KINDERCARE CHARACTER DRAW

USER MANUAL

G-7

System-use video presentation: https://youtu.be/lsImpw9NGDA

Git-Url: https://github.com/sempiiraisaac100/CharacterDraw-System.git

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1. Introduction

KinderCare CharacterDraw System consist of three types of users that is:

-**Admin**: uses the web interface.

-**Teacher**: uses the web interface.

-**Pupil**: uses the command-line interface.

The user login **default password is P@ss1234.**

2. Admin

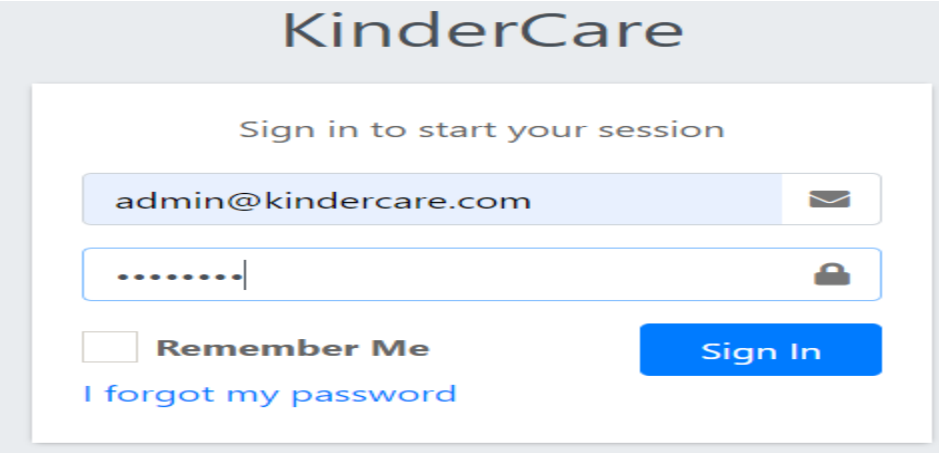

Figure 1: Admin login

In figure 1, the admin uses the default password to login.

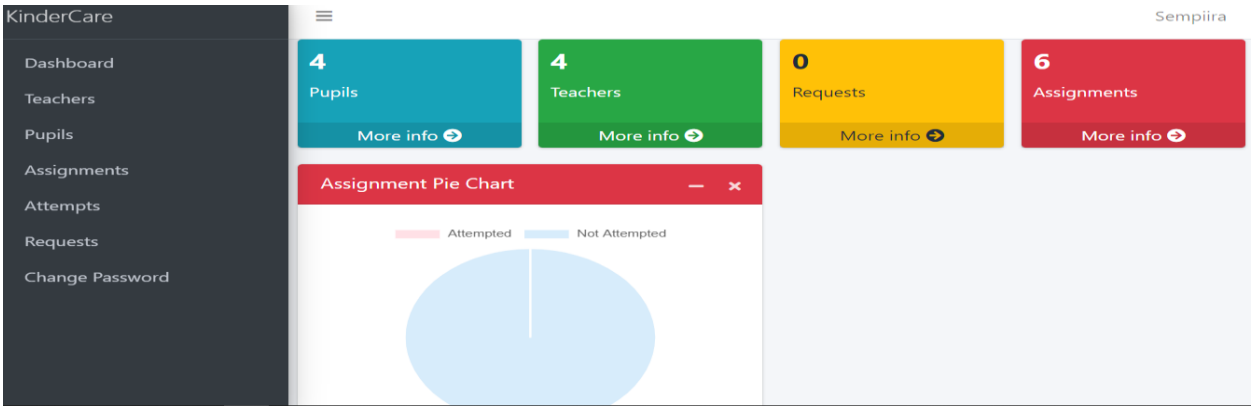

Figure 2: Admin dashboard

In figure 2, the admin has all teacher functionalities and a teacher module in addition to register a teacher.

The current system state reports 4 pupils, 4 teachers, 0 requests, 6 assignments and a pie-chart showing 0 attempted assignments.

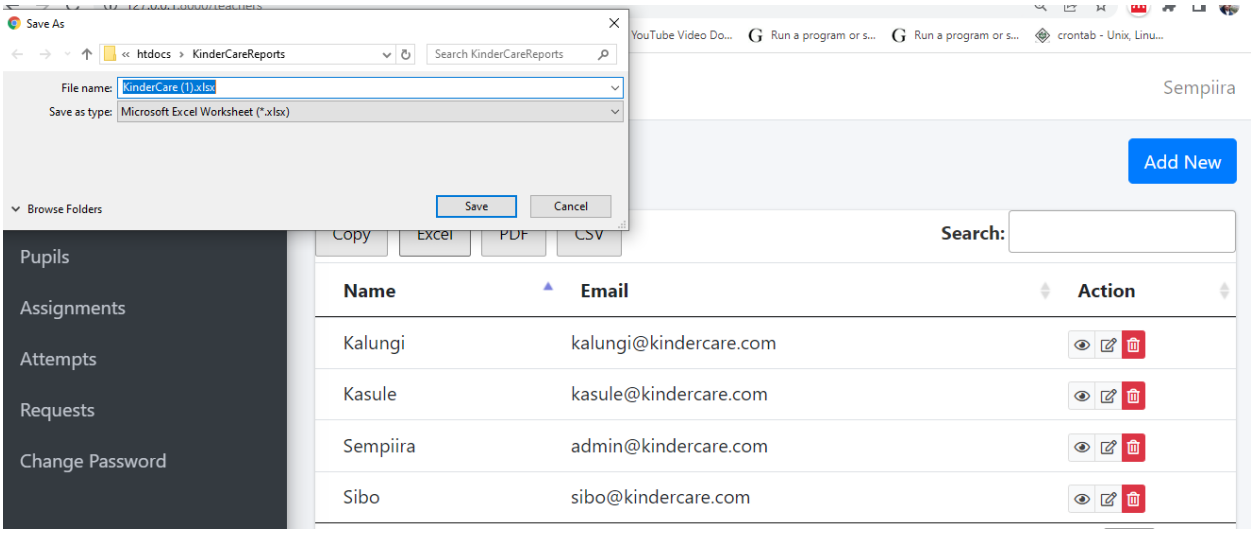

Figure 3: Saving of an excel report

In figure 3, when you click an excel button on any of the system tables it generates an excel file which can be saved at any desired location.

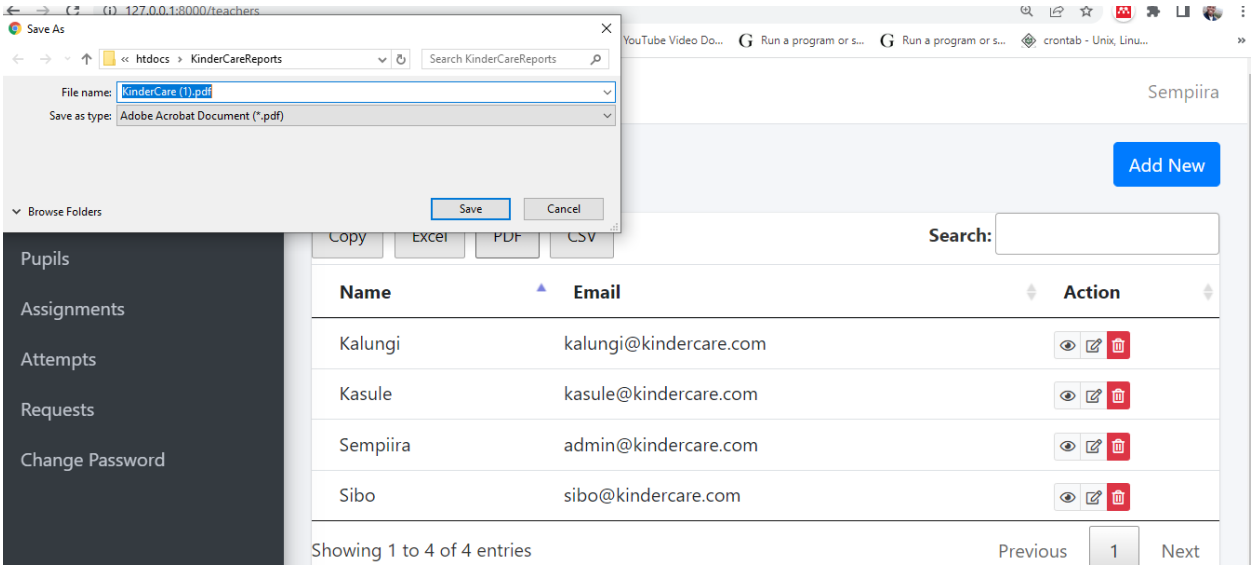

Figure 4: Saving of a pdf file

In figure 4, when you click a pdf button on any of the system tables it generates a pdf file which can be saved at any desired location. The same applies to the copy and csv buttons.

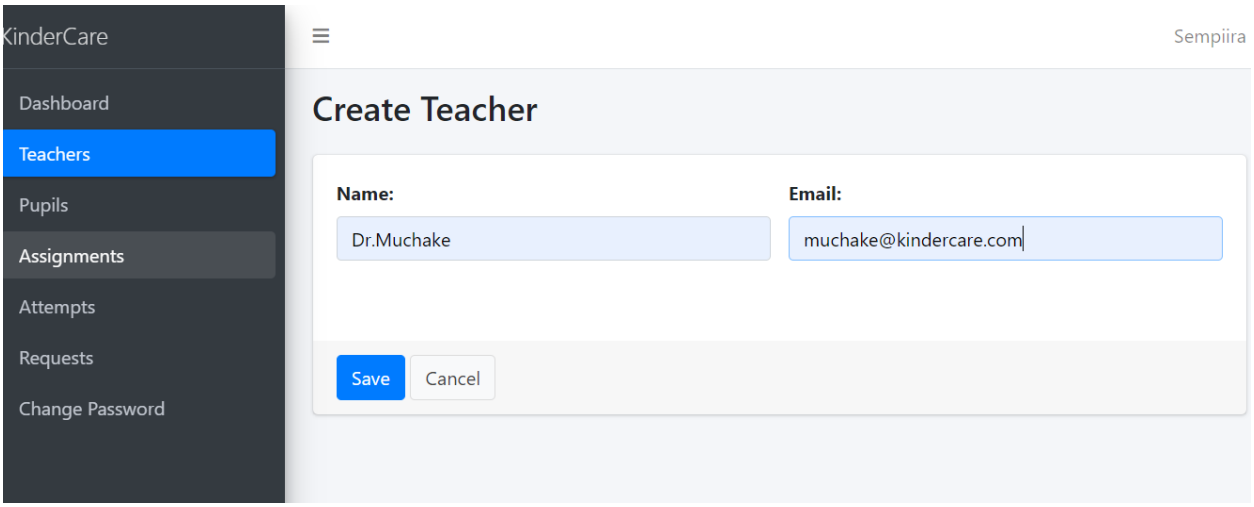

Figure 5: Admin registers a teacher

In figure 5, the admin is adding a new teacher “Dr.Muchake” on clicking add new in figure 4.

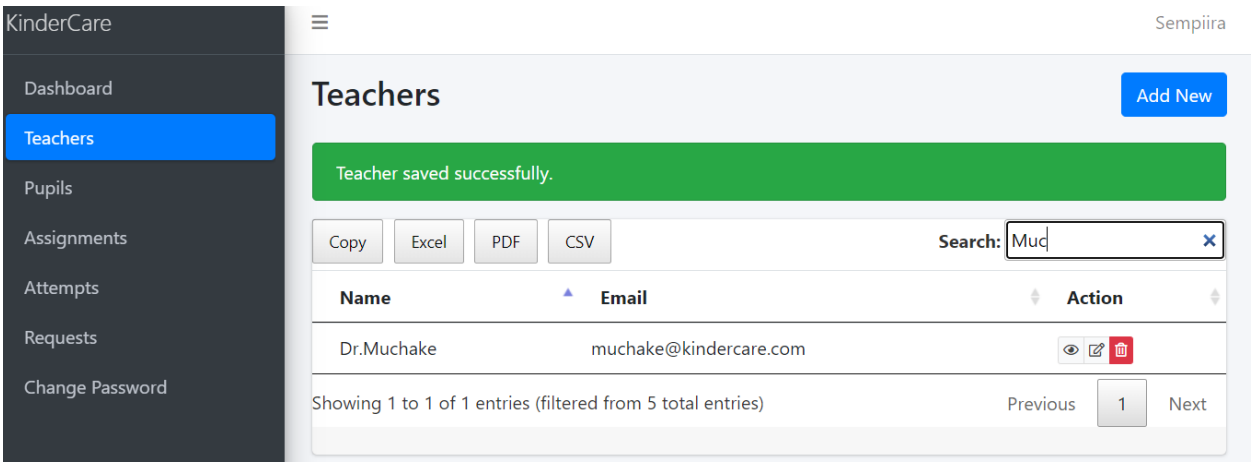

Figure 6: New teacher saved

In figure 6, the teacher is added and he appears at the top of the table, however all tables are enabled for quick searching any required result.

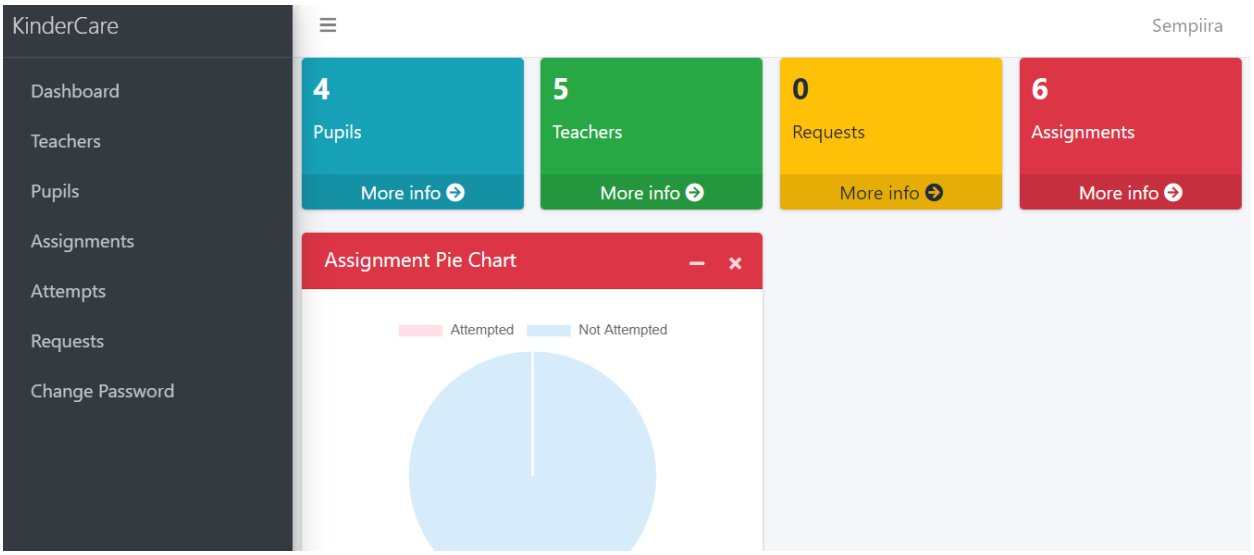

Figure 7: Teachers number increased in the dashboard

In figure 7, addition of a teacher is reflected by an increment in the number of teachers from 4 to 5 on the dashboard.

