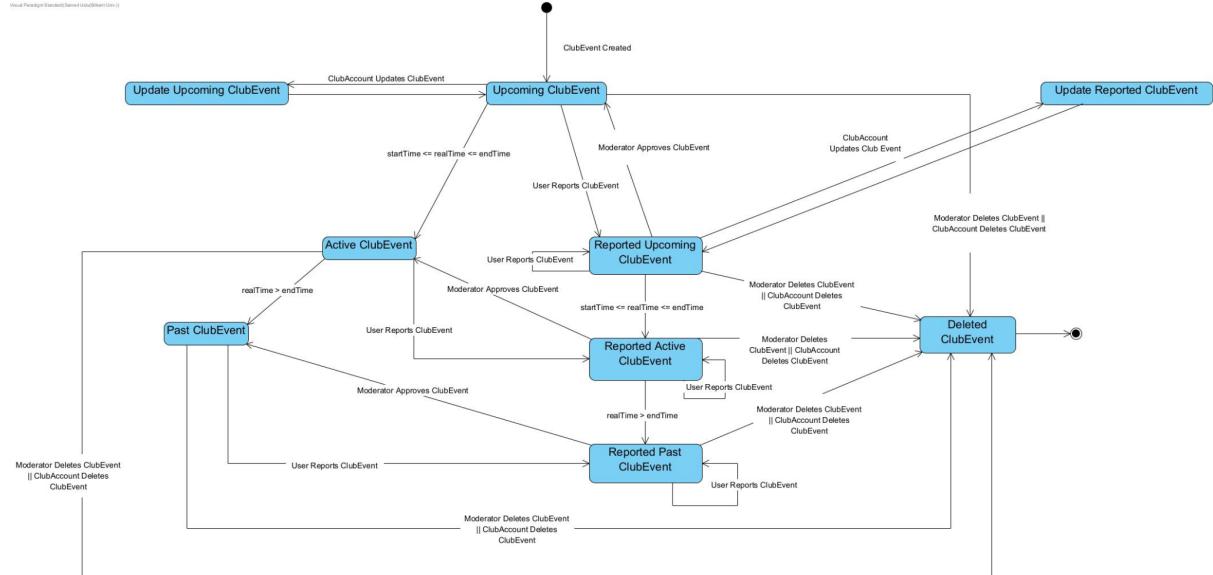


Figure 3.3: The state diagram describing the different states of the club event

This state diagram shows the main state transition for the club events in the application. The initial state for the club event is "*Upcoming ClubEvent*". In this state of the post, the owner club account can update it, or the moderator or the owner club account can delete it. Also, another user can report the club event in that state, and the club event goes to the "*Reported ClubEvent*" state. Every "*Upcoming ClubEvent*" operation can be applied to the club event in that state. In addition to the actions from the user, club events can change state with respect to time. When the time reaches the starting time of the "*Upcoming ClubEvent*" or the "*Reported ClubEvent*", the event goes to the "*Active ClubEvent*" or the "*Reported Active ClubEvent*" state. When the time reaches the ending time of the "*Active ClubEvent*" or the "*Reported Active ClubEvent*", the event goes to the "*Past ClubEvent*" or the "*Reported Past ClubEvent*" state. The club event can be deleted in any of these states by the moderator or by the owner club account. When an event reaches the "*Deleted ClubEvent*" state, it reaches the final state.

4. Activity Diagrams

In this section, there are three activity diagrams explained briefly.

4.1 Student Club Creating Event

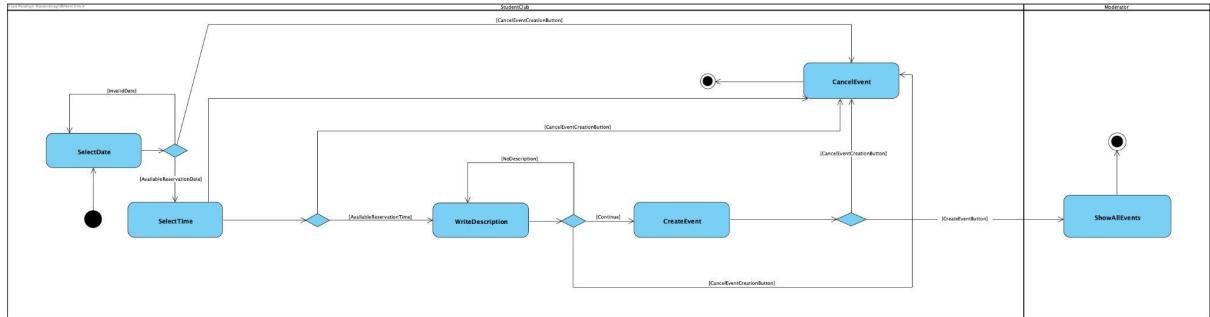


Figure 4.1: The Activity Diagram Representing StudentClub's Event Creation

This diagram represents the process for adding a student club event. It starts by verifying the date entered to ensure it's a valid, future date. If the date is valid, the Student Club selects a suitable time using UI elements. Next, the Student Club is required to provide event details, including the event's location. Once the event is created, it is sent to the moderator page for review, and the process concludes. At any point in this process, the Student Club has the option to cancel the event and exit the action.

4.2 Report Evaluation for Moderators

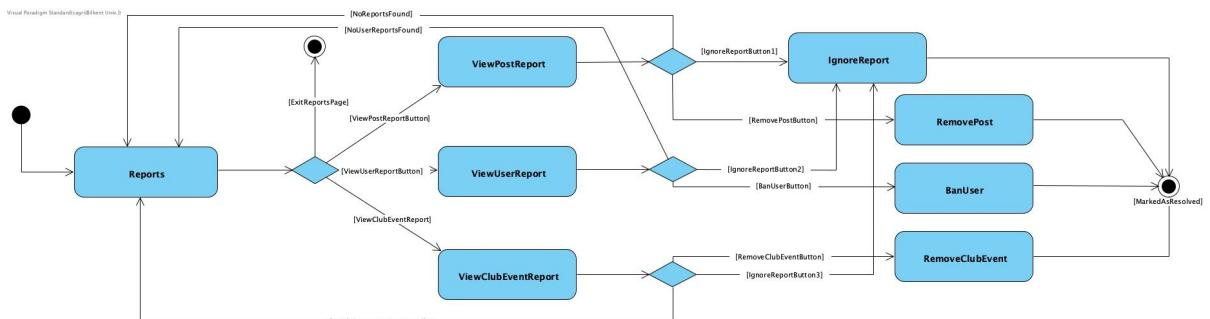


Figure 4.2: The Activity Diagram Representing Report Evaluation for Moderators

This diagram outlines the steps for handling reports. The action begins when a moderator opens the reports page and views a list of categorized reports. The moderator chooses a specific report type. In this action, the moderator can either ignore the report or mark it as resolved. Alternatively, depending on the report type, the moderator may perform actions such as removing a post, suspending an account, or deleting a club event. The moderator also has the option to exit the reports page from the action menu. If there are zero reports of a specific type, and the moderator attempts to access that type, the system will provide a pop-up redirecting the moderator to the reports list section.

4.3 Post Creation

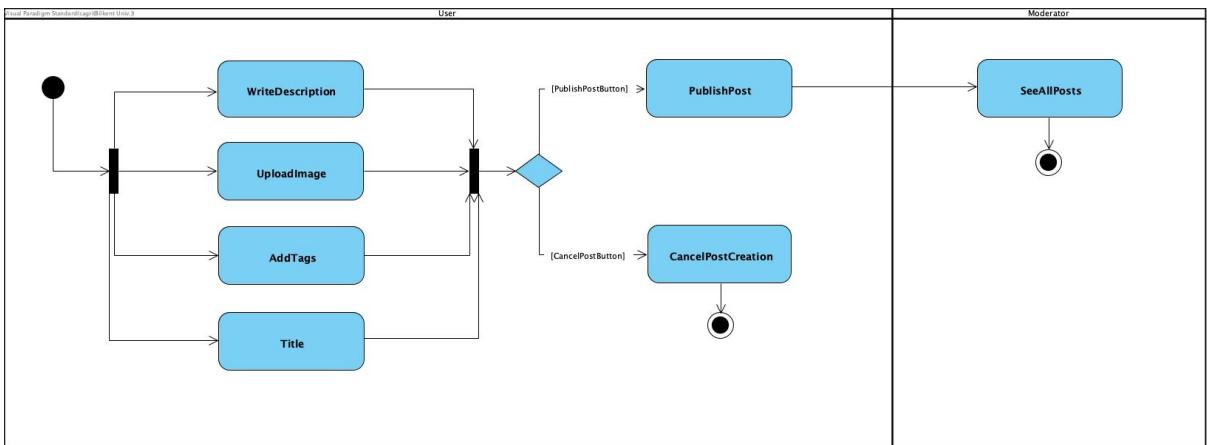


Figure 4.3: The Activity Diagram Representing Post Creation

This diagram illustrates the process of creating a post. Users must complete various attributes simultaneously when they initiate the post-creation process. Once all required information is provided, a Regular User can choose to either publish the post, which will make it visible in the "See All Posts" section on the Moderator page or cancel the post creation, which will end the action.

