

This page is intended to list all entities that we work with. The descriptions should contain the purpose of the object, to which component it belongs to and how the entity is related to others.

NOTE: is this distinction between Persons, Other Entities necessary and useful?

Example

Entityname

here goes the verbal description of what this entity is and what it is doing, for what is it good and so on.

variables === variables this entity may actually have or should have

belongs to === to which component this entity belongs to, e.g. scheduler, login, ... multiple are possible

relations with === the entity has relations to the other entities listed here. describe how the entities are related

1. **Example**
 1. **Entityname**
2. **persons**
 1. **lecturer**
 2. **student**
 3. **program administrator**
 4. **program manager**
 5. **role**
3. **Other Entities**
 1. **program**
 2. **course element**
 3. **permission**
 4. **course**
 5. **courseinstance**
 6. **room**
 7. **feature**
 8. **studentsgroup**
 9. **locality**

persons

A natural person is someone who uses MyCourses in order to interact with the system.

Variables

- Name, including surname
- ID, which he is identified by
- E-mail address, used as login
- Password, used as login

Belongs to

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Relations with

lecturer

A lecturer is a **person** that can be assigned for a **course instance**. That implies making him/her the main lecturer of this **course instance**. He/She can get involved in other **course instances**, how is not completely clear (The main lecturer of another **course instance** may add him to the teaching stuff or similar).

The main lecturer defines the details about the **course instance** he is assigned for: Adds or edits a description for the **course instance**, which are other people from the teaching staff involved, which are the **course elements** (lectures, tutorials, labs, projects...), the way of possible course execution (a number of lectures and other **elements** per week, preferred days and times (the scheduler determines at what time they actually take place), expected number of **students**, and similar). He may wish to (smart) copy all data from a previous **instance** of the **course**. He/She can kick, ban or add **students** from his/her **course instance**.

Comment_{Konrad}: We might want to call this entity Teacher.

variables

- a name, including surname
- ID, which he is identified by

belongs to

relations with

- he is a **person**
- he is teaching **Courses**
- he is assigned (the main lecturer) for a **course instance**
- he chooses the **course elements**
- he can kick, ban or add **students** from **course instances** if he is assigned for it

student

A student is a **person** that might attend **courses**. The student uses MyCourses to view the individual course schedule, after the student has defined the **courses** he attends.

variables

- a name, including surname
- ID, which he is identified by

belongs to

relations with

- is a **person**
- attends **courses**

program administrator

A program administrator who is responsible for management of the **programs** at the university defines **programs**. She identifies the **program**, its running period (starting and ending year), and a

program manager who will have the overall responsibility for the **program**. Typically when defining a new **program**, the same **program** from the previous year would be copied, with some data changed afterwards.

variables

- a name, including surname
- ID, which she is identified by

belongs to

relations with

- defines **programs**
 - identifies a **program manager**
-

program manager

A program manager, when enabled, can enter all details about the **program**: Which **courses** it includes, which of these are obligatory and which optional, etc. The **courses** may already exist, and in that case she creates a new **course instance** and enters the details. If the **course** is new, then the program manager creates it first, and then creates a new **instance** of it.

variables

- a name, including surname
- ID, which he is identified by

belongs to

relations with

- is a **person**
 - enters details about the **program**
 - may create **courses**
 - creates new **instances**
-

role

A role is a bundle of **permissions** granted to a **person**. For instance there is a **permission** "login" which is bundled with the role "user". As a matter of fact every user of the MyCourses system would have this role.

belongs to

relations with

- **persons** have/get roles
-
-

Other Entities

program

A program consists of all course instances of one specific department of an university.

variables

- starting and ending year (date)

belongs to

relations with

- defined by a program administrator
 - has an program manager
-

course element

A course element is a part of a course. There are different kinds of course elements, for instance lectures, tutorials, labs or projects. The course elements are determined by a program manager which is a role.

belongs to

relations with

permission

A permission is part of the user right management. A permission enables a person to access a functionality of the system.

belongs to

relations with

course

A course is taught by a lecturer. students might attend the course.

variables

- name
- ID which identifies the course
- duration

belongs to

relations with

courseinstance

A courseinstance is an instance of a course with a period of execution, a main lecturer and some general information about the course, all this entered by a program administrator.

variables

- period of execution
- **main lecturer**
- general information

belongs to

relations with

- instance of **course**
 - has an attended **main lecturer**
 - created by a **program administrator**
-

room

A room is a place where **course instances** can be hold. A room may have different **features** with a certain degree in quality (amount of). For example a room may have the **features** "capacity" (having an integral quality), "has-overhead-projector" (having a boolean quality) or "suitable-for-exams" (having no quality at all, i.e. void). **course instances** may be defined as dependent on such features, the most prominent one being "capacity". A common use-case may also be "workstations" of which a certain amount may be required. Some **course instances** will be scattered across many rooms until a lower bound of capacity is reached (consider a programming course taking place in multiple pool rooms).

variables

- name
- ID which identifies the room
- **features**

belongs to === sheduler

relations with === Feature

feature

Every feature describes a special property a room can have. The properties have different types, like booleans for "suitable-for-exams" or integral types like "number-of-seats" or "workstations".

belongs to

relations with

- feature of a **room**
-

studentsgroup

A student group bundles **students** with the same interest for instance distinguished by their major they have chosen. Student groups are identified by an ID. The amount of total students participating in this group is also stored. Furthermore they attend **course elements**.

variables

- ID which identifies the group
- size of group

belongs to

relations with

locality

A locality may or may not be a bundle of rooms located near each other

variables

- name

belongs to

relations with

- may bundle rooms