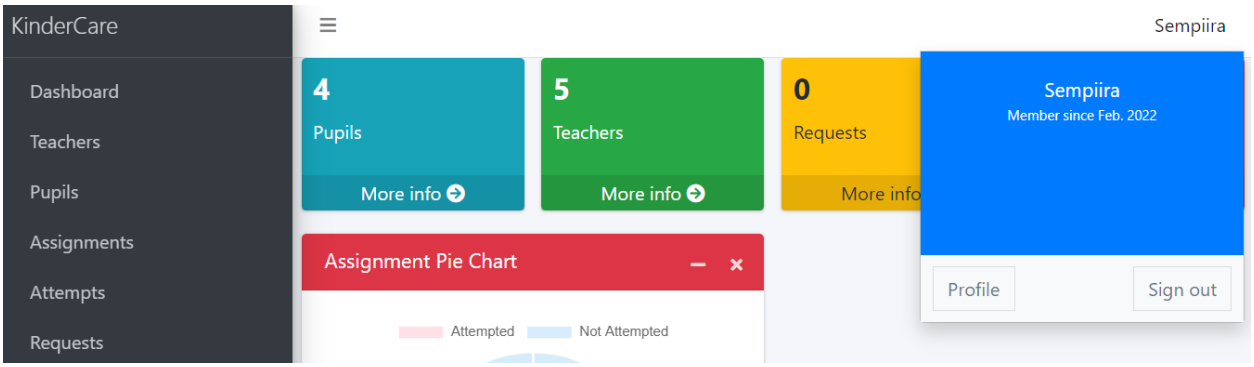

Figure 8: Admin logout

In figure 8, the admin set to Sempiira in the users table can logout by clicking on his name.

3. Teacher

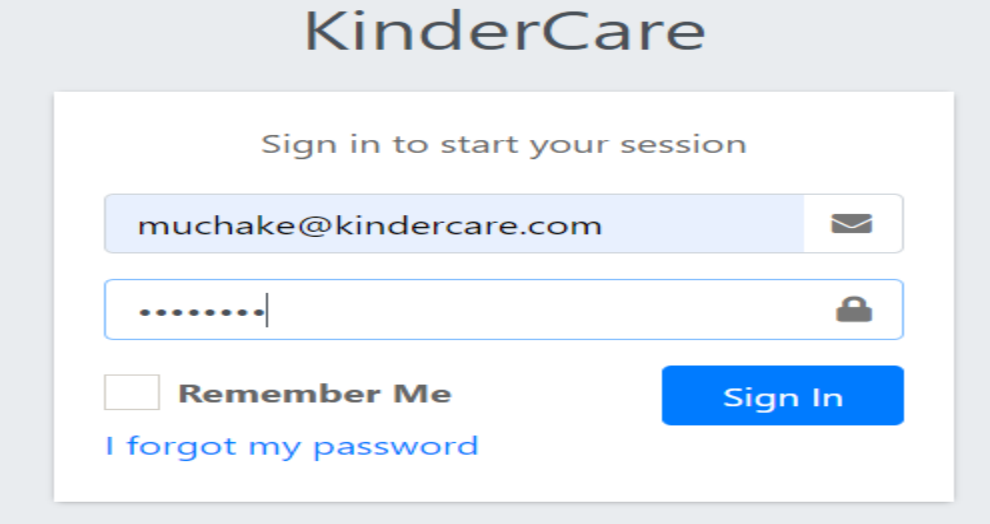

Figure 9: Teacher login

In figure 9, the new teacher can login using the assigned email address and the default password.

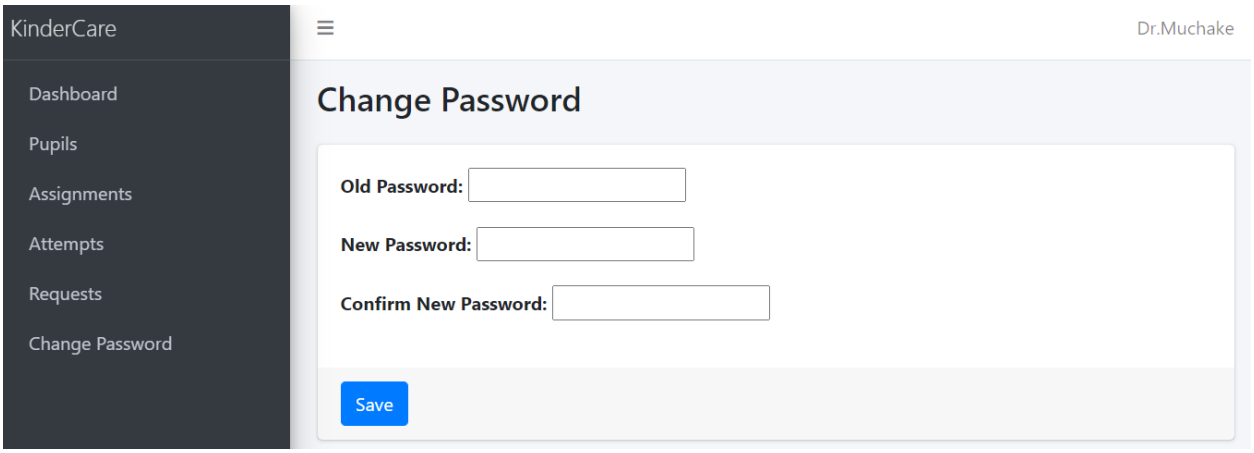

Figure 10: Teacher change password

In figure 10, the teacher can change to his desired password by clicking on change password.

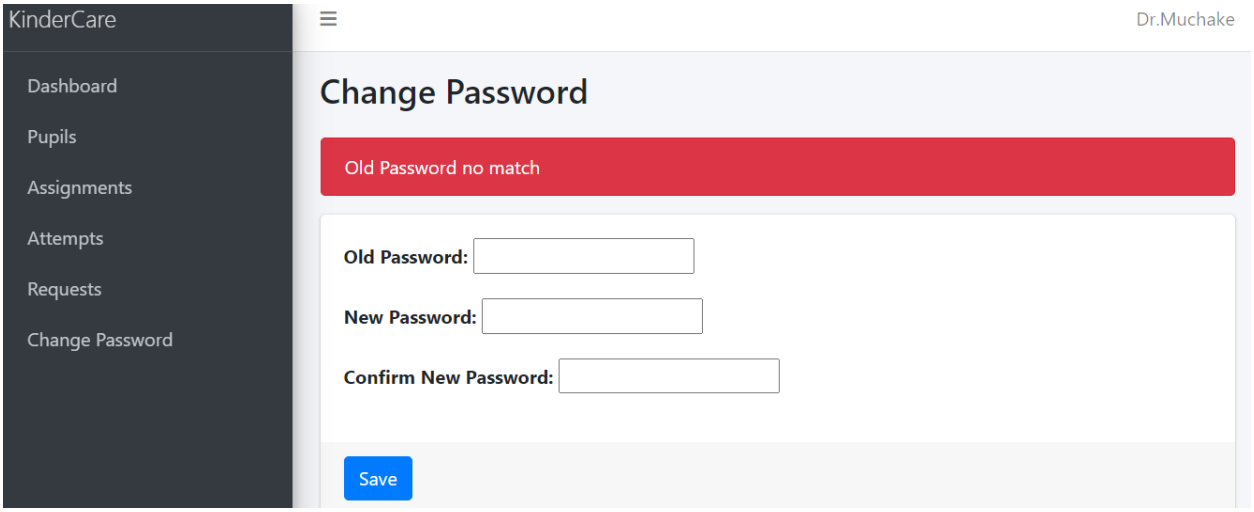

Figure 11: Incorrect old password

In figure 11, if the teacher enters an incorrect old password, he won't be allowed to proceed with changing his password.

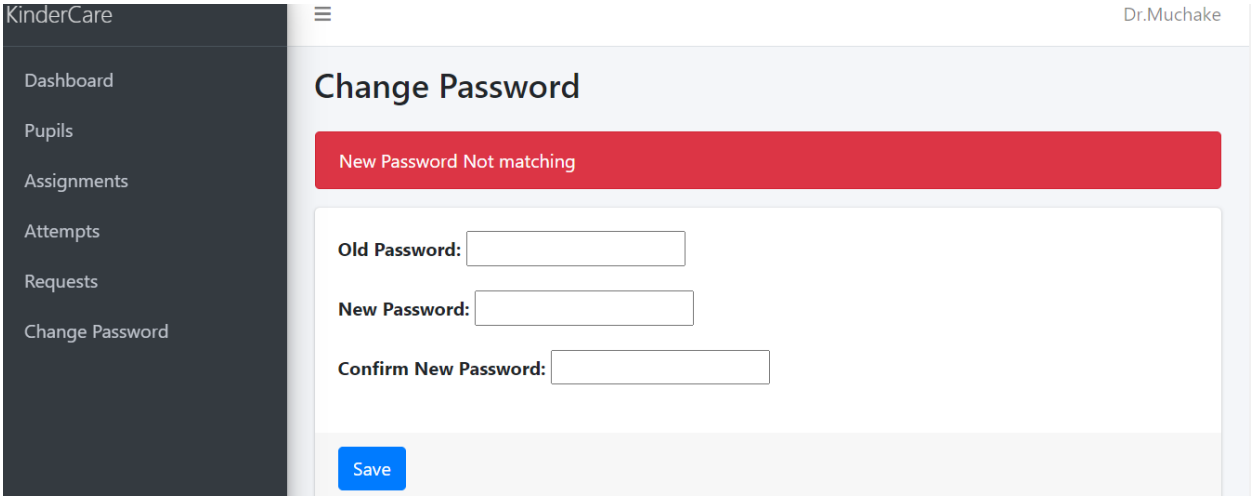

Figure 12: Confirming new password

In figure 12, if the teacher enters a password in a 'confirm New Password' field which doesn't match with that in 'New Password' field he won't proceed with changing his password.

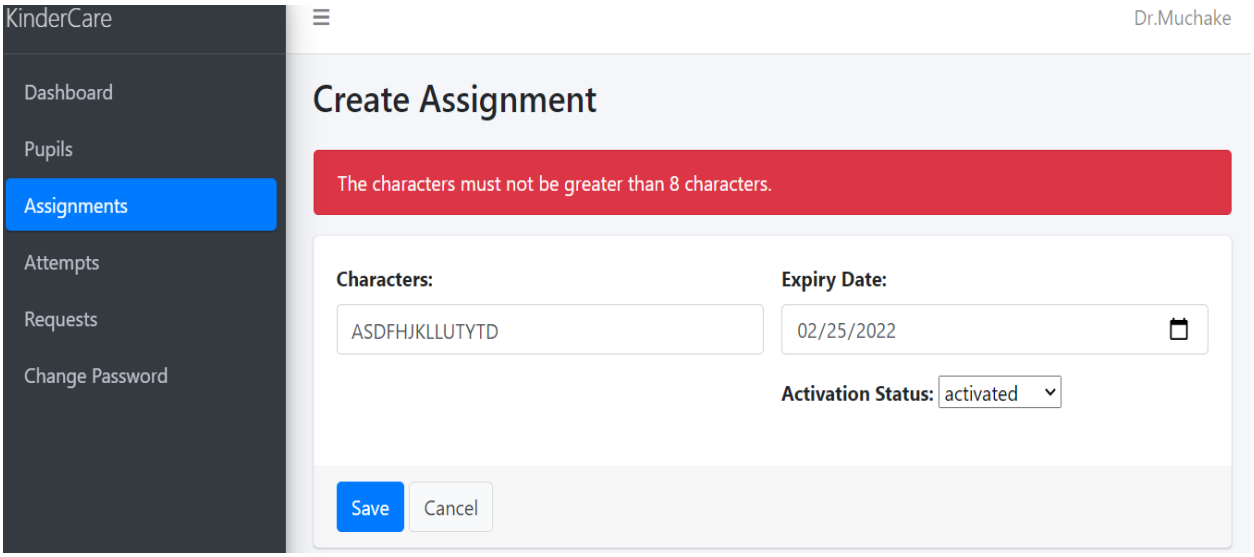

Figure 13: Checking number of added assignments

In figure 13, a teacher clicks on assignments then add new button to enter new assignment and if he adds characters exceeding 8, he won't be allowed to add the assignment.

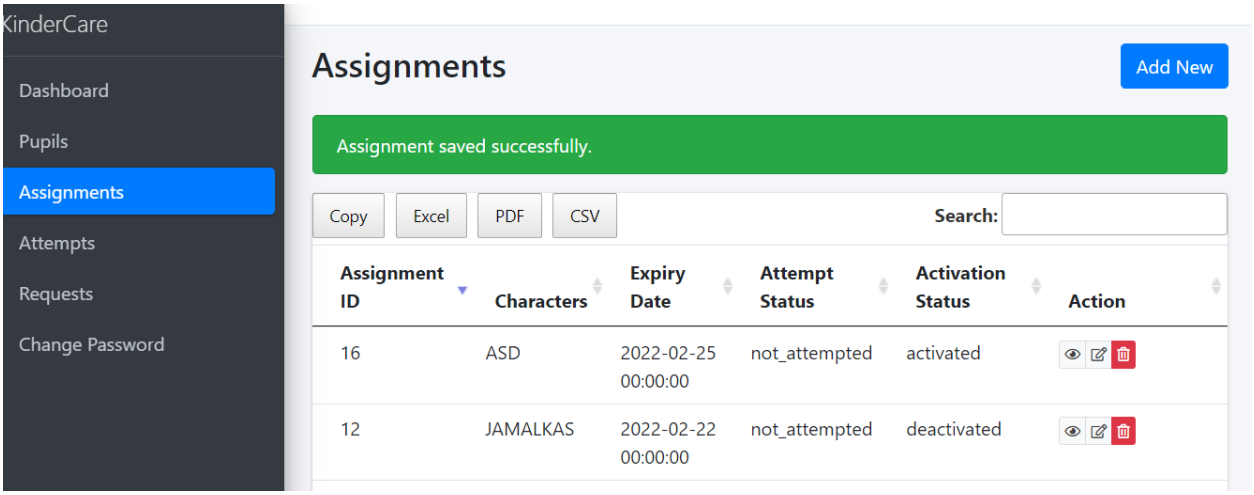

Figure 14: Assignment added

In figure 14, an assignment ASD is added successfully if characters are less than 3, and it appears at the top of the list. By default it's not attempted and activated for all pupils.