5. Mockups

Mockups are given in this section to give an insight into what BilConnect will look like. There are 48 figures with short descriptions in total.

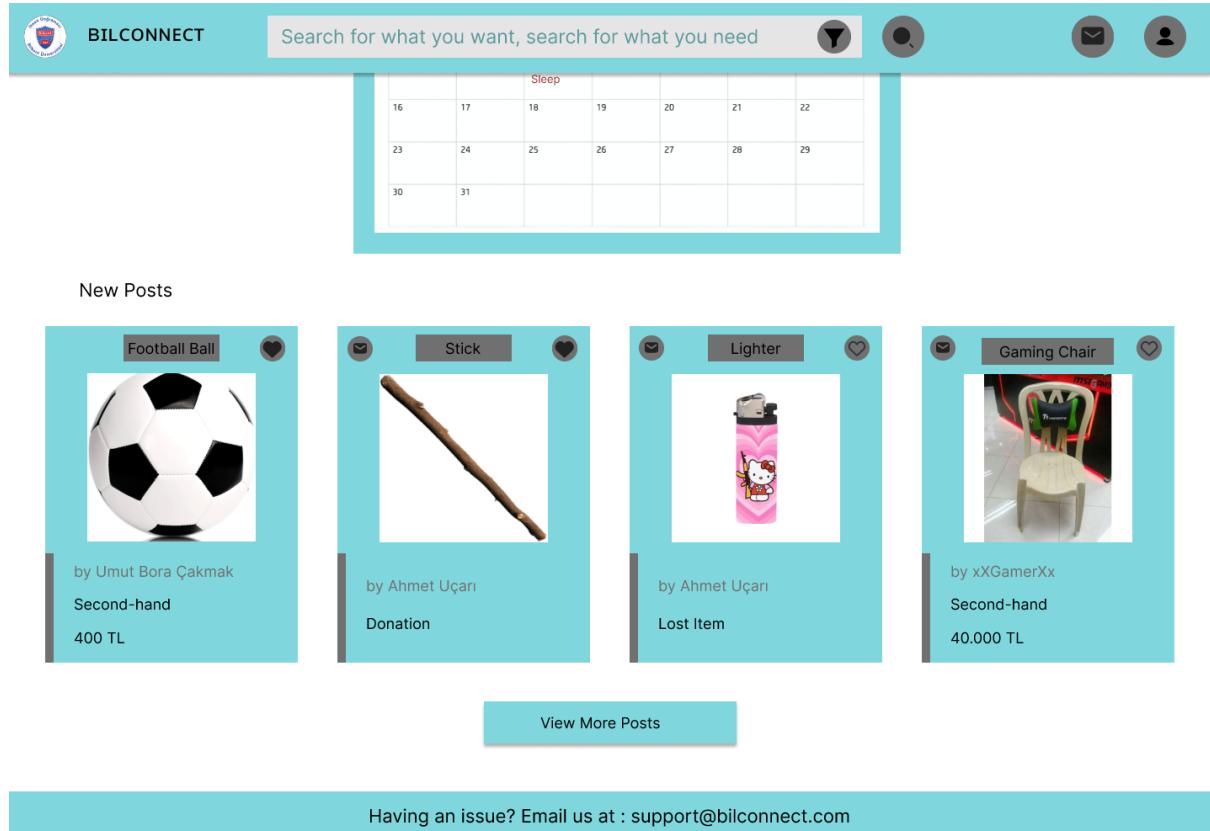


Figure 5.1: User Main Page

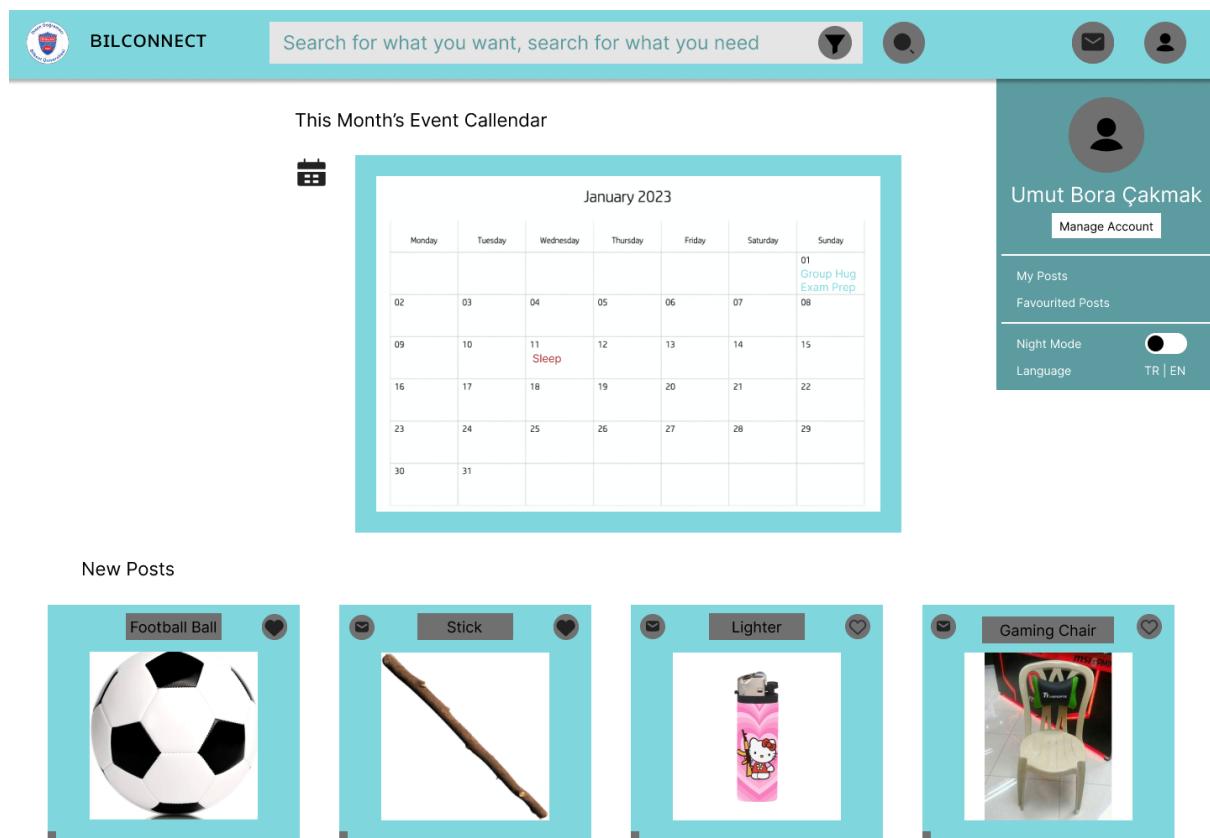


Figure 5.2: User Main Page displaying User Menu

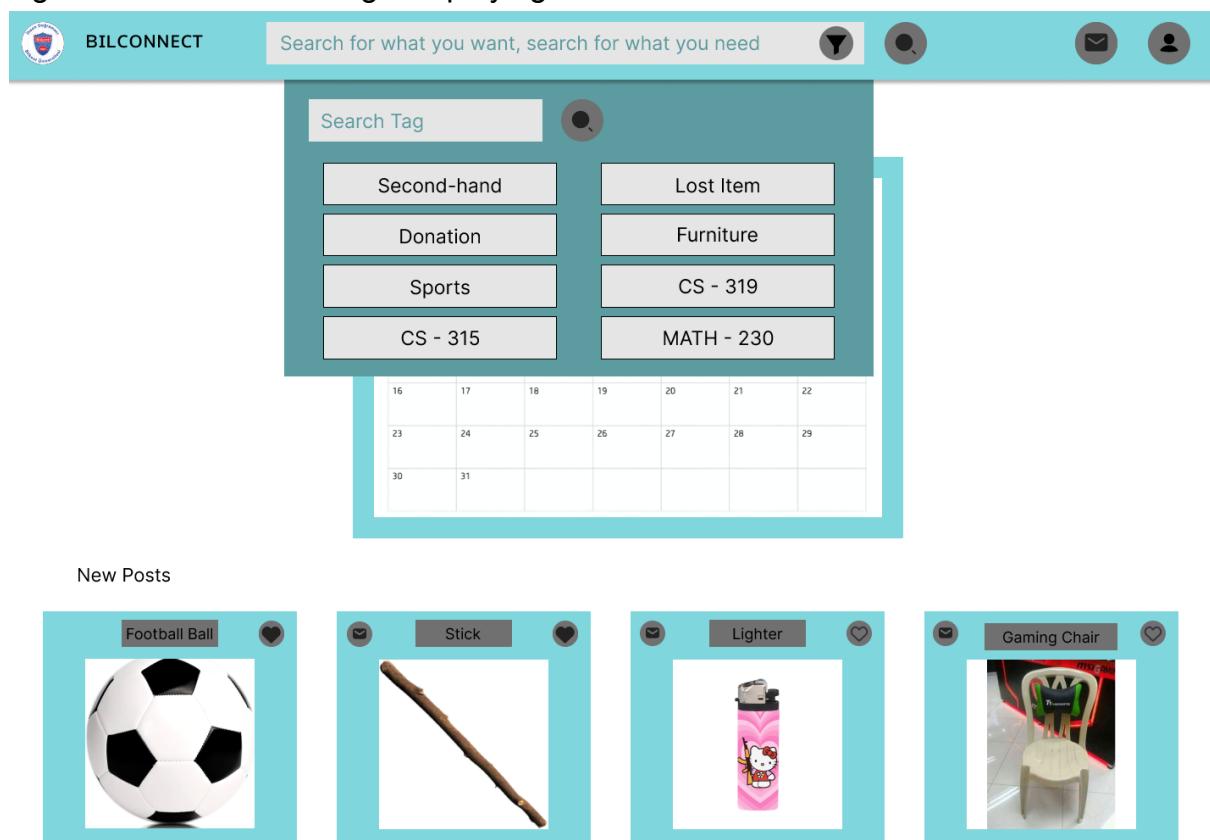


Figure 5.3: User Main Page displaying Filtering

 BILCONNECT Search for what you want, search for what you need    

Showing 1 result(s) for "chair"

Sort by: Date Ascending



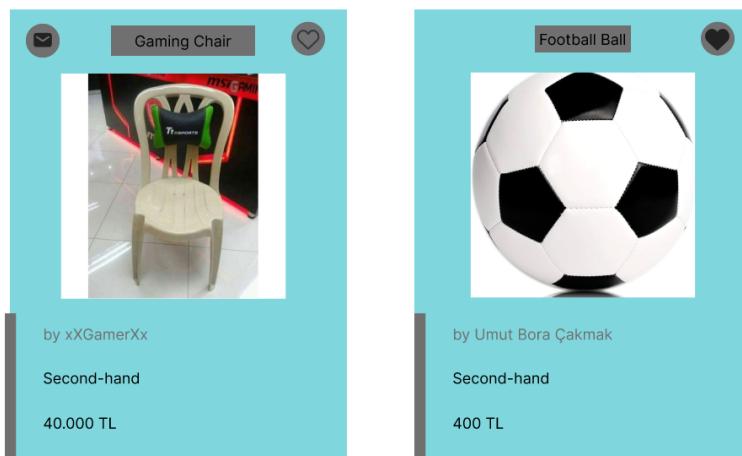
Having an issue? Email us at : support@bilconnect.com

Figure 5.4: Search with Prompt

 BILCONNECT Search for what you want, search for what you need    

Showing 2 result(s) for tag(s) Second-hand

Sort by: Price Descending



Having an issue? Email us at : support@bilconnect.com

Figure 5.5: Search with Tag

The screenshot shows a search result for a 'Gaming Chair'. At the top, there is a header bar with the BILCONNECT logo, a search bar containing the text 'Search for what you want, search for what you need', and three icons: a magnifying glass, a profile, and a message. Below the header, the title 'Gaming Chair' is displayed. Underneath the title are two category buttons: 'Second-hand' and 'Furniture'. The seller information shows 'Seller: xXGamerXx' with a 3-star rating and '(3.0/5.0) 3 reviews'. The item details include 'Second-hand / Furniture' and a price of '40.000 TL'. The description states: 'Barely used gaming chair. It is in good condition. Head pillow in the photo is not included.' To the right of the description is a large image of a white wooden gaming chair with a green and black headrest pillow. To the far right of the screen are three circular icons: a heart, an envelope, and an exclamation mark.

Having an issue? Email us at : support@bilconnect.com

Figure 5.6: Post Detail

The screenshot shows a post detail for a 'Football Ball'. At the top, there is a header bar with the BILCONNECT logo, a search bar containing the text 'Search for what you want, search for what you need', and three icons: a magnifying glass, a profile, and a message. Below the header, the title 'Football Ball' is displayed. Underneath the title are two category buttons: 'Second-hand' and 'Sports'. The seller information shows 'Seller: Umut Bora Çakmak' with a 5-star rating and '(5.0/5.0) 12 reviews'. The item details include 'Second-hand / Sports' and a price of '400 TL'. The description states: 'Football ball in good condition. Ideal for amateur usage.' To the right of the description is a large image of a black and white soccer ball. To the far right of the screen is a single circular icon with a heart symbol.

Having an issue? Email us at : support@bilconnect.com

Figure 5.7: Post Detail of own Post

BILCONNECT Search for what you want, search for what you need

Mehmet Ulaş (Football Ball)
Ne yazık ki hayır. 21.04

