

OOP Project Checklist

General requirements:

- OOP style
- Properly Serialization
- Intuitive usage
- Consistency with UML
- Comparable, Cloneable, Serializable, equals(), hashCode(), toString()...
- Proper and logically consistent usage of Collections
- Usage of java api (standard classes). Do not reinvent the bicycle.

Approximate Checklist:

- **Admin**
 - o Manage Users (Add, remove, update)
- **Teacher**
 - o View Courses
 - o Manage Course files
 - o View Students, info about students
 - o Put marks
 - o Send order to Executors (actually, any employee can send the order)
- **Student**
 - o View Courses, Register for Courses
 - o View Course files
 - o View info about teacher of a specific course
 - o View Marks
 - o View Transcript
 - o Rate teachers
 - o Get Transcript
- **Executor**
 - o Accept/reject order
 - o View orders (after that accept some order, for example)
 - o View accepted orders
 - o getSalary() must be overridden to account for hardworking executors (they must get higher salary).
- **Manager**
 - o Approve students registration
 - o Assign courses to teachers
 - o Manager types – OR, Departments, etc. (use enumeration).
 - o Create statistical reports on academic performance
 - o Manage news

Important note:

Account for details! For example:

- o Students can't have more than 21 credits
- o Students can't fail more than 3 times
- o FIT Students can't have FOGI courses (only as electives)
- o Mark consists of 1st, 2nd attestation, and final.
- o Many more, really ... ☺

Bonus:

Something extra and valuable, e.g. Schedule generation (take into account room load, room type, etc.), Attendance, etc.