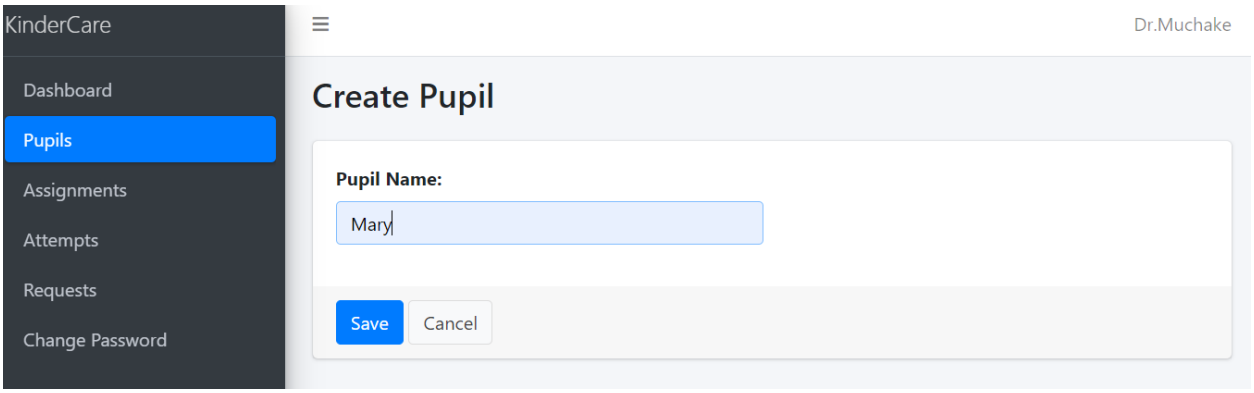

Figure 15: Adding the pupil

In figure 15, the teacher can click on pupils then click on add new, to register a new pupil.

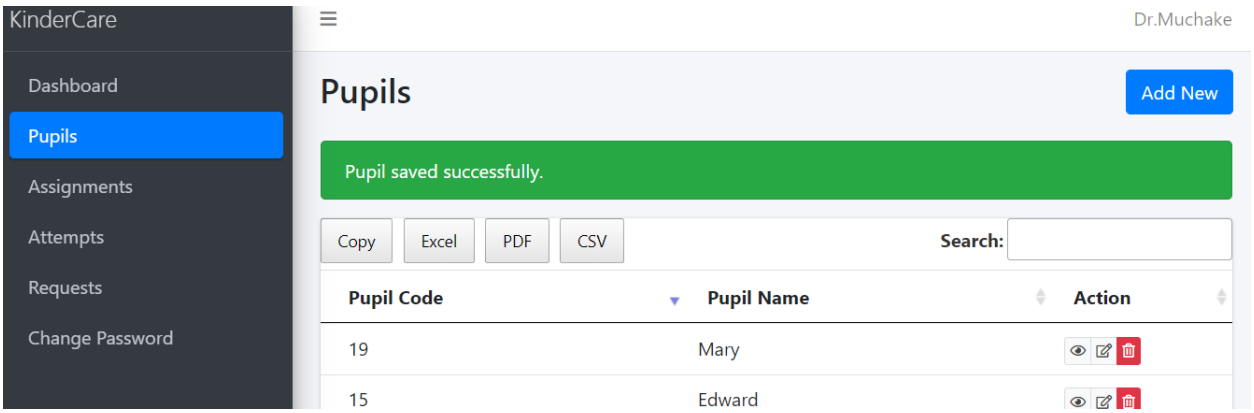

Figure 16: New pupil added

In figure 16, the new pupil ‘Mary’ is added successfully, and her id is auto generated, she can’t be deleted completely from the system, since the implementation of a delete function, is “a soft delete”.

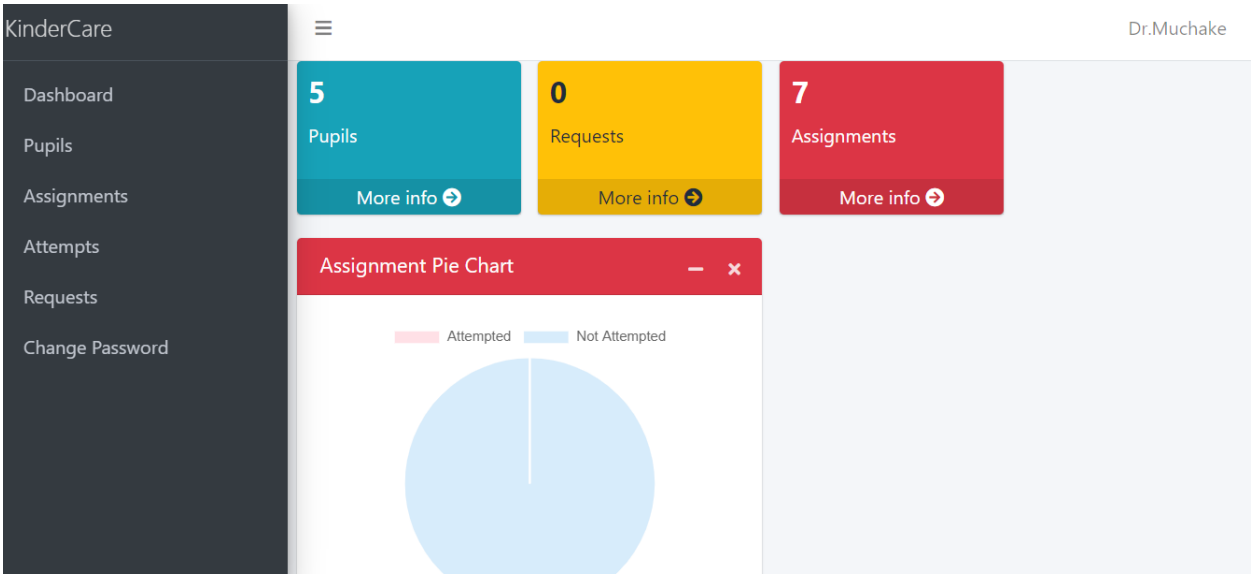

Figure 17: Pupils' number incremented on the dashboard

In figure 17, the number of pupils increases from 4 to 5 after addition of the new member.

4. Pupil

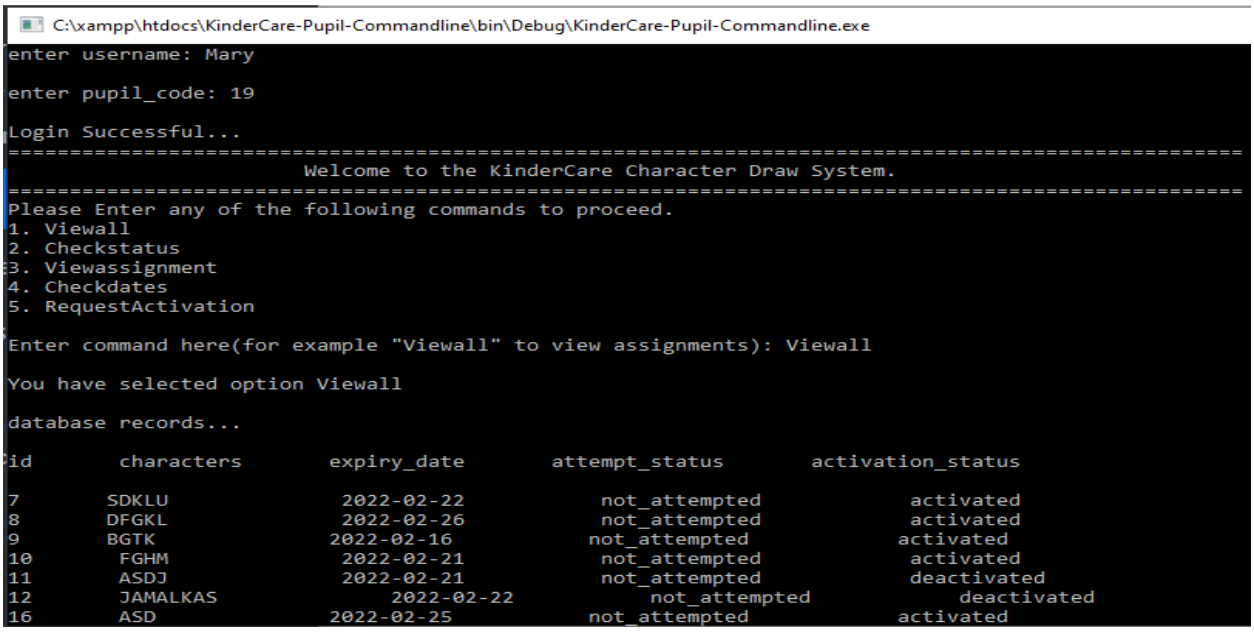

Figure 18: Pupil login

In figure 18, the pupil is authenticated by their username and pupil-code (the id assigned at their registration).

The pupil can enter a Viewall command to view all her assignments and those for which she is deactivated.

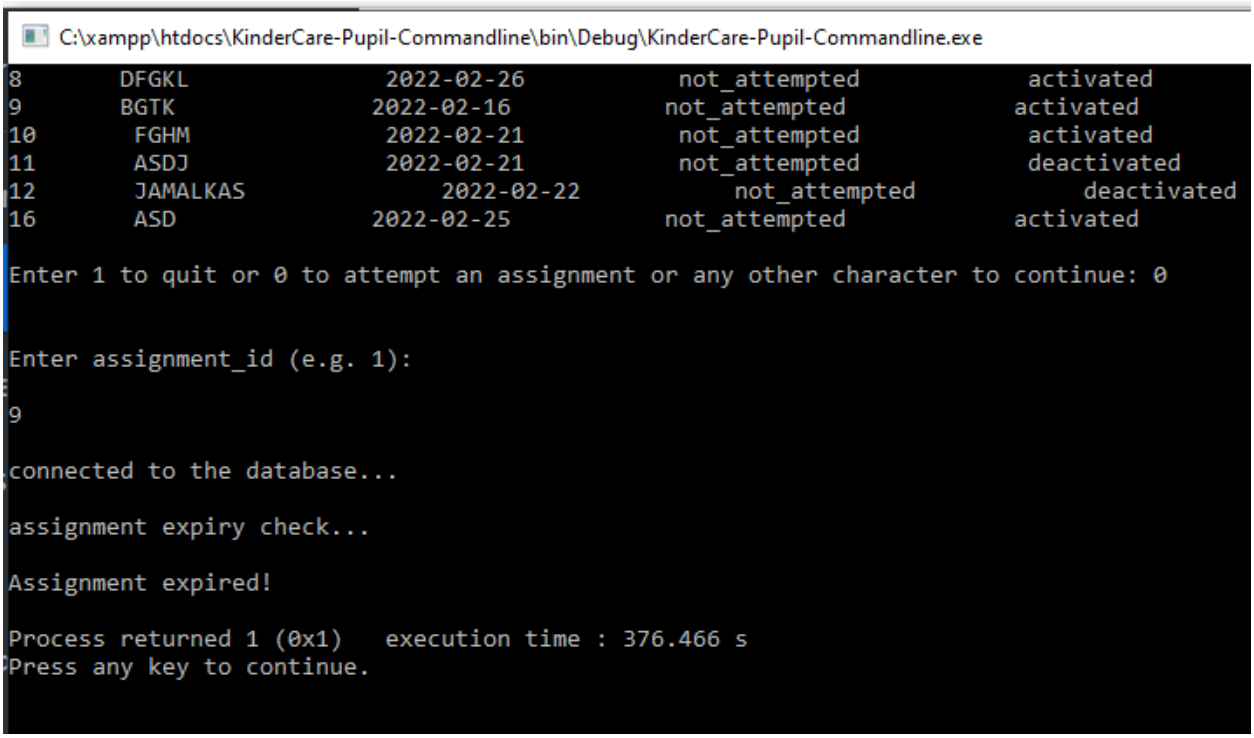

Figure 19: Assignment expiry check

In figure 19, Mary enters 0 to attempt an assignment, the she's required to enter an assignment id for an assignment, she wishes to attempt.

Since today is 2/19/2022, she tries attempting an expired assignment with id 9 and she won't be allowed to attempt it.

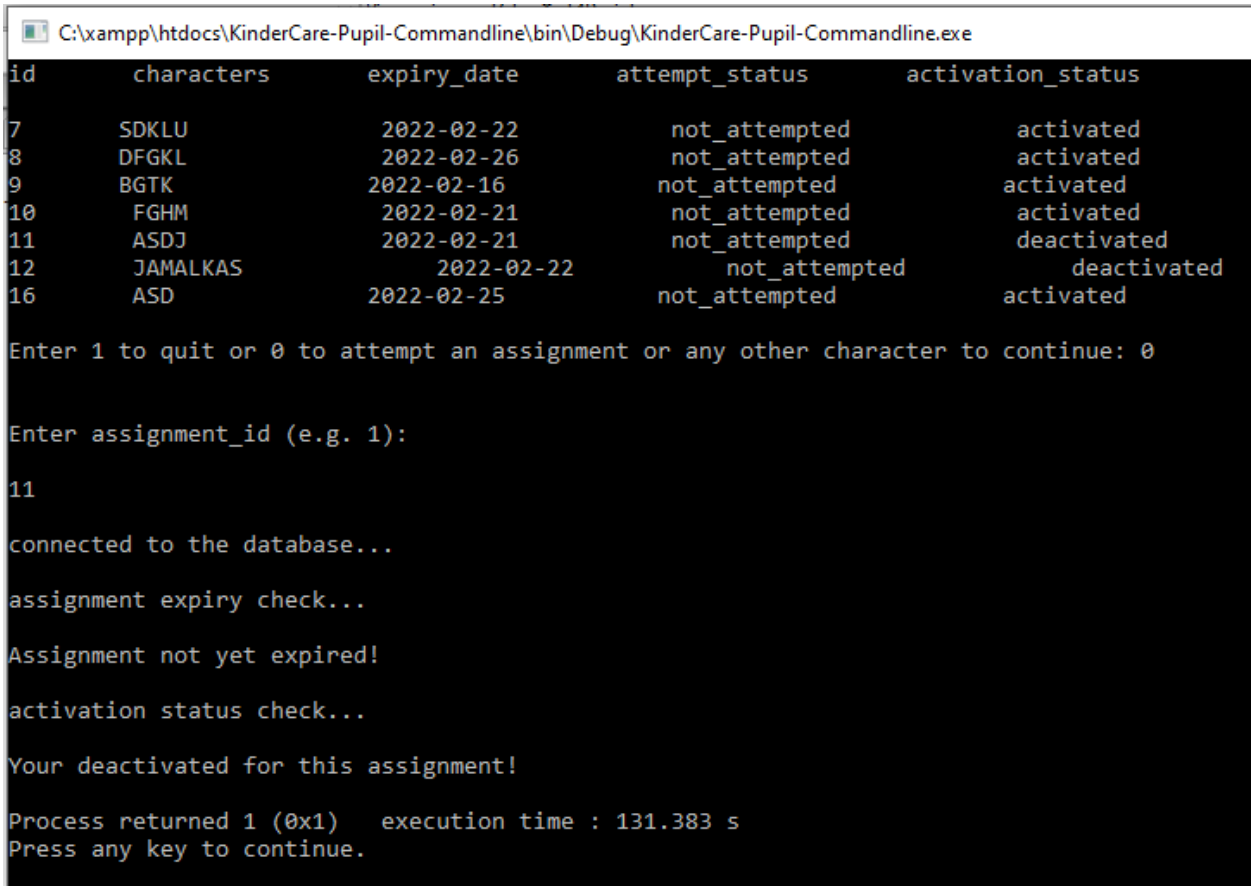

Figure 20: Activation check

In figure 20, Mary tries attempting an assignment with id 11, for which she's deactivated, and she won't be allowed to attempt it.