Ahmet Uçarı (Stick)
Tabi ki alabilirsiniz ne... 16.04

Aslan Kaplan (Parrot)
We can talk about it. 13.16

John Williams (Coal)
Nope that doesn't fit me. 11.42

Zengin Mengin (Gold)
Sure where should... 12.10.2023

Mach Anderson (Phone)
Sorry. 11.10.2023

Tyrannosaurus Rex (Meat)
I will gladly buy mor... 23.09.2023

Football Ball Give to this user ! 400 TL

Remember to be respectful and adhere to site rules.

Merhaba. 21.03

Acaba 320 TL size uyar mı? 21.03

Ne yazık ki hayır. 21.04

Having an issue? Email us at : support@bilconnect.com

Figure 5.8: Chat with a buyer

BILCONNECT Search for what you want, search for what you need

Mehmet Ulaş (Football Ball)
Ne yazık ki hayır. 21.04

Ahmet Uçarı (Stick)
Tabi ki alabilirsiniz ne... 16.04

Aslan Kaplan (Parrot)
We can talk about it. 13.16

John Williams (Coal)
Nope that doesn't fit me. 11.42

Zengin Mengin (Gold)
Sure where should... 12.10.2023

Mach Anderson (Phone)
Sorry. 11.10.2023

Tyrannosaurus Rex (Meat)
I will gladly buy mor... 23.09.2023

Football Ball ! 400 TL

Remember to be respectful and adhere to site rules.

Merhaba. 21.03

Acaba 320 TL size uyar mı? 21.03

Ne yazık ki hayır. 21.04

O zaman 400TL, yarın 17.00, EE binası olur mu? 21.03

Evet olur. 21.04

You have finished this transaction.
If this was a mistake, [please click here](#) to revert this.

Having an issue? Email us at : support@bilconnect.com

Figure 5.9: End chat with buyer, designating them as the final buyer

BILCONNECT Search for what you want, search for what you need

Stick ! Donation

Mehmet Ulaş (Football Ball)
Ne yazık ki hayır. 21.04

Ahmet Uçarı (Stick)
Tabi ki alabilirsiniz ne... 16.04

Aslan Kaplan (Parrot)
We can talk about it. 13.16

John Williams (Coal)
Nope that doesn't fit me. 11.42

Zengin Mengin (Gold)
Sure where should... 12.10.2023

Mach Mach Anderson (Phone)
Sorry. 11.10.2023

Tyrannosaurus Rex (Meat)
I will gladly buy mor... 23.09.2023

Remember to be respectful and adhere to site rules.

Bu çubuğu ben alabilir miyim. 11.42

Tabiki alabilirsiniz nerede ne zaman buluşalım? 16.04

Having an issue? Email us at : support@bilconnect.com

Figure 5.10: Chat with a seller

BILCONNECT Search for what you want, search for what you need

Stick ! Donation

Mehmet Ulaş (Football Ball)
Ne yazık ki hayır. 21.04

Ahmet Uçarı (Stick)
Tabi ki alabilirsiniz ne... 16.04

Aslan Kaplan (Parrot)
We can talk about it. 13.16

John Williams (Coal)
Nope that doesn't fit me. 11.42

Zengin Mengin (Gold)
Sure where should... 12.10.2023

Mach Mach Anderson (Phone)
Sorry. 11.10.2023

Tyrannosaurus Rex (Meat)
I will gladly buy mor... 23.09.2023

Remember to be respectful and adhere to site rules.

Bu çubuğu ben alabilir miyim? 11.42

Tabiki alabilirsiniz nerede ne zaman buluşalım? 16.04

Yarın 15.00, kütüphane önü. 11.42

Ahmet Uçarı designated you as the buyer. Please rate your experience with the user.

If you believe this was an error, [please click here](#) to notify the seller.

