

MMU Online Mini Project Management System

Group 35

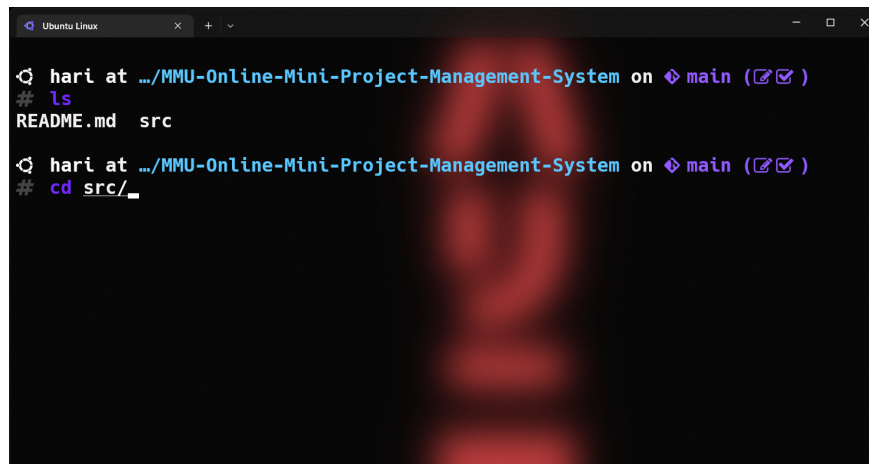
How to Compile and Run

1. Using Terminal

1. Open terminal.