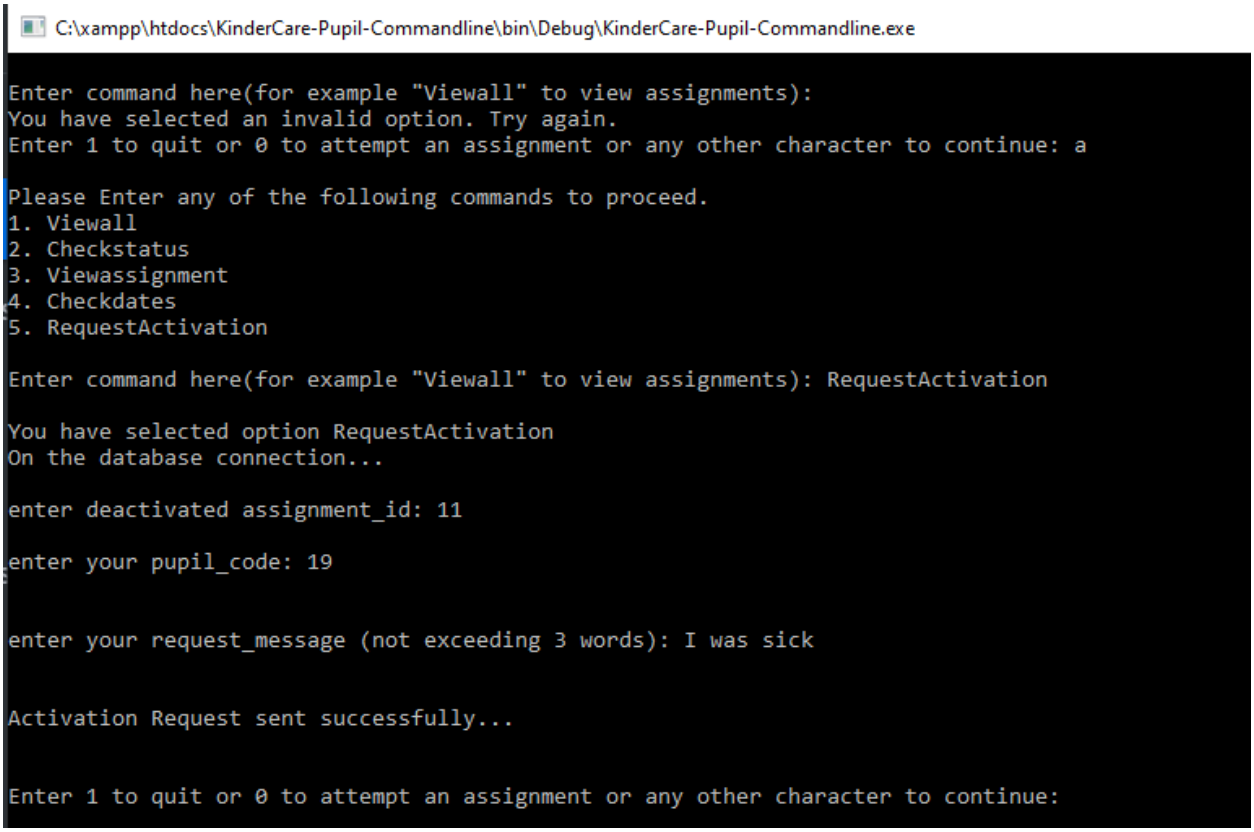

Figure 21: Requesting activation

In figure 21, Mary decides to request activation, to be allowed to attempt assignment 11, by entering a "RequestActivation" command and then, the assignment id for which she's deactivated.

She is then required to enter the request message.

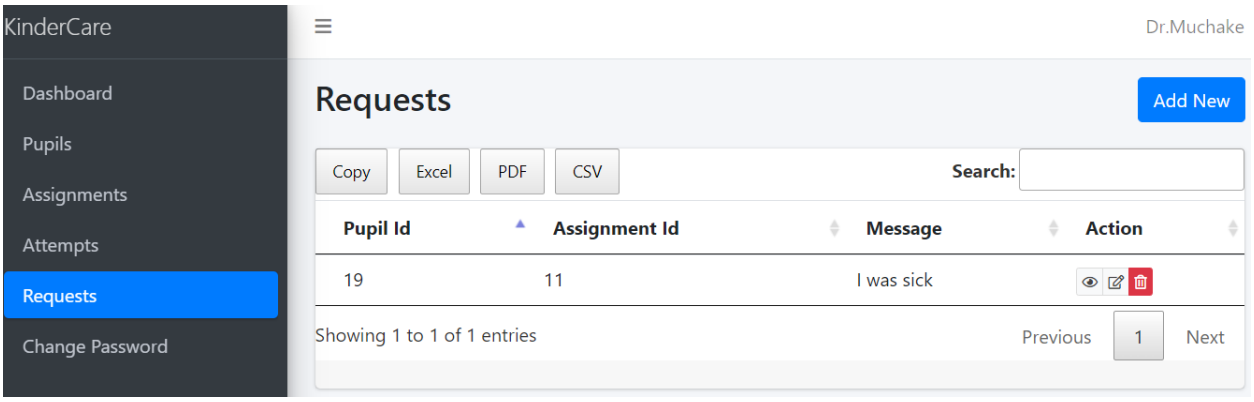

Figure 22: Teacher accesses sent requests

In figure 22, the teacher can go to requests and view the sent requests, and uses the pupil id, and assignment id to locate the assigned for that pupil and makes it activated for her to attempt.

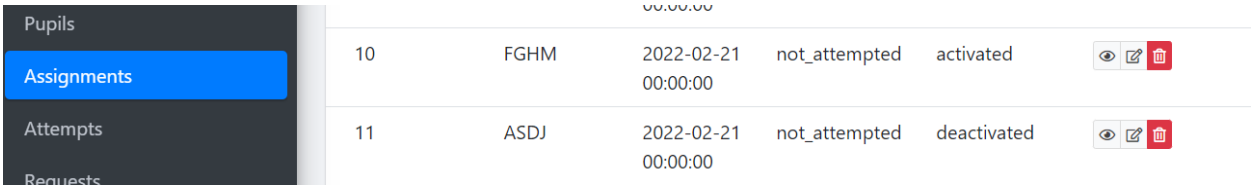

Figure 23: Identifying assignment for activation

In figure 23, assignment 11 is identified by the teacher.

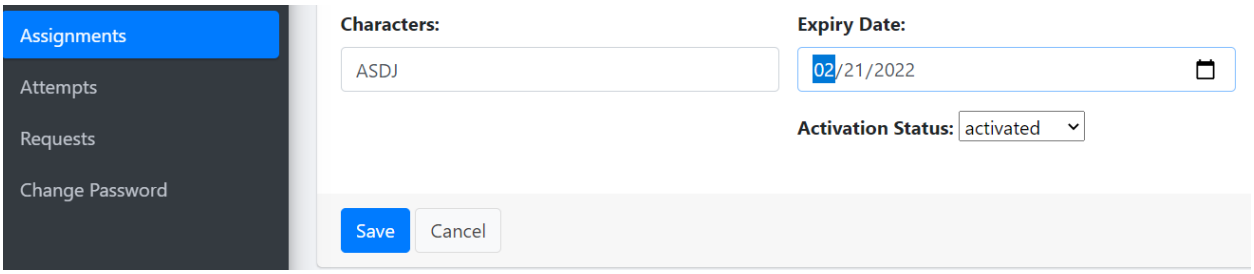

Figure 24: Changing activation status

In figure 24, the teacher changes the activation status of the student's assignment for her to attempt it.

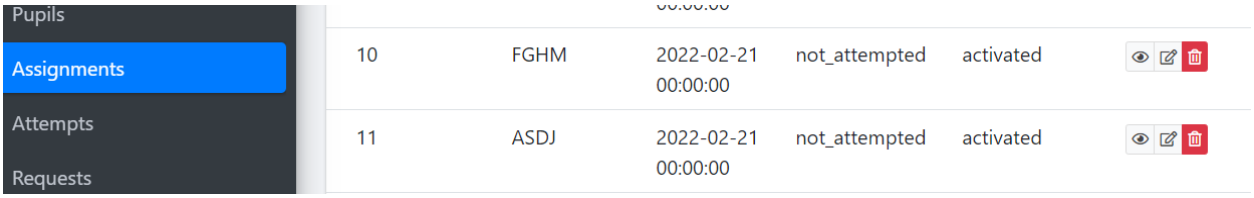

Figure 25: Activation status changed

In figure 25, the activation status is now "activated" for assignment 11.

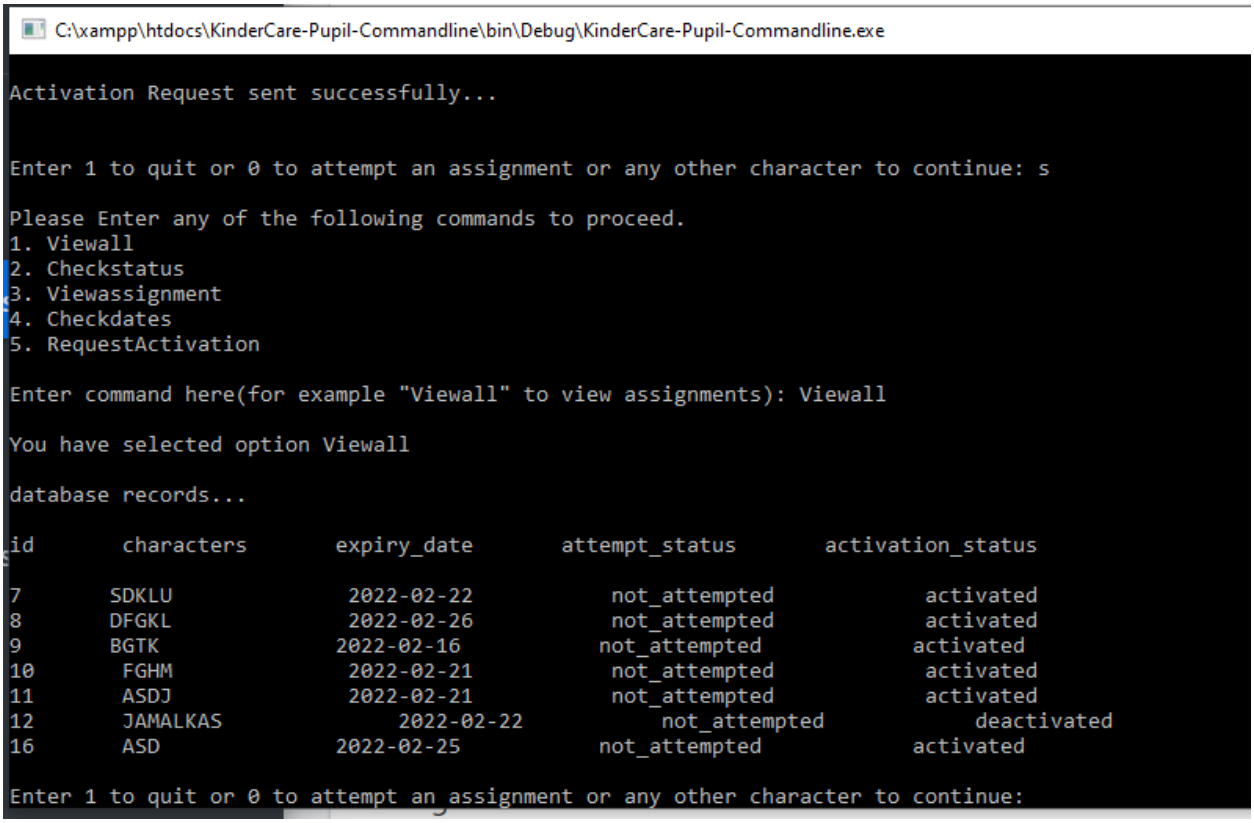

Figure 26: Mary activated for assignment 11

In figure 26, when Mary reenter ‘Viewall’ command her assignment 11 reflects activated for her to attempt.

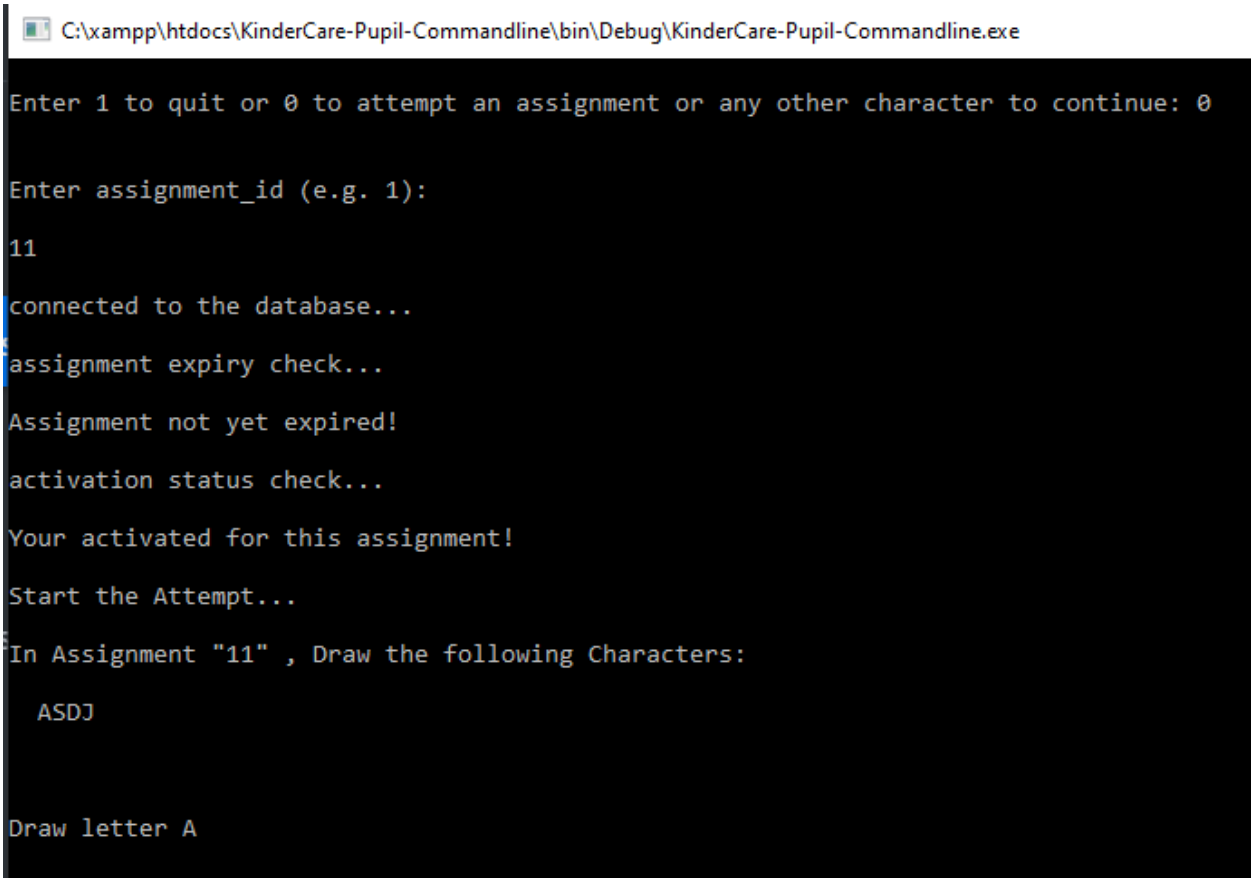

Figure 27: Allowed to attempt assignment 11

In figure 27, Mary is then allowed to start attempting assignment 11, only after being activated and when her assignment 11 is not yet expired.