Having an issue? Email us at : support@bilconnect.com

Figure 5.11: Chat end with seller, rating the seller



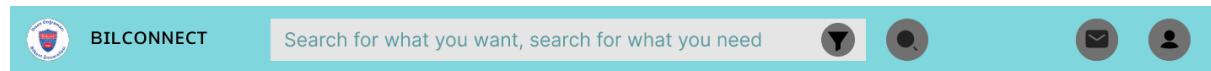
Update Profile Photo

Update Password

Delete Account

Having an issue? Email us at : support@bilconnect.com

Figure 5.12: Settings Main Menu



Update Profile Photo

Update Password

Delete Account

Select file

Drag the .png file here

Confirm

Having an issue? Email us at : support@bilconnect.com

Figure 5.13: Settings Change Profile Picture



BILCONNECT

Search for what you want, search for what you need

Having an issue? Email us at : support@bilconnect.com

Enter old password:

Enter new password:

Enter new password again:

Email confirmation code:

Update Profile Photo

Update Password

Delete Account

Confirm

Password Requirements:

- Minimum 8 characters
- At least one capital letter
- At least one lower case letter
- At least one symbol
- At least one digit
- New password can't be same as the old one.

Fig 5.14: Settings Change Password



BILCONNECT

Search for what you want, search for what you need

Having an issue? Email us at : support@bilconnect.com

Enter password:

Update Profile Photo

Update Password

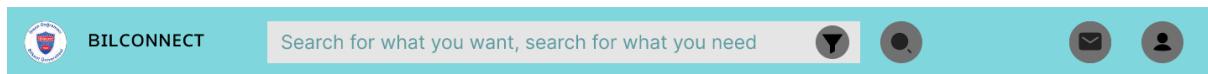
Delete Account

Email confirmation code:

Your account deletion process will start after these details are provided.
If the account is not logged on for the week after the process starts, the account will be deleted.

Confirm

Figure 5.15: Settings Delete Account



My Posts

Sort by: Date Ascending



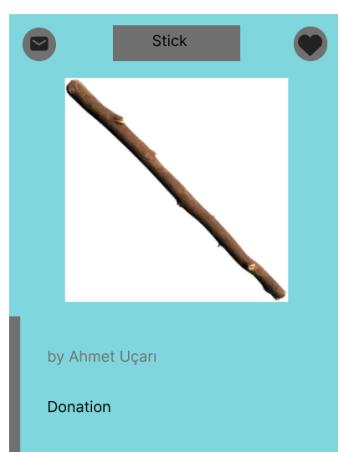
Having an issue? Email us at : support@bilconnect.com

Figure 5.16: View Own Posts



Favourited Posts

Sort by: Date Ascending



Having an issue? Email us at : support@bilconnect.com

Figure 5.17: View Favouredited Posts

The screenshot shows a product listing for a football ball. At the top, there is a header with the BILCONNECT logo, a search bar containing "Search for what you want, search for what you need", and three icons (magnifying glass, mail, user). Below the header, the product title is "Football Ball" with a pencil icon indicating it's editable. There are two category buttons: "Second-hand" and "Sports", followed by two circular buttons with "+" and "-". The seller information is listed as "Seller: Umut Bora Çakmak ★★★★★ (5.0/5.0) 12 reviews". The item is categorized as "Second-hand / Sports" and has a price of "400 TL". The description states: "Football ball in good condition. Ideal for amateur usage." To the right of the text is a large image of a black and white soccer ball. At the bottom left is a button labeled "Save Edits".

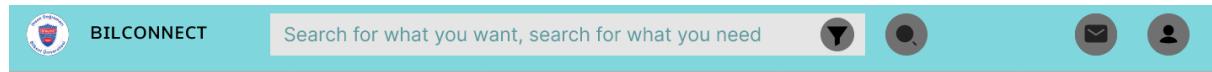
Having an issue? Email us at : support@bilconnect.com

Figure 5.18: Edit Post

The screenshot shows an edit post screen. At the top, there is a header with the BILCONNECT logo, a search bar containing "Search for what you want, search for what you need", and three icons (magnifying glass, mail, user). Below the header, the product name is "Enter Product Name" with a pencil icon indicating it's editable. There are two category buttons: "Second-hand" and "Home-use", followed by two circular buttons with "+" and "-". The seller information is listed as "Seller: Umut Bora Çakmak ★★★★★ (5.0/5.0) 12 reviews". The item is categorized as "Second-hand". The price field is labeled "Enter Price in TL" with a pencil icon. The description field is labeled "Description" with a pencil icon and contains the placeholder text: "Please describe the status of the product." To the right of the text is an image of a clear glass with a colorful cartoon character sticker on it. At the bottom left is a button labeled "Post".

Having an issue? Email us at : support@bilconnect.com

Figure 5.19: Make New Post



Report User

Report Title

Report Category

Report Description

I recently had some problematic experiences with the user in question.

Please deal with the user per the site rules.

The problem is in the attachment, thank you for your time.

 problematic_actions.png 

Having an issue? Email us at : support@bilconnect.com

Figure 5.20: Report User



Report Event

Report Title

Report Category

Report Description

This event should not happen.

Having an issue? Email us at : support@bilconnect.com

Figure 5.21: Report Event



Report Post

Report Title

Report Category

Report Description
This post is against guidelines.

Having an issue? Email us at : support@bilconnect.com

Figure 5.22: Report Post



January 2023 Event Calendar

January 2023

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
01						
02	03	04	05	06	07	08
09	10	11 Sleep	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

Having an issue? Email us at : support@bilconnect.com

Figure 5.23: See Event Calendar - Month

The screenshot shows the BILCONNECT website interface. At the top, there is a header bar with the BILCONNECT logo, a search bar containing the placeholder "Search for what you want, search for what you need", and three icons: a magnifying glass, a mail icon, and a user profile icon. Below the header, the main content area displays "January 1st 2023 Events". Two events are listed in a card format:

- Group Hug**
Club: CS Club
Location: Central Gym
Time: 20.00 - 21.00
- Exam Prep**
Club: CS Club
Location: Library
Time: 22.00 - 22.01

At the bottom of the page, there is a footer bar with the text "Having an issue? Email us at : support@bilconnect.com".

Figure 5.24: See Event Calendar - Day

The screenshot shows the BILCONNECT website interface, similar to Figure 5.23, but focusing on a single event: "Group Hug". The event details are displayed in a card format:

Group Hug

Club : CS Club
Location: Central Gym
Club : CS Club

Description
Group hug with the boys. Additionally, Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum interdum, metus at feugiat fermentum, lectus lacus euismod tortor, nec porta nisl dolor vitae ex. Sed sollicitudin quam sed lorem aliquam, sagittis blandit purus ultrices. Aliquam sit amet enim gravida, viverra nunc sed, commodo enim. Vestibulum laoreet quis dolor nec dignissim. Mauris eu diam nec orci bibendum ornare nec non lacus. Donec ac maximus purus, quis vehicula felis. Mauris sit amet urna volutpat, efficitur magna id, iaculis magna. Suspendisse pretium condimentum libero, sit amet egestas ligula condimentum a. Nam sit amet ligula sit amet urna semper mollis et sed diam. In hac habitasse platea dictumst. Nullam ornare nulla quis nisl luctus consectetur. Donec rhoncus varius magna, ac condimentum dui maximus vel. Mauris in euismod lorem, ut convallis augue.

At the bottom of the page, there is a footer bar with the text "Having an issue? Email us at : support@bilconnect.com".

Figure 5.25: See Event Calendar - Event Detail

This Month's Event Callendar

January 2023

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
					01 Group Hug Exam Prep	
02	03	04	05	06	07	08
09	10	11 Sleep	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

Events of My Club

Group Hug
Club: CS Club
Location: Central Gym
Date: 01.01.2023
Time: 20.00 - 21.00



Figure 5.26: Club Account Main Page

BILCONNECT

CONSETETUR DORIC TINCUS VARIUS MAGNA, AC CONDIMENTUM DURIA MAXIMUS VEL MIDVIS IN CULISIMO LOREM, ut convallis augue.

Exam Prep
Club: CS Club
Location: Library
Date: 01.01.2023
Time: 22.00 - 22.01

Description
Welcome to the annual CS Club CS-319 midterm preparation!
You can use this event to ask our highly capable club members about the problems you are having with example questions prepared by us, or about the course in general. As the midterm is easy, we allocated a total of 1 (one) minute for this prep session.
Example problems can be found in the attachment.

Attachment
Example_Problems.zip

Add New Event

Having an issue? Email us at : support@bilconnect.com

Figure 5.27: Club Account Main Page Bottom Part

The screenshot shows the bottom portion of a club account page. At the top, there is a header bar with the BilConnect logo and a user icon. Below the header, the event details are listed in a table:

Club:	CS Club
Location:	Central Gym
Date:	01.01.2023
Time:	20.00 - 21.00

Below the table, there is a section titled "Description" containing a large block of placeholder text. At the bottom of the page are two buttons: "Upload Document" and "Save Event". A footer bar at the very bottom contains the text "Having an issue? Email us at : support@bilconnect.com".