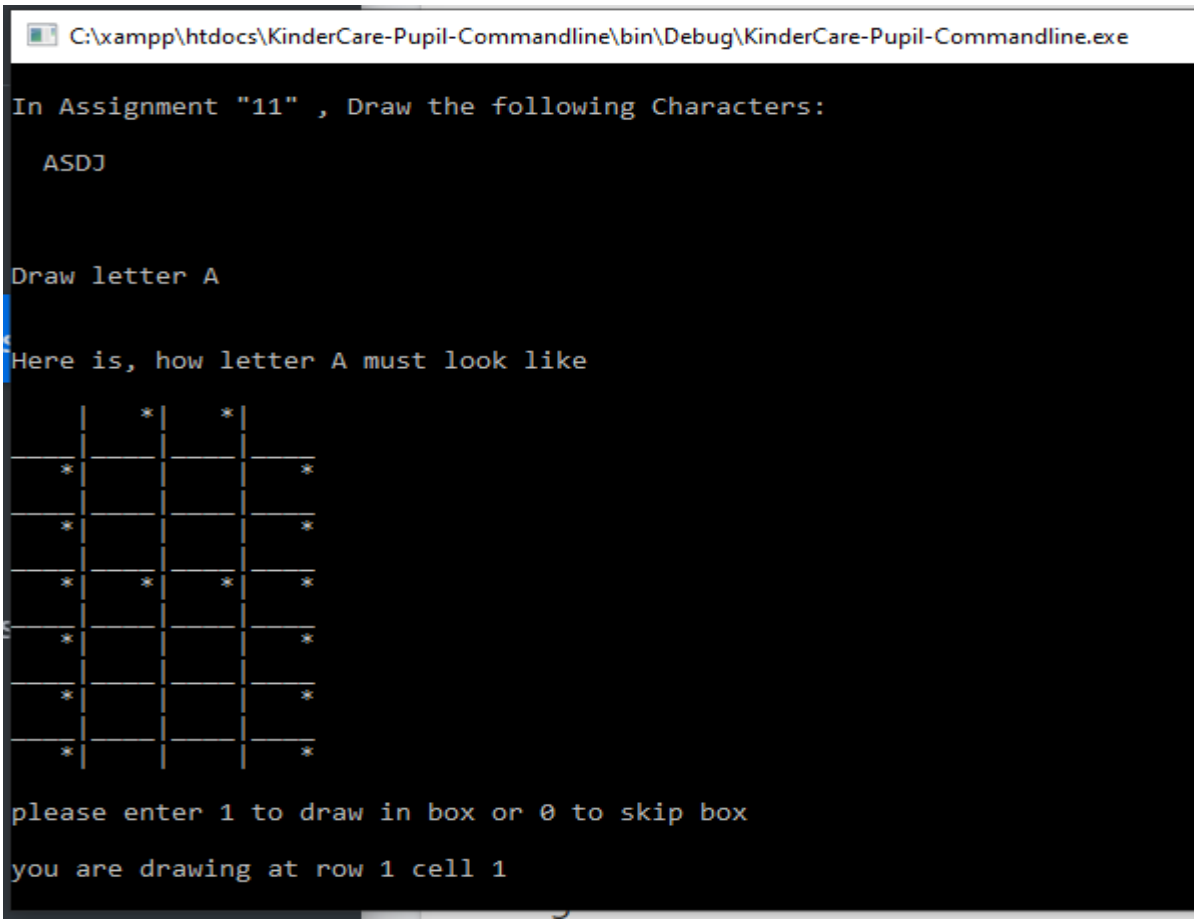

Figure 28: Prompt into assignment 11 attempting activity

In figure 28, Mary is free to make the attempt to characters in assignment 11.

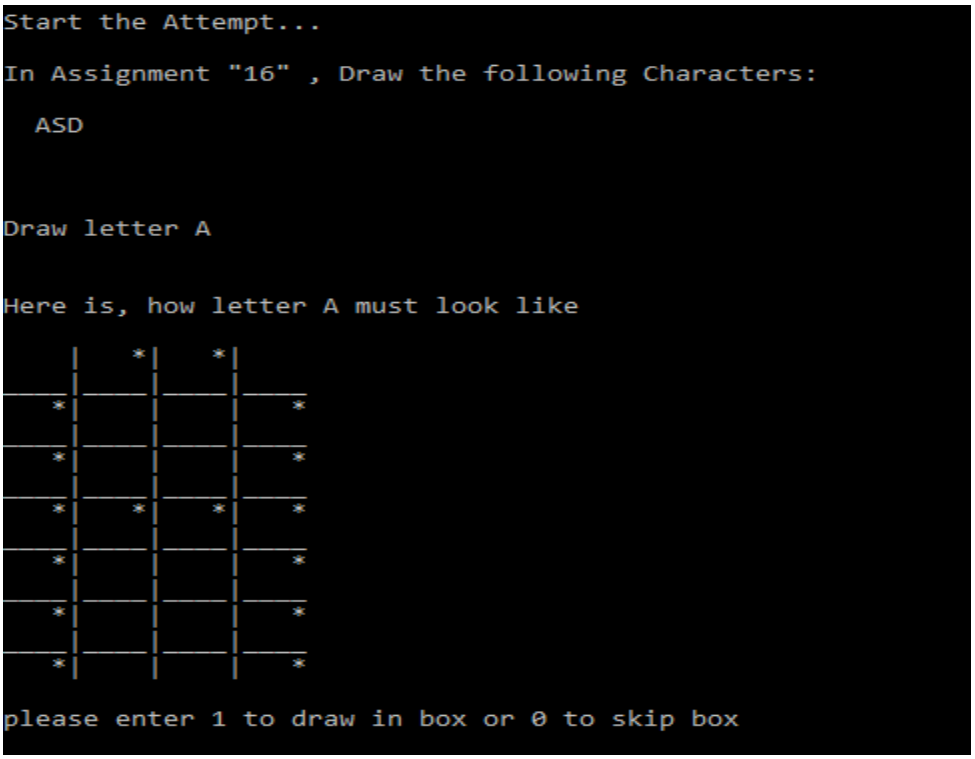

Figure 29: Attempting assignment added by Dr .Muchake

In figure 29, Mary decided to exit the terminal and select assignment 16, for attempt.

She is shown how the the letter must look like at the start.

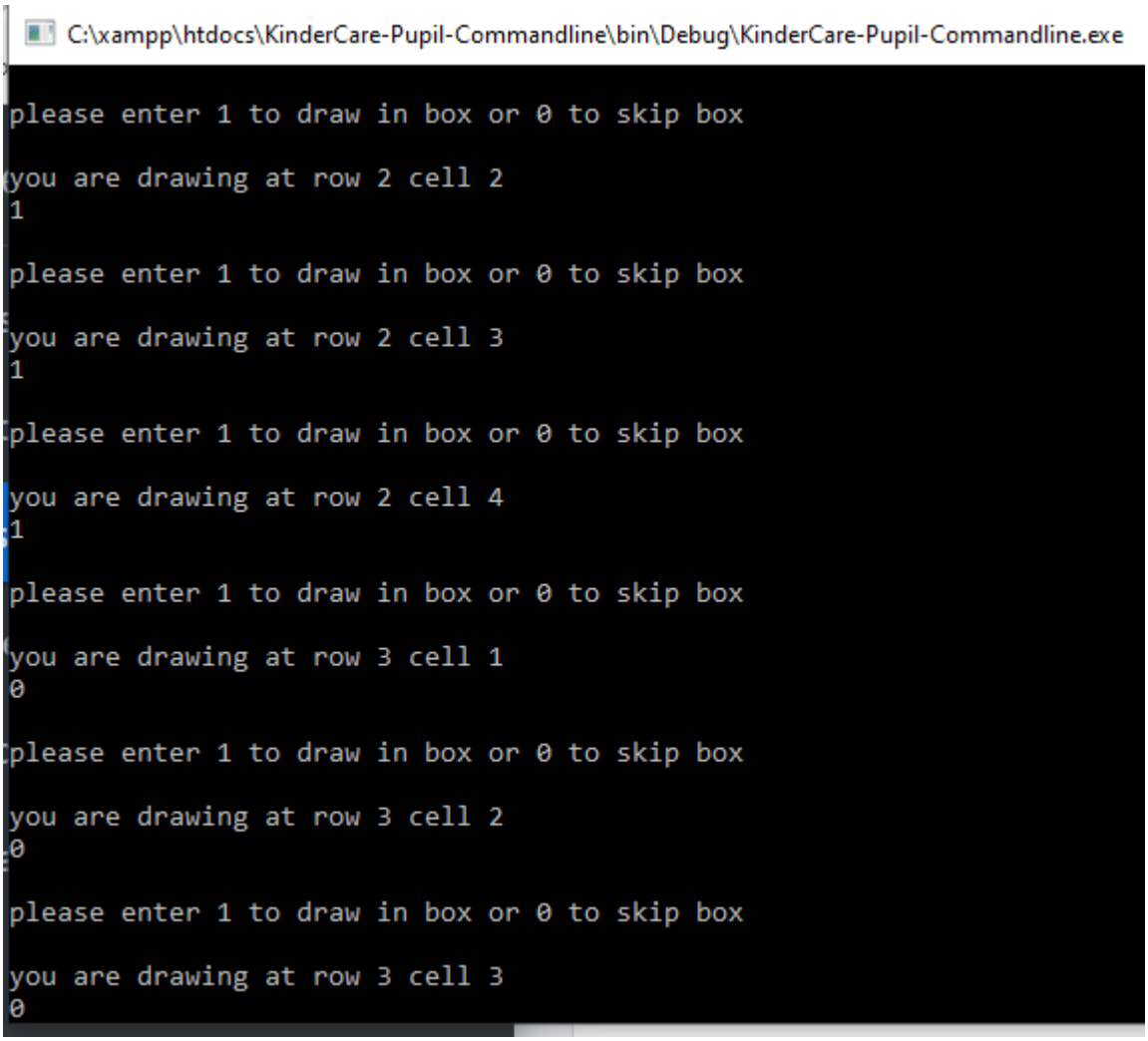

Figure 30: Attempting assignment 16

In figure 30, she is attempting the assignment by entering either 1(to insert a star drawing) or 0 (to not draw a star in a cell).

If she draws a star in a correct cell she's awarded a 1 and a 0 score for drawing a start in wrong cell.

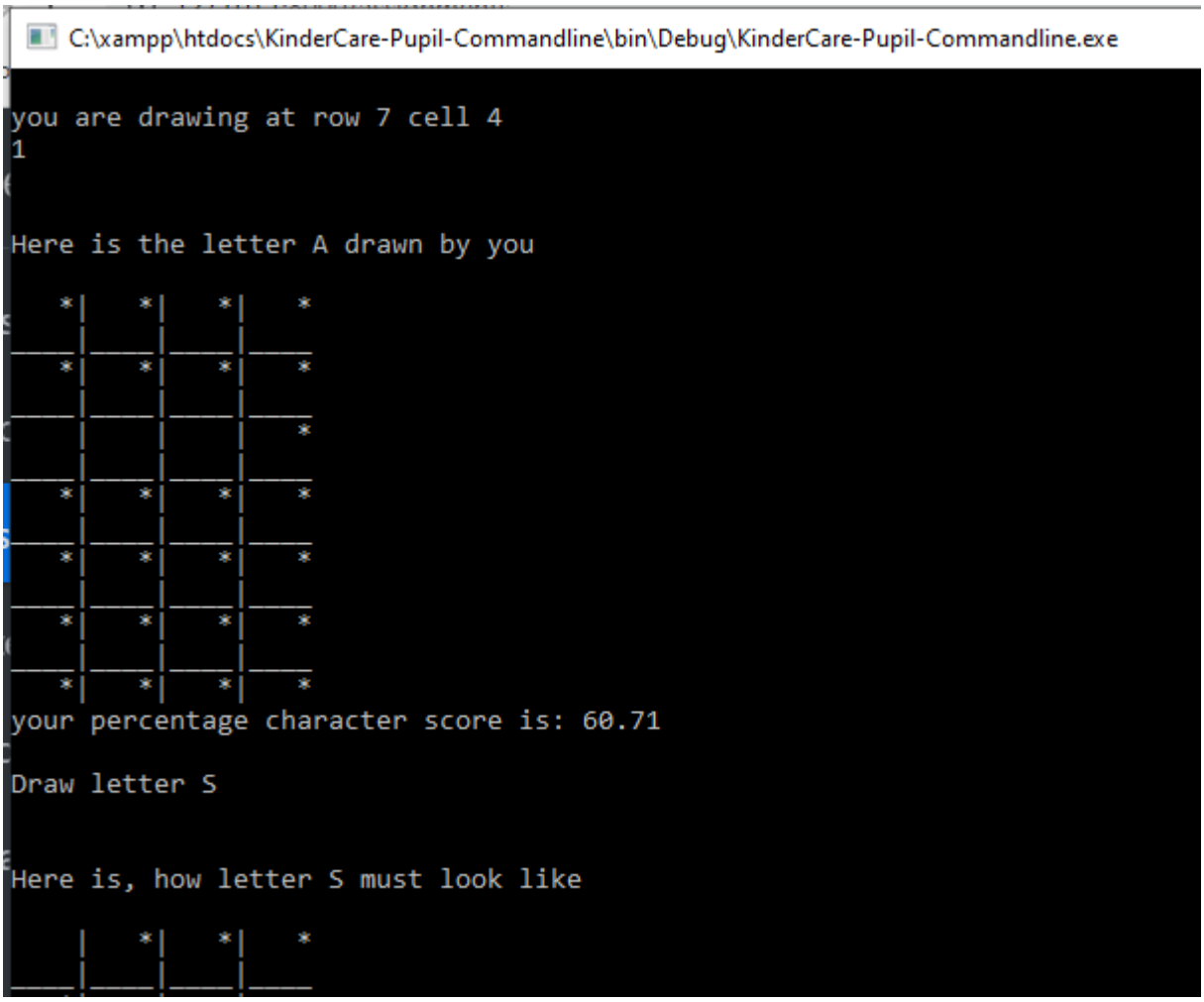

Figure 31: Showing the percentage character score

In figure 31, for each character Mary completes, she is shown what she has drawn and the percentage score obtained in drawing that character and then prompted to draw the next character in the assignment.