Description

Group hug with the boys. Additionally, Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum interdum, metus at feugiat fermentum, lectus lacus euismod tortor, nec porta nisl dolor vitae ex. Sed sollicitudin quam sed lorem aliquam, sagittis blandit purus ultrices. Aliquam sit amet enim gravida, viverra nunc sed, commodo enim. Vestibulum laoreet quis dolor nec dignissim. Mauris eu diam nec orci bibendum ornare nec non lacus. Donec ac maximus purus, quis vehicula felis. Mauris sit amet urna volutpat, efficitur magna id, iaculis magna. Suspendisse pretium condimentum libero, sit amet egestas ligula condimentum a. Nam sit amet ligula sit amet urna semper mollis et sed diam. In hac habitasse platea dictumst. Nullam ornare nulla quis nisl luctus consectetur. Donec rhoncus varius magna, ac condimentum dui maximus vel. Mauris in euismod lorem, ut convallis augue.

Upload Document

Save Event

Having an issue? Email us at : support@bilconnect.com

Figure 5.28: Edit Club Event



Group Hug
Club: CS Club
Location: Library
Date: 01.01.2023
Time: 22.00 - 22.01

Description

Welcome to the annual CS Club CS-319 midterm preparation!

You can use this event to ask our highly capable club members about the problems you are having with example questions prepared by us, or about the course in general. As the midterm is easy, we allocated a total of 1 (one) minute for this prep session.

Example problems can be found in the attachment.

Example_Problems.zip

[Upload Document](#)

[Delete Event](#)

[Save Event](#)

Having an issue? Email us at : support@bilconnect.com

Figure 5.29: New Club Event

The login page has a teal background. On the left, there are fields for 'Username' and 'Password' with a 'Login' button below them. On the right, there are links for 'Forgot Password' and 'Create Account'. A vertical line separates the two halves.

League of Legends

Having an issue? Email us at : support@bilconnect.com

Figure 5.30: Login



BILCONNECT

Student Account

Club Account

Email

Confirmation Code

[Resend](#)

Password

[Finish Registration](#)

Having an issue? Email us at : support@bilconnect.com

Figure 5.31: Create Account



BILCONNECT

Username

Confirmation Code

[Resend](#)

New Password

New Password Again

[Change Password](#)