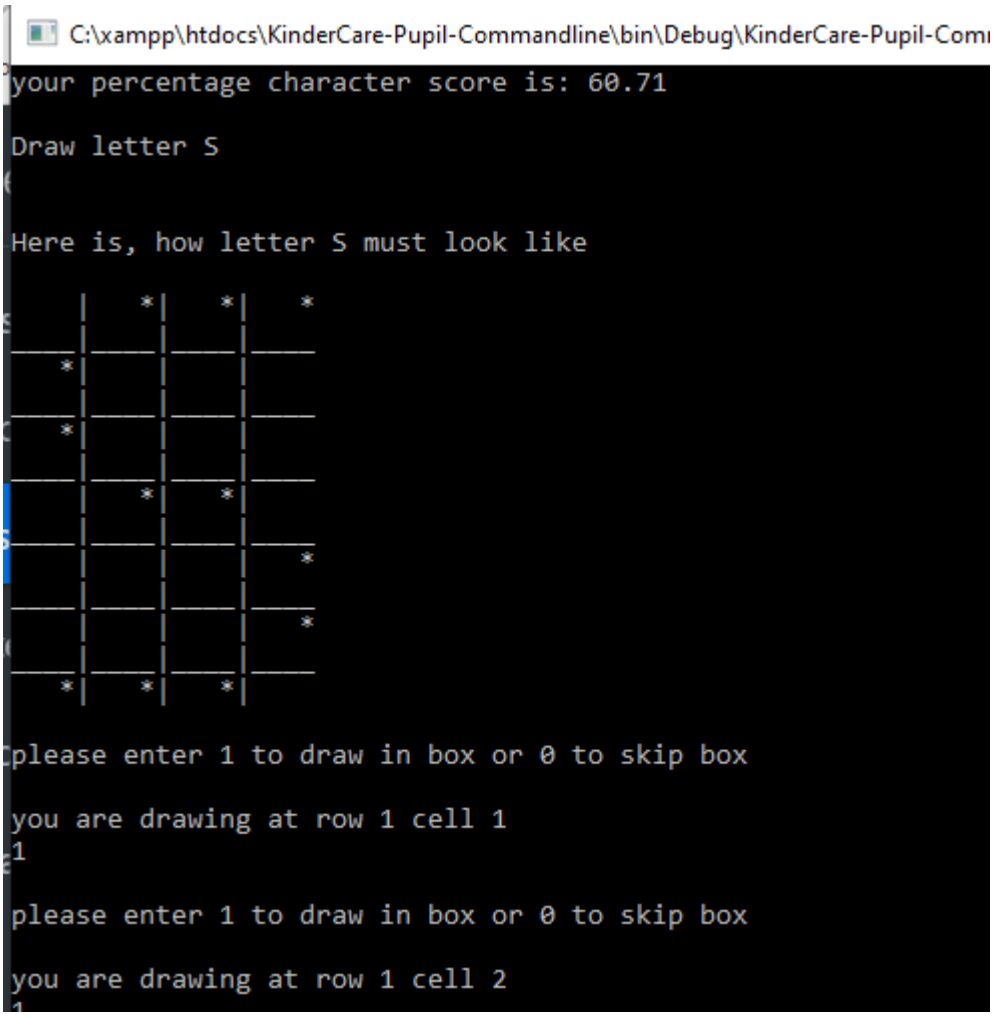

Figure 32: Next Character to draw

In figure 32, Mary is shown the next character to draw, and the process continues until all characters are completed.

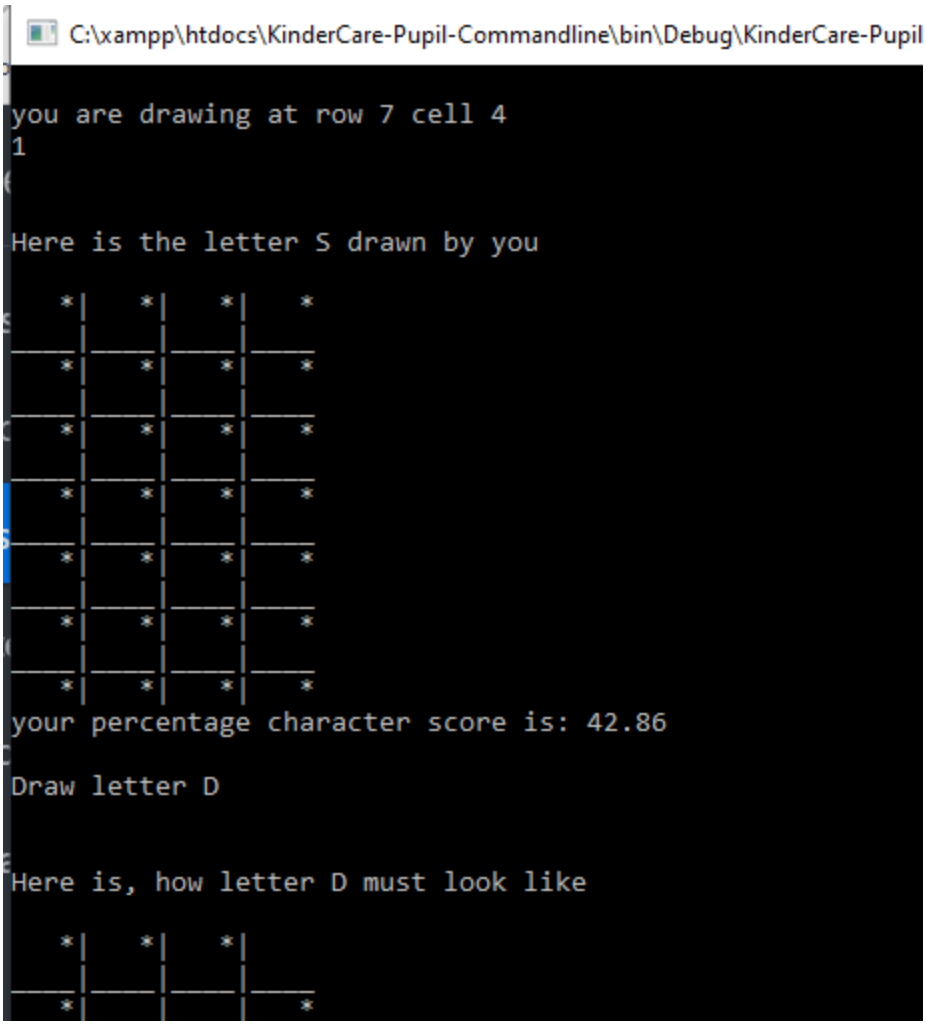

Figure 33: Assessing the next character

In Figure 33, the character S drawn by Mary is shown and her score in that character.

Figure 34: Assessing character D

In figure 34, character D is the last character in the assignment, therefore Mary is shown the average score of all individual character scores and the total time taken to complete the assignment

(time is too long since process stopped when my pc power was out but time continued to count, view real-time presentation about the use of the whole system in the YouTube link provided in the cover page)

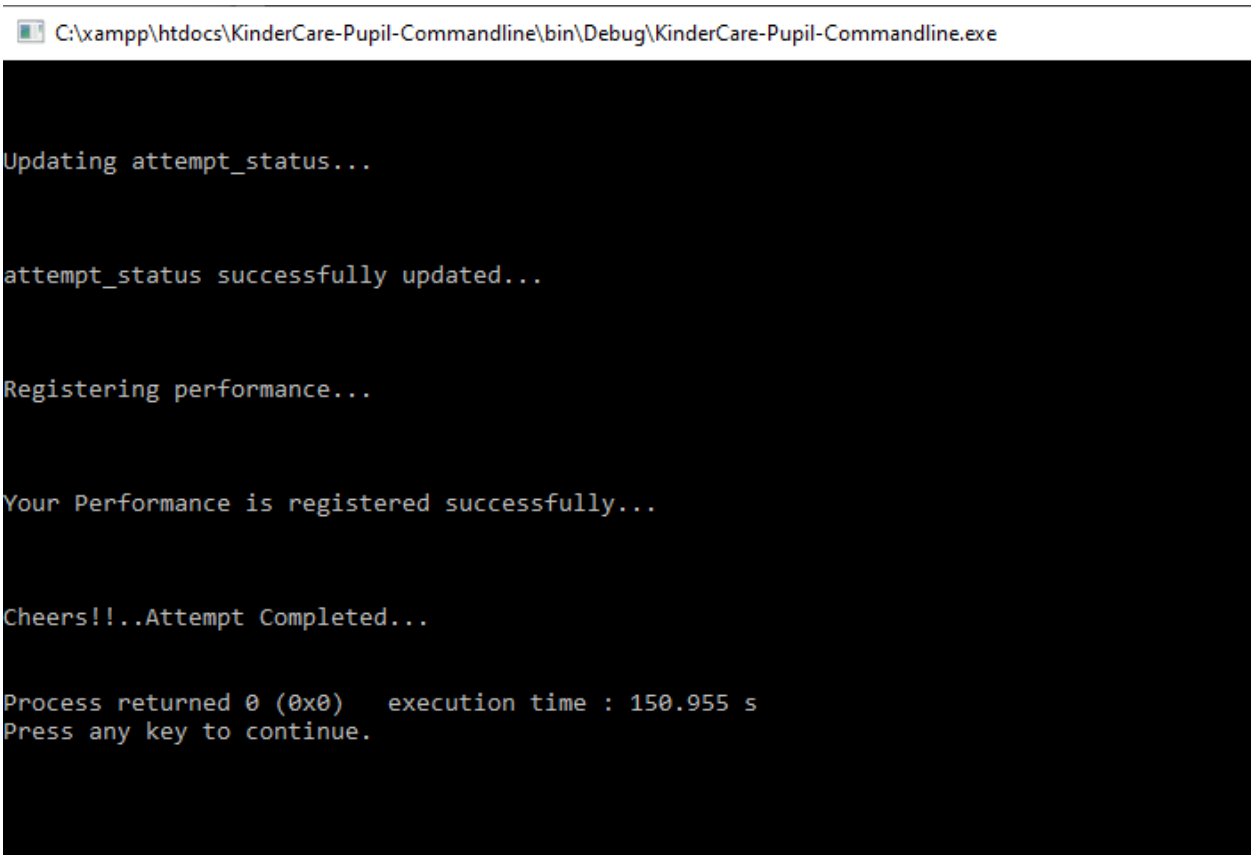

Figure 35: Regestering and updating records after attempt

In figure 35, When Mary finishes her attempt, the attempt status of the assignment 16 is set to ‘attempted’ and her performance (average score and total time taken) registered.

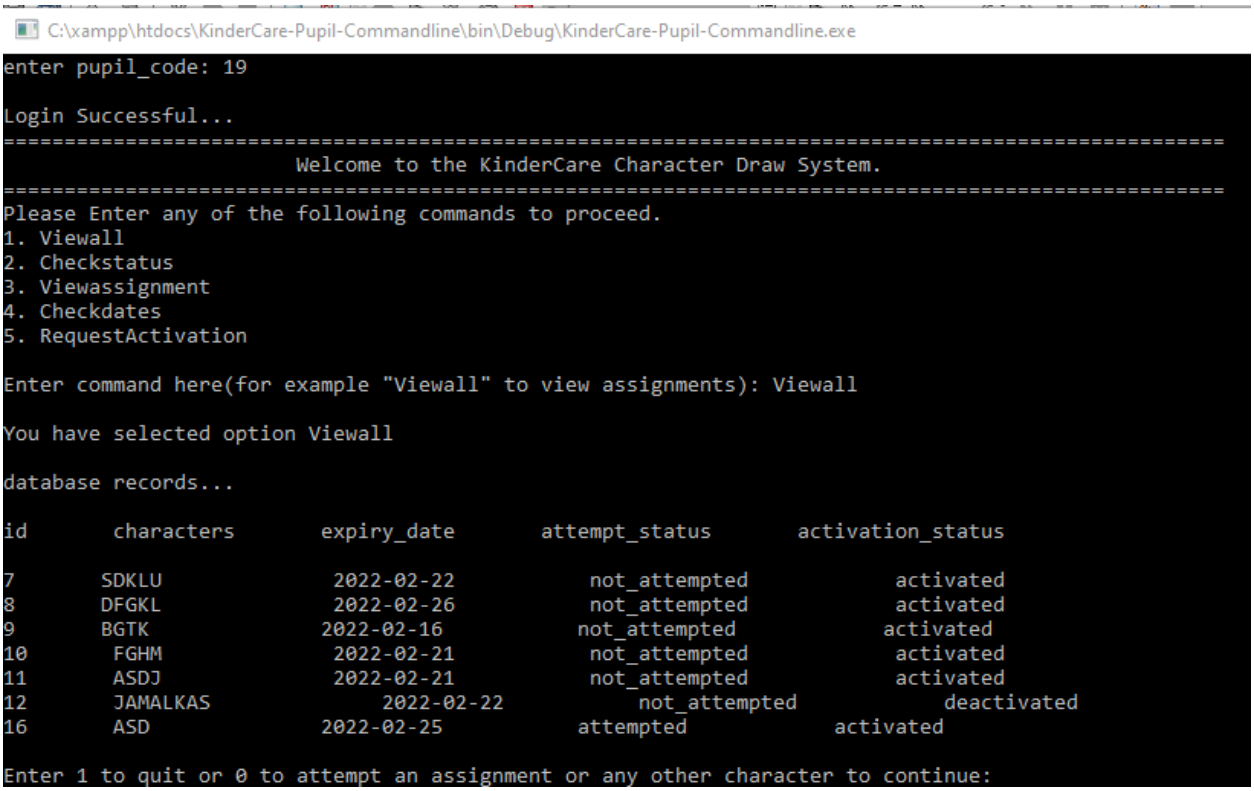

Figure 36: Updated attempt status

In figure 36, Mary's assignment 16 changes to attempted status.

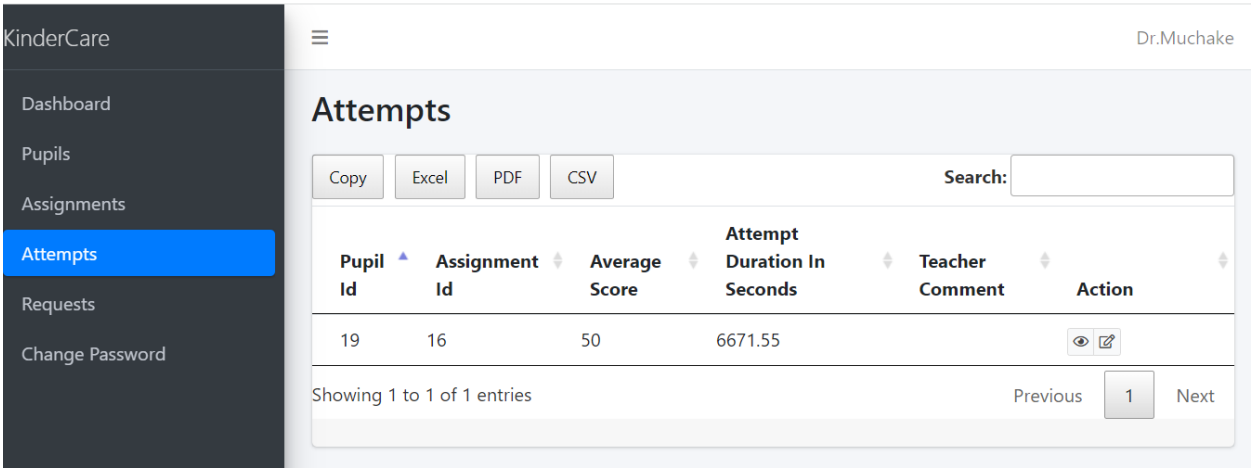

Figure 37: Teacher's view of Mary performance in the assignment 16

In figure 37, the teacher goes to attempts to view registered performances from students (pupil's ids are passed on during a particular session automatically).

The teacher may choose to give a comment to the pupil by clicking on the edit (pencil) button.

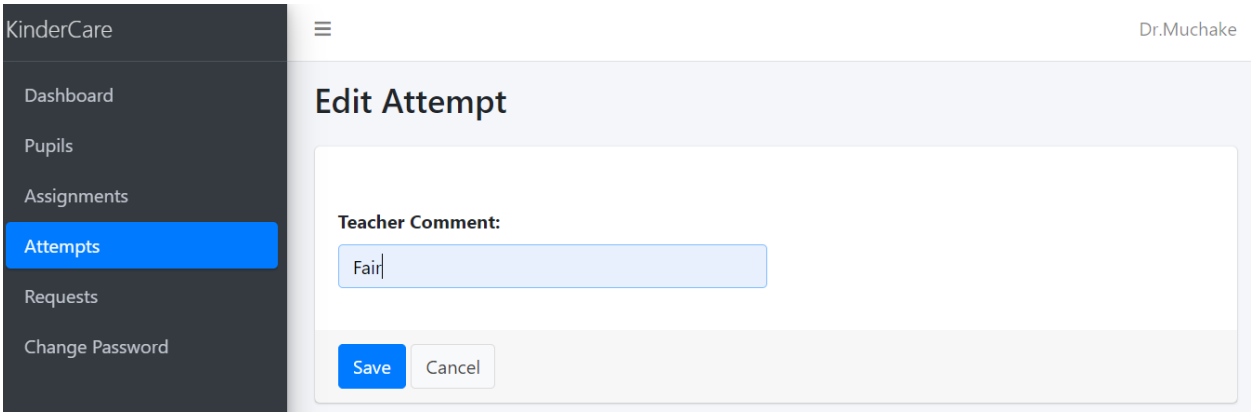

Figure 38: Teacher attaching a comment to a pupil performance record.

In figure 38, the teacher types in a comment and saves it, and it can be seen by the pupil when she next logs in.

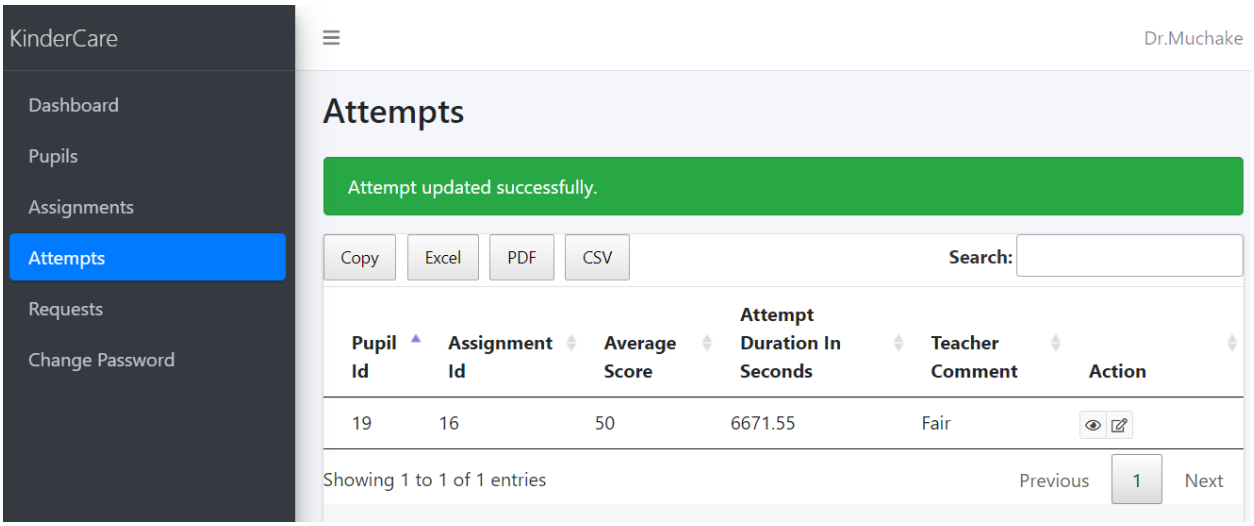

Figure 39: Comment attached

In figure 39, the comment is successfully attached to Mary's performance record.

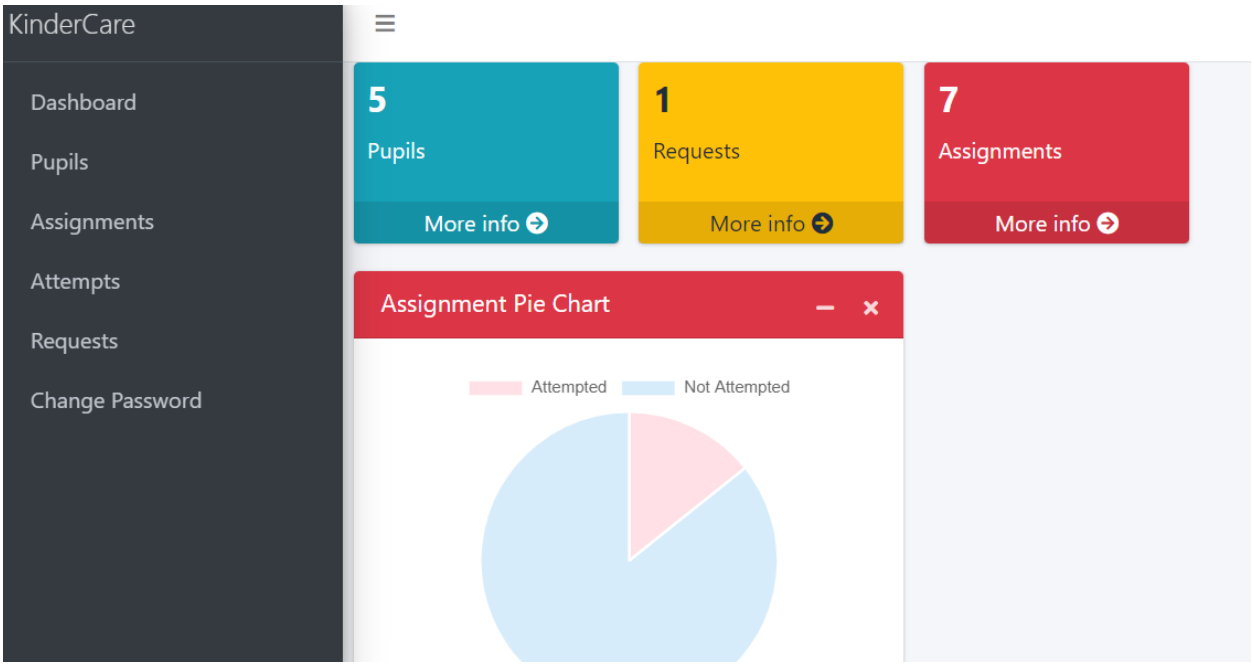

Figure 40: Dashboard updates on number of requests and attempts

In figure 40, the number of activation requests increased by 1 and the pie-chart show the 1 attempt is registered (on hovering over the chart).

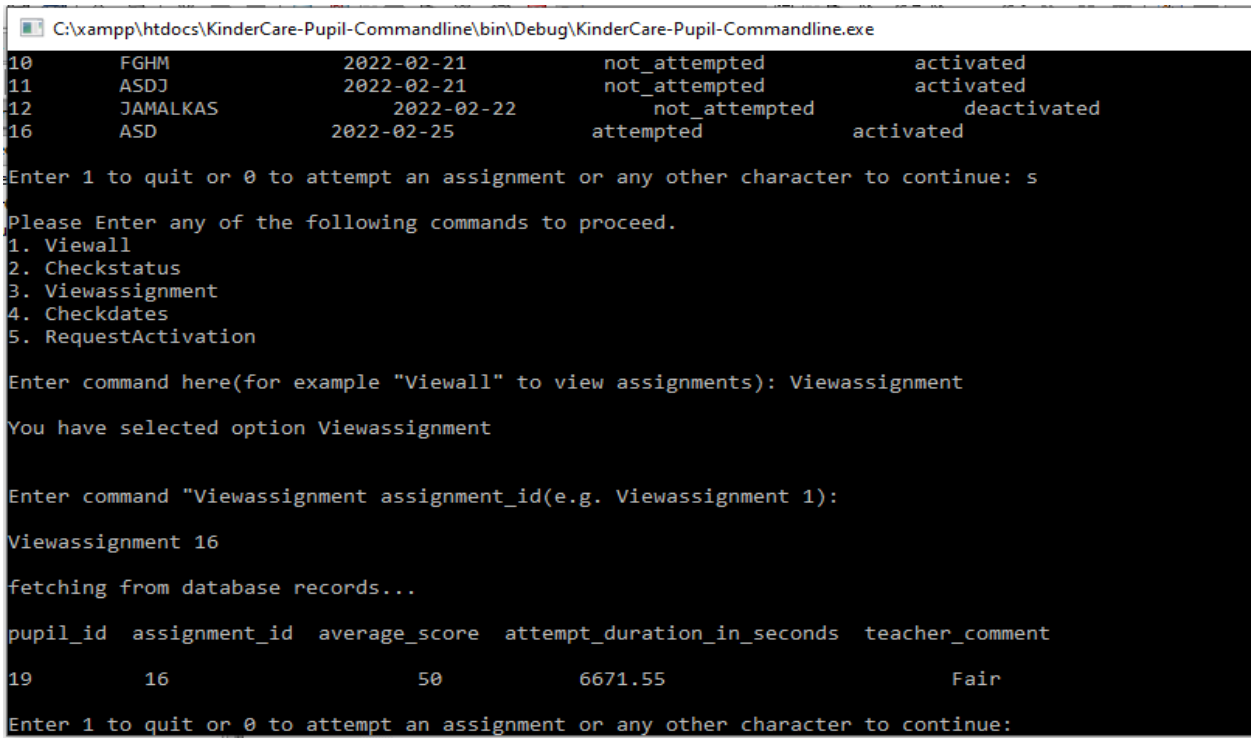

Figure 41: Pupil Viewing Comment

In Figure 41, Mary selects Viewassignment and is required to enter a command ‘Viewassignment 16’ to view performance in her attempted assignment with id 16 as well as the teacher’s comment added in figure 39.

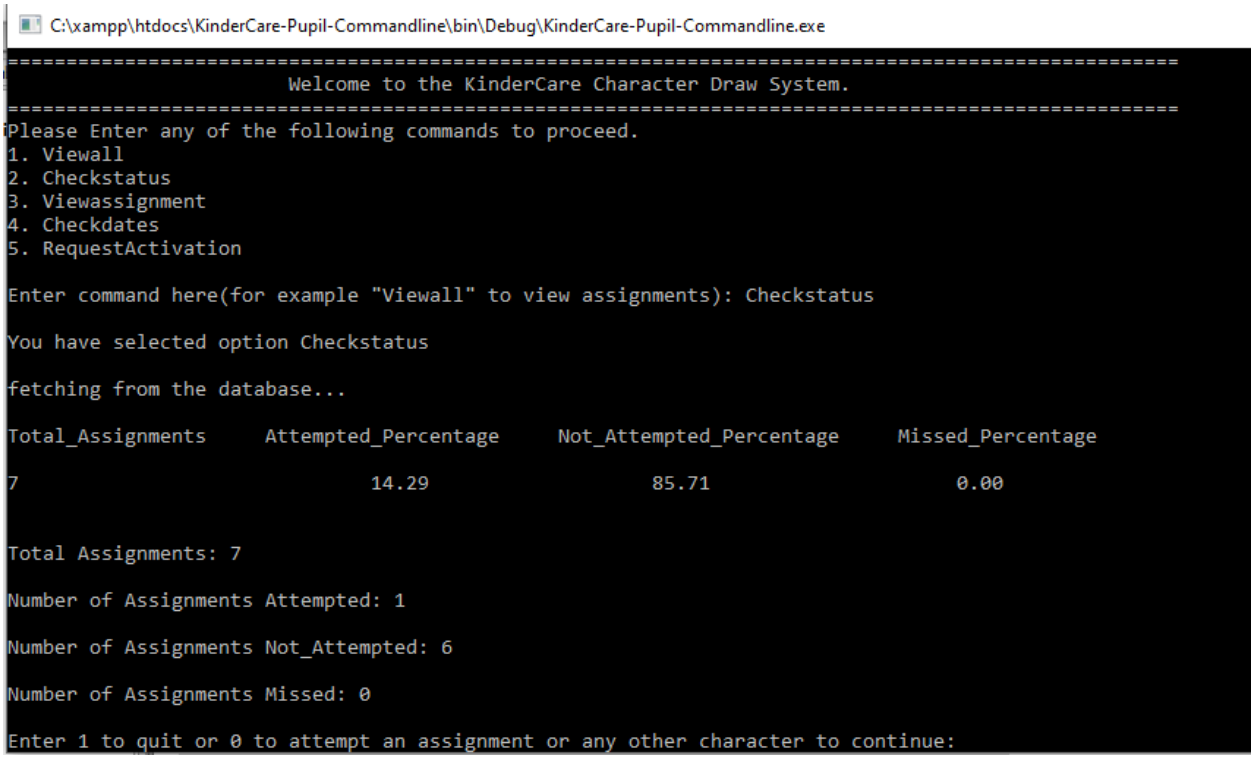

Figure 42: Checkstatus

In figure 42, Mary enters ‘Checkstatus’ command to view her total assignments, percentage attempted, percentage ‘not_attempted’, and missed_percentage (assignments expired and not attempted).

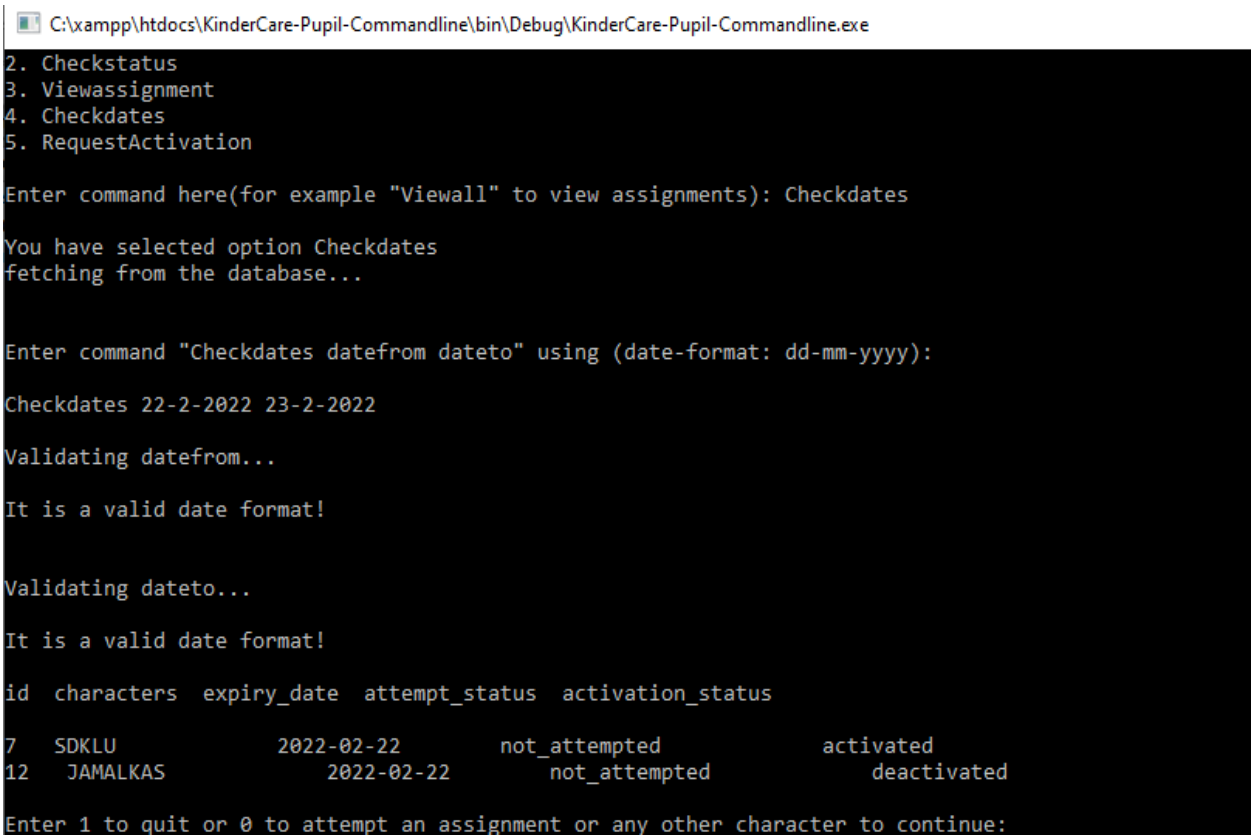

Figure 43: Checkdates

In figure 43, Mary checks for her assignments whose expiry date is between 22-2-2022 and 23-2-2022 by selecting option Checkdates, were she will be required to enter the command 'Checkdates datefrom date to'.