Having an issue? Email us at : support@bilconnect.com

Figure 5.32: Forgot Password Screen

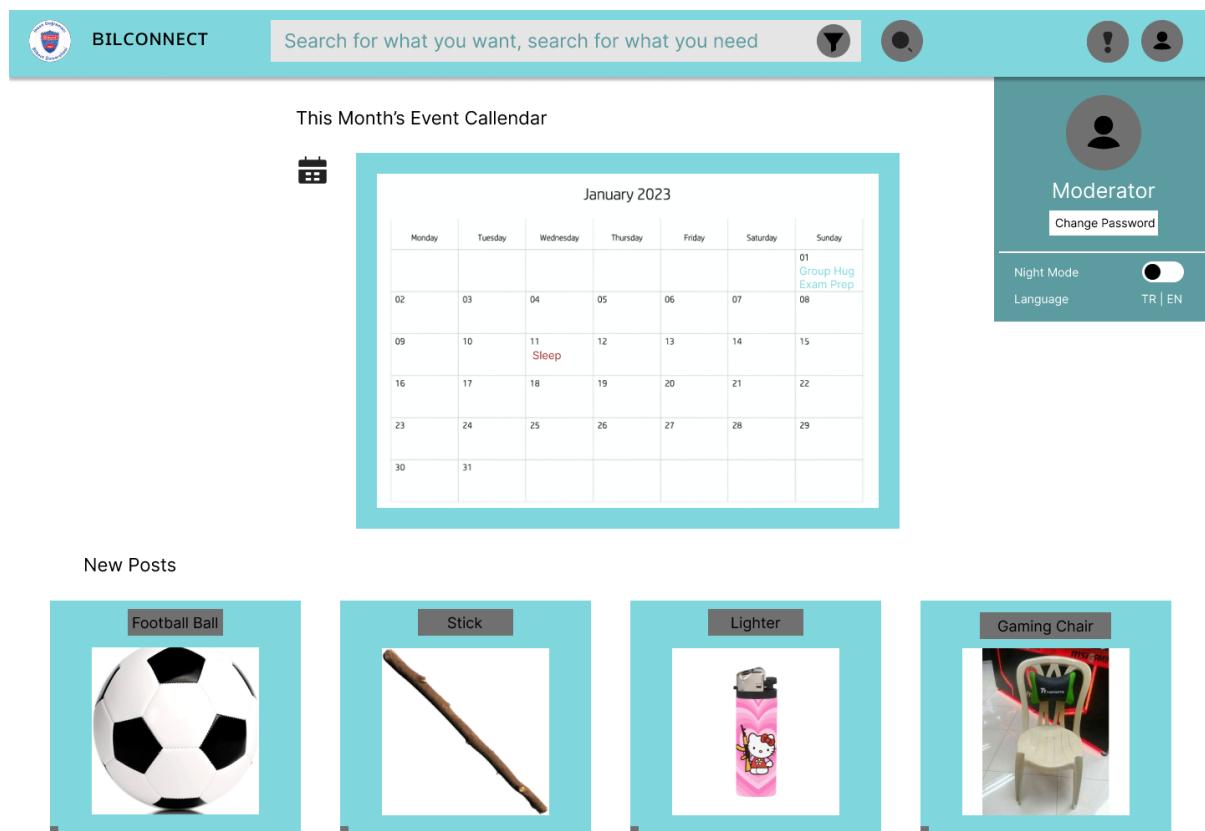


Figure 5.33: Moderator Main Screen

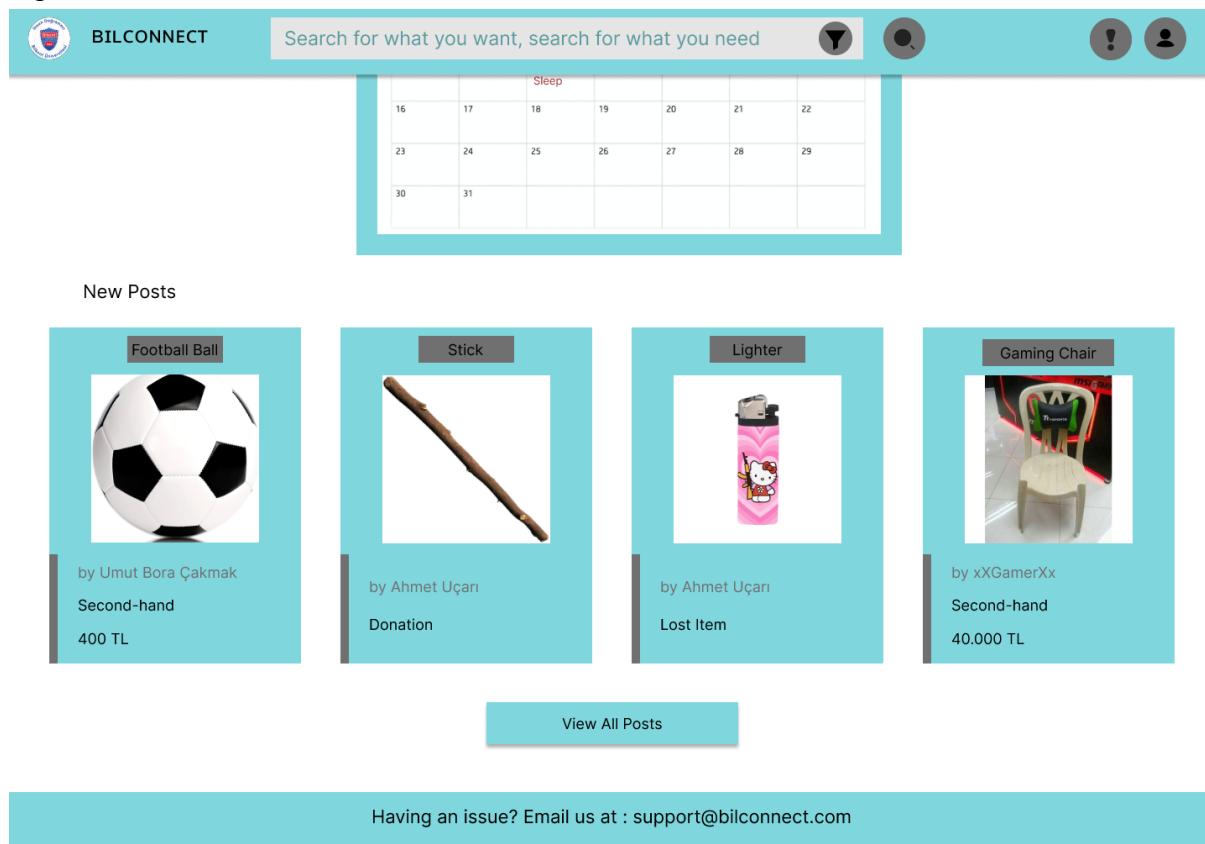


Figure 5.34: Moderator Main Screen Bottom

BILCONNECT

Search for what you want, search for what you need

! 🔎

CS - 319 Midterms Answer Key

Second-hand

CS - 319

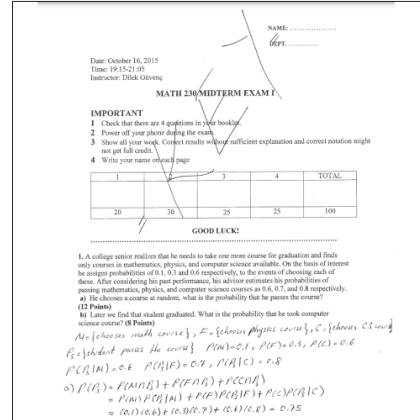
Seller: Cheater ★☆☆☆☆ (1.0/5.0) 3 reviews

Second-hand / CS - 319 Midterms Answer Key

1 TL

Description

I found this document for the upcoming CS-319 midterm.



Remove Post

Having an issue? Email us at : support@bilconnect.com

Figure 5.35: Moderator View Post Detail

BILCONNECT

Search for what you want, search for what you need

! 🔎

CS - 319 Midterms Answer Key

Second-hand

CS - 319

Seller: Cheater ★☆☆☆☆ (1.0/5.0) 3 reviews

Second-hand / CS - 319 Midterms Answer Key

1 TL

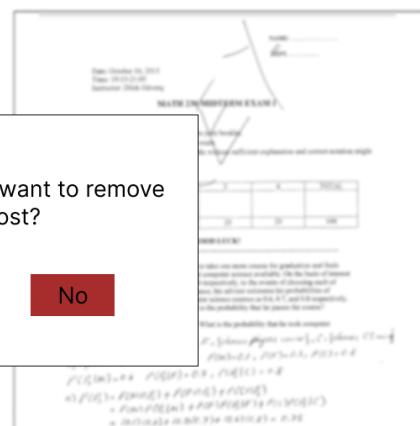
Description

I found this document for the upcoming CS-319

Are you sure you want to remove this post?

Yes

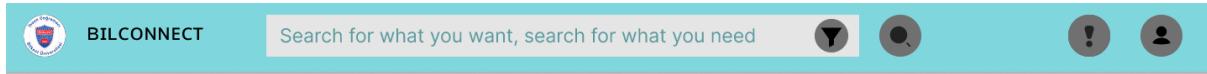
No



Remove Post

Having an issue? Email us at : support@bilconnect.com

Figure 5.36: Moderator View Post Detail - Confirmation



BILCONNECT Search for what you want, search for what you need

Group Hug

Club : CS Club

Location: Central Gym

Club : CS Club

Description

Group hug with the boys. Additionally, Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum interdum, metus at feugiat fermentum, lectus lacus euismod tortor, nec porta nisl dolor vitae ex. Sed sollicitudin quam sed lorem aliquam, sagittis blandit purus ultrices. Aliquam sit amet enim gravida, viverra nunc sed, commodo enim. Vestibulum laoreet quis dolor nec dignissim. Mauris eu diam nec orci bibendum ornare nec non lacus. Donec ac maximus purus, quis vehicula felis. Mauris sit amet urna volutpat, efficitur magna id, iaculis magna. Suspendisse pretium condimentum libero, sit amet egestas ligula condimentum a. Nam sit amet ligula sit amet urna semper mollis et sed diam. In hac habitasse platea dictumst. Nullam ornare nulla quis nisl luctus consectetur. Donec rhoncus varius magna, ac condimentum dui maximus vel. Mauris in euismod lorem, ut convallis augue.

[Remove Event](#)

Having an issue? Email us at : support@bilconnect.com

Figure 5.37: Moderator View Event



BILCONNECT Search for what you want, search for what you need

Group Hug

Club : CS Club

Location: Central Gym

Club : CS Club

Description

Group hug with the boys. Additionally, Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vestibulum interdum, metus at feugiat fermentum, lectus lacus euismod tortor, nec porta nisl dolor vitae ex. Sed sollicitudin quam sed lorem aliquam, sagittis blandit purus ultrices. Aliquam sit amet enim gravida, viverra nunc sed, commodo enim. Vestibulum laoreet quis dolor nec dignissim. Mauris eu diam nec orci bibendum ornare nec non lacus. Donec ac maximus purus, quis vehicula felis. Mauris sit amet urna volutpat, efficitur magna id, iaculis magna. Suspendisse pretium condimentum libero, sit amet egestas ligula condimentum a. Nam sit amet ligula sit amet urna semper mollis et sed diam. In hac habitasse platea dictumst. Nullam ornare nulla quis nisl luctus consectetur. Donec rhoncus varius magna, ac condimentum dui maximus vel. Mauris in euismod lorem, ut convallis augue.

Are you sure you want to remove this event?

Yes

No

[Remove Event](#)

Having an issue? Email us at : support@bilconnect.com

Figure 5.38: Moderator View Event - Confirmation

BILCONNECT

Search for what you want, search for what you need

! 🔎

Showing 1 result(s) for tag(s) Removed

Sort by: Price Descending



Having an issue? Email us at : support@bilconnect.com

Figure 5.39: Moderator View Removed Posts

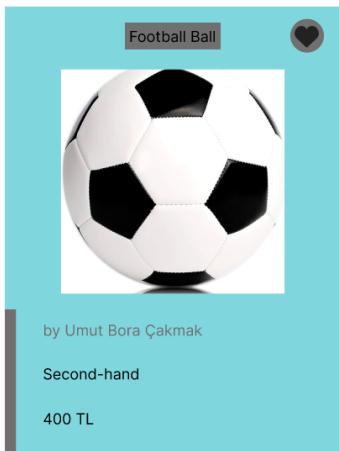
BILCONNECT

Search for what you want, search for what you need

! 🔎

Showing 1 result(s) for user Umut Bora Çakmak

Sort by: Price Descending



Having an issue? Email us at : support@bilconnect.com

Figure 5.40: Moderator Filter by User



BILCONNECT

Search for what you want, search for what you need

Reports

User Named xXGamerXx	Johny John
Inappropriate Username	
Post about cheating	Prof. Smart
Product Against Guidelines	
Midterm papers on sale	Prof. Smarter
User Against Guidelines	
Foul Language	Mary Mary
User Used Inappropriate Language	Resolved
Problematic Event	Club Hamilton
Event Against School Guidelines	

Having an issue? Email us at : support@bilconnect.com

Figure 5.41: Moderator View Reports



BILCONNECT

Search for what you want, search for what you need

Post Report

Report Title Post about cheating

Report Category Product Against Guidelines

Report Description

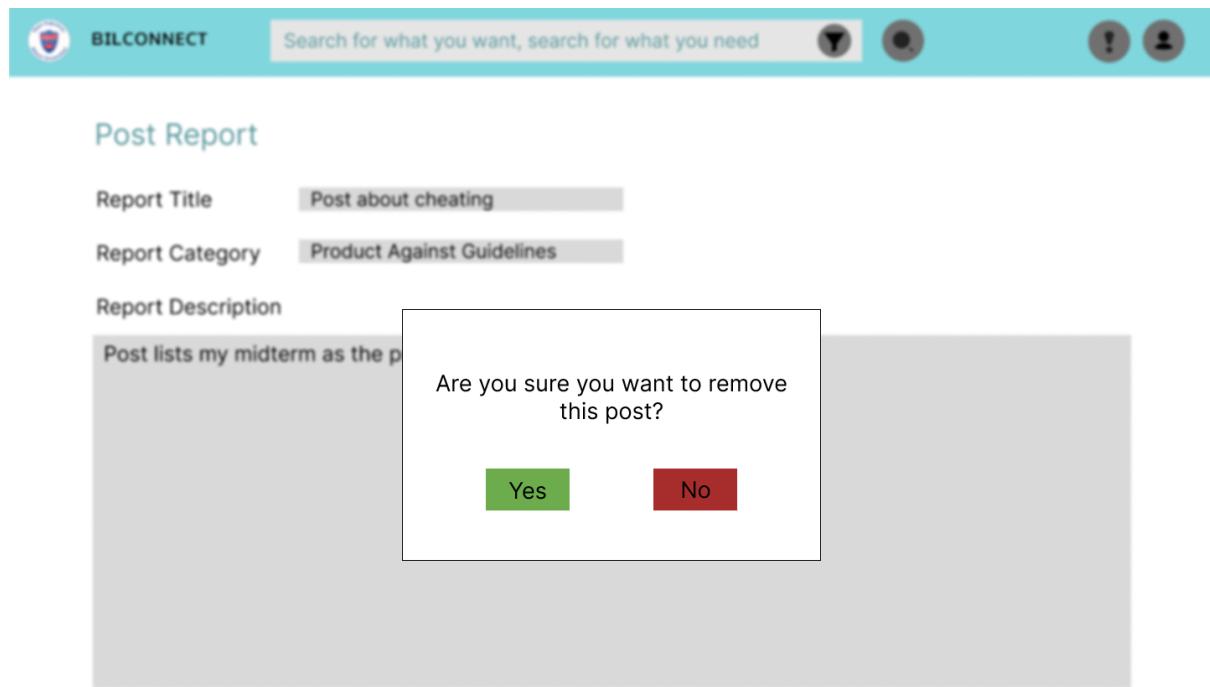
Post lists my midterm as the product, please take it down swiftly.