Results are provided only if 'datefrom' and 'dateto' are valid.

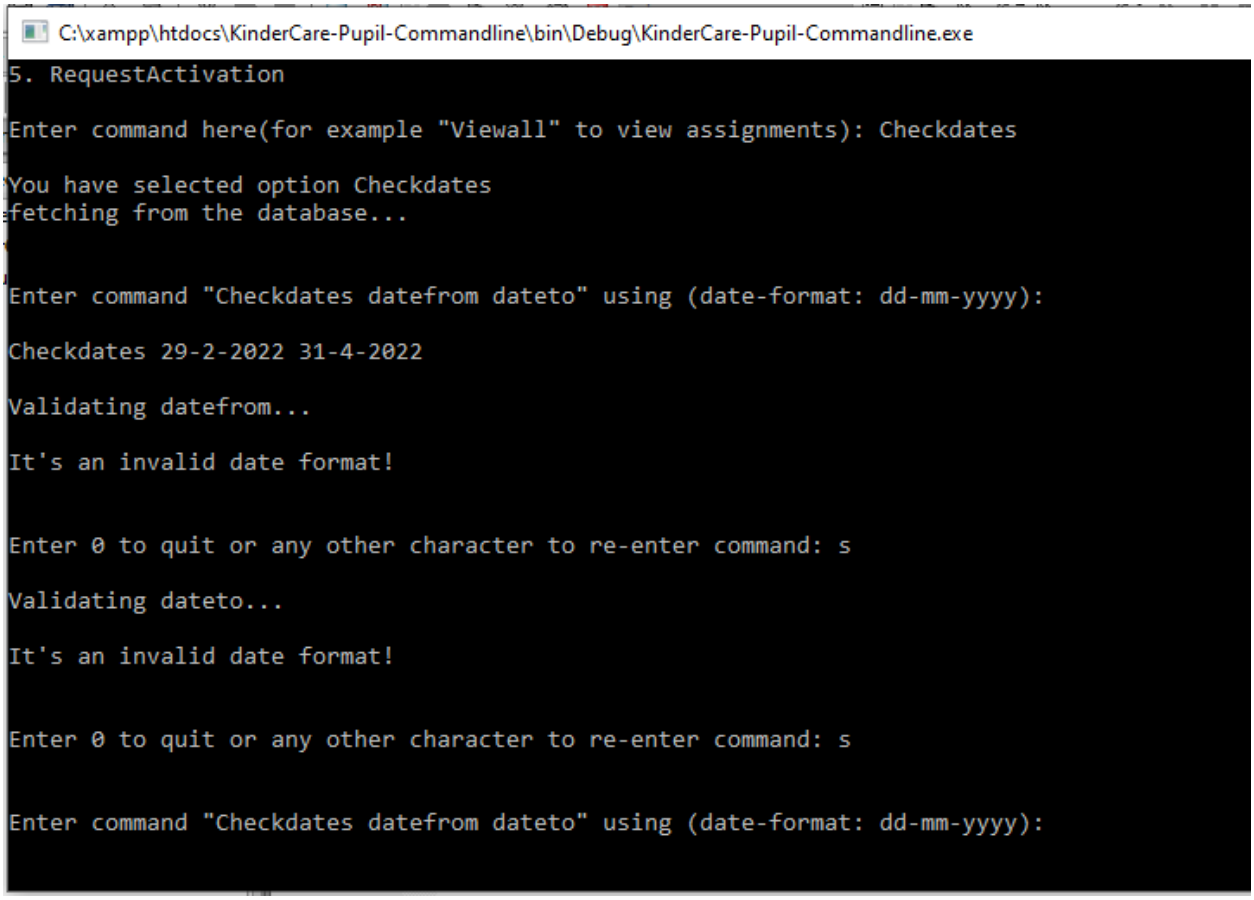

Figure 44: Checking Validity of ‘ dateto’ and ‘datefrom’

In figure 44, For leap years February days must not exceed 29 and other years it must not exceed 28. Also for months which end with 30th and 31st their respective days must be used without exceeding their bounds.

Therefore this explains the invalid date formats in figure 44.

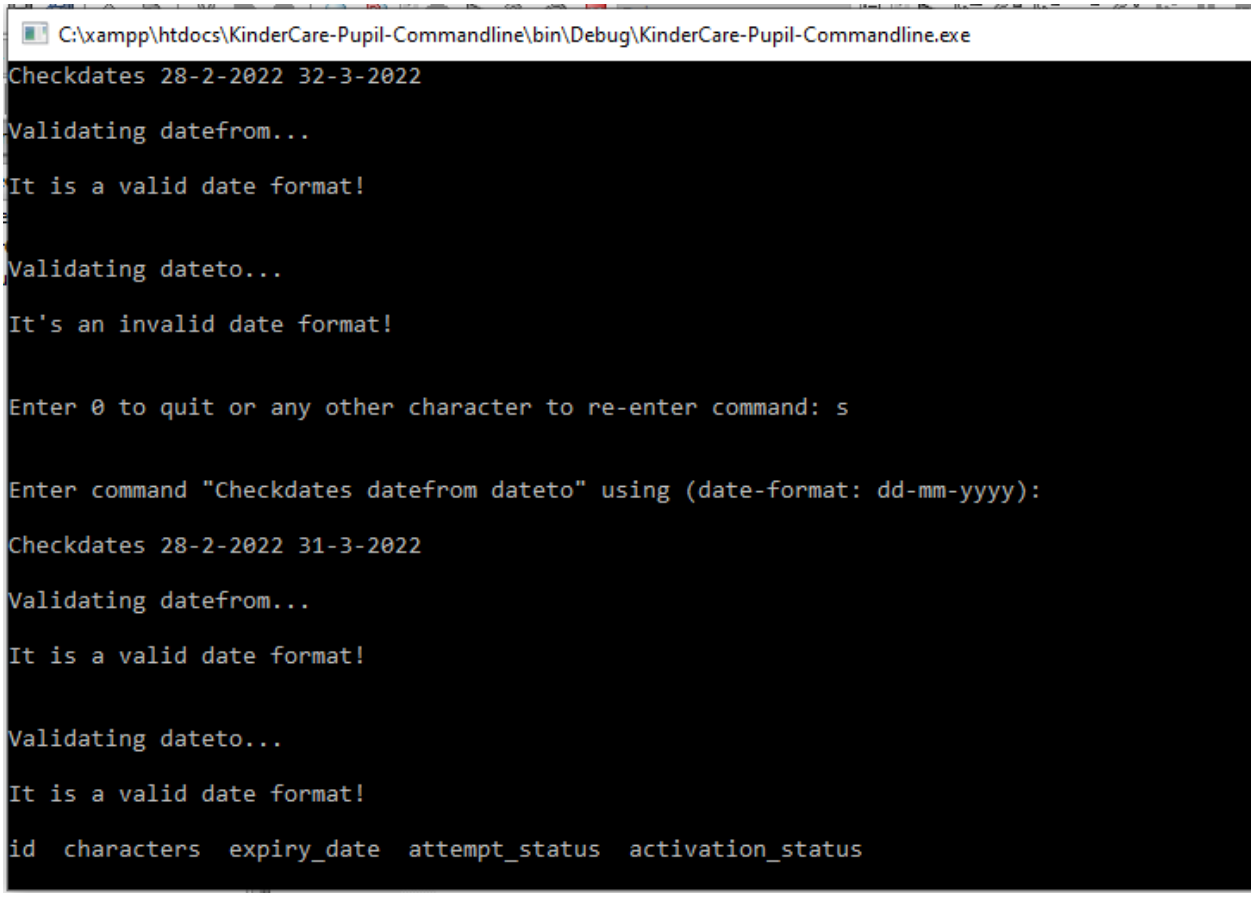

Figure 45: Date validation continued

In figure 45, errors are explained by the explanation of figure 44.

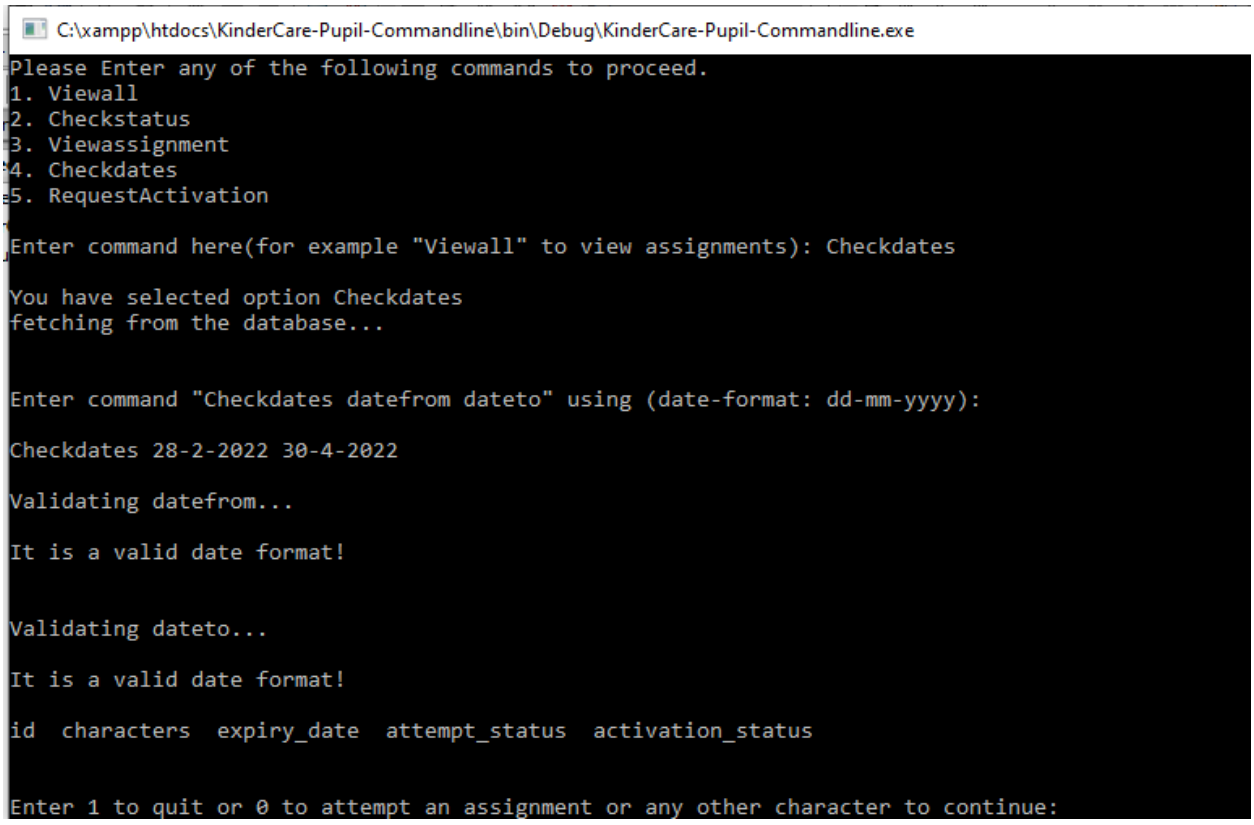

Figure 46: Date validation passed

In figure 46, date validation is passed but assignments expiring within the provided dates don't exist.

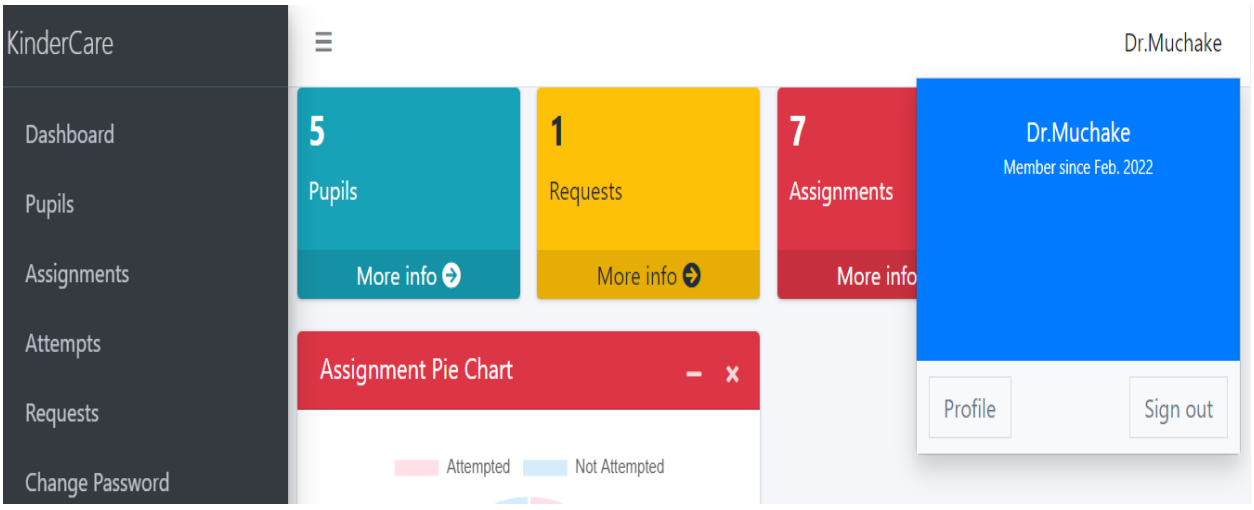

Figure 47: Teacher logs out

In Figure 47, the teacher can click on his name in the right upper corner to sign-out.

Note: Access the video user guide about system use, on the YouTube link: https://youtu.be/lsImpw9NGDA