[See Post Details](#)

[Remove Post](#)

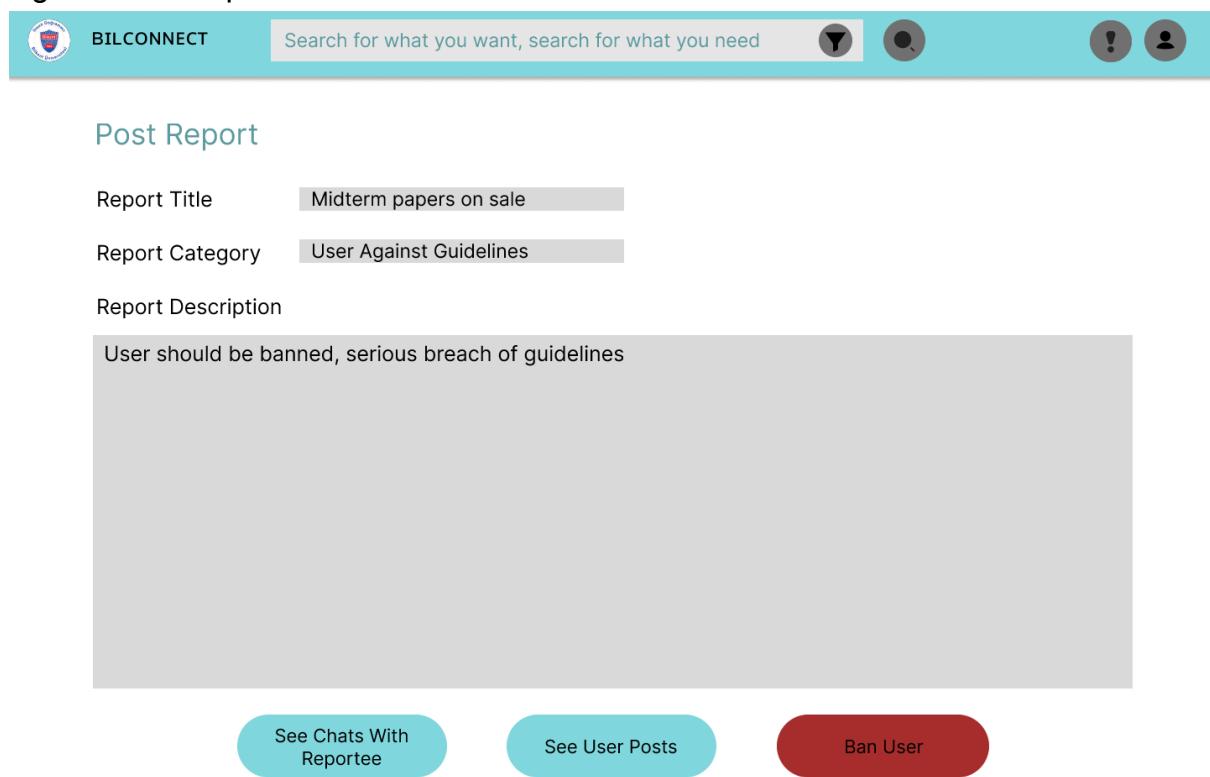
Having an issue? Email us at : support@bilconnect.com

Figure 5.42: Report - Post



Having an issue? Email us at : support@bilconnect.com

Figure 5.43: Report - Post - Removal Confirmation



Having an issue? Email us at : support@bilconnect.com

Figure 5.44: Report - User

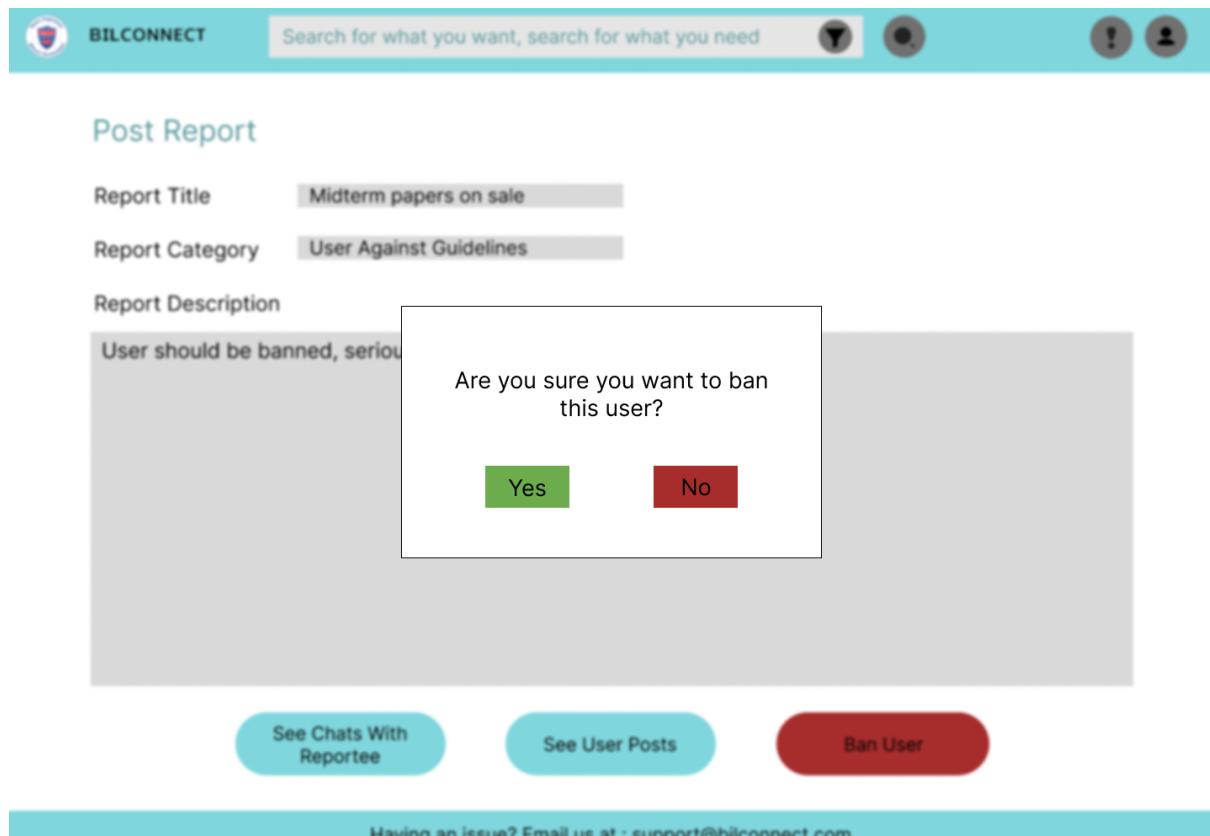


Figure 5.45: Report - User - Confirmation

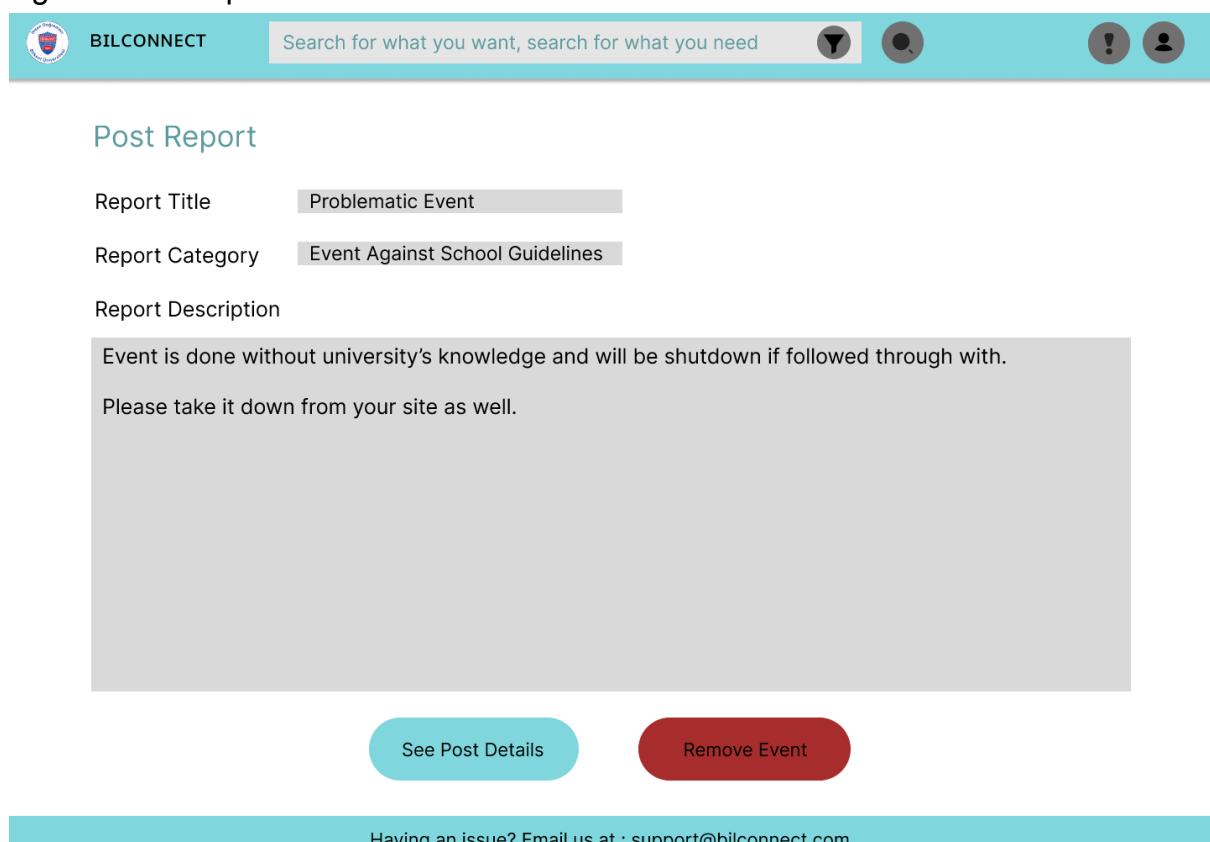
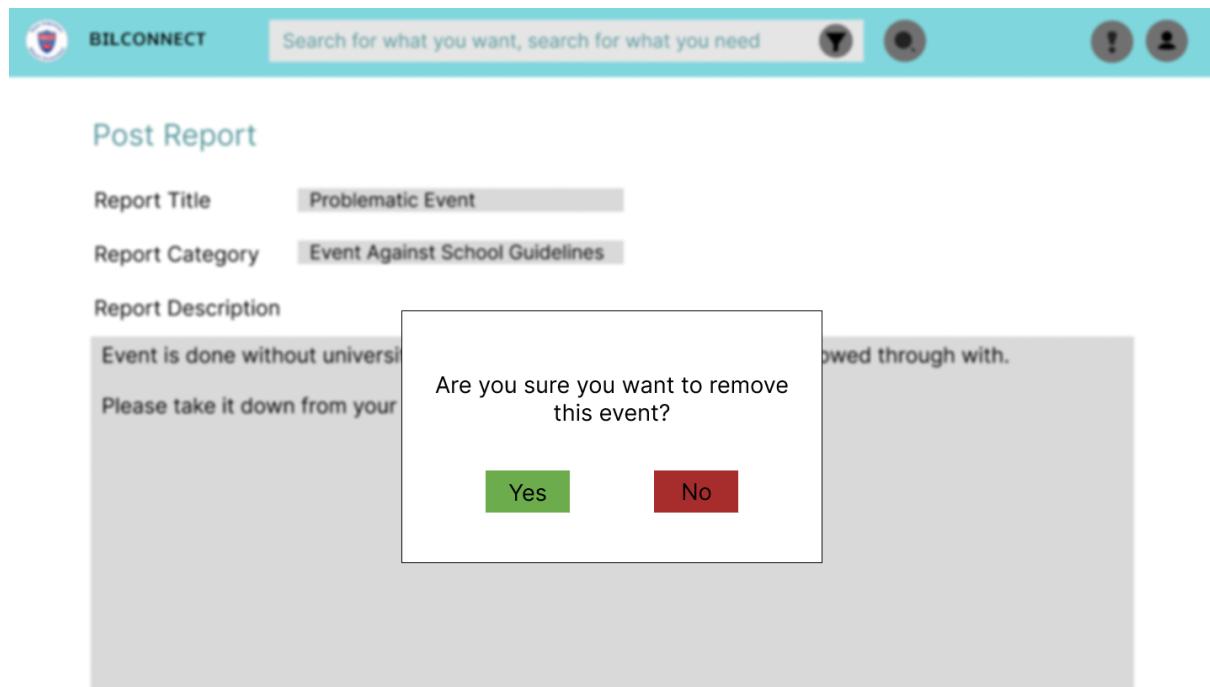


Figure 5.46: Report - Event



Having an issue? Email us at : support@bilconnect.com

Figure 5.47: Report - Event - Confirmation

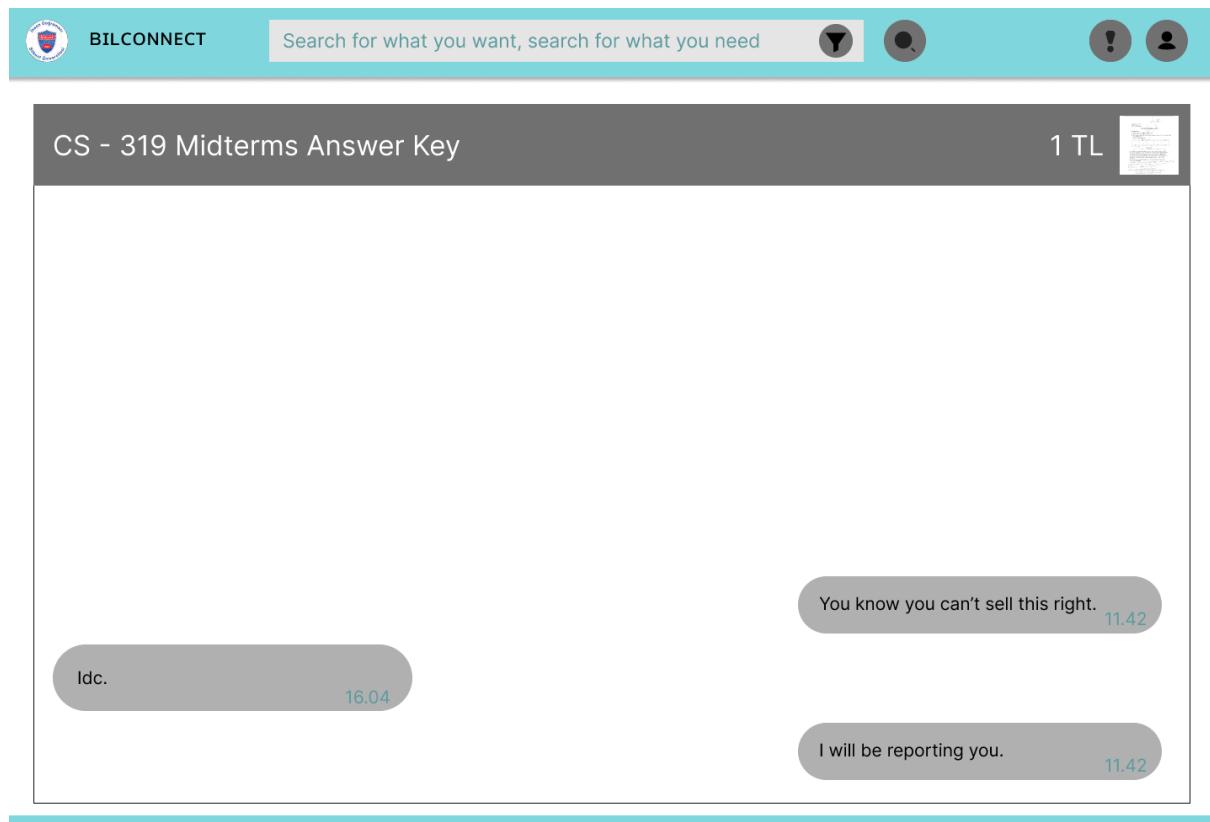


Figure 5.48: Report - View Message History

We used Figma to design our web app. For further details, refer to the Figma link below:

<https://www.figma.com/file/raDOosUb8R59PlqjYprqea/BilConnect-team-library?type=design&node-id=0%3A1&mode=design&t=JY2mSssEp6H1JZKZ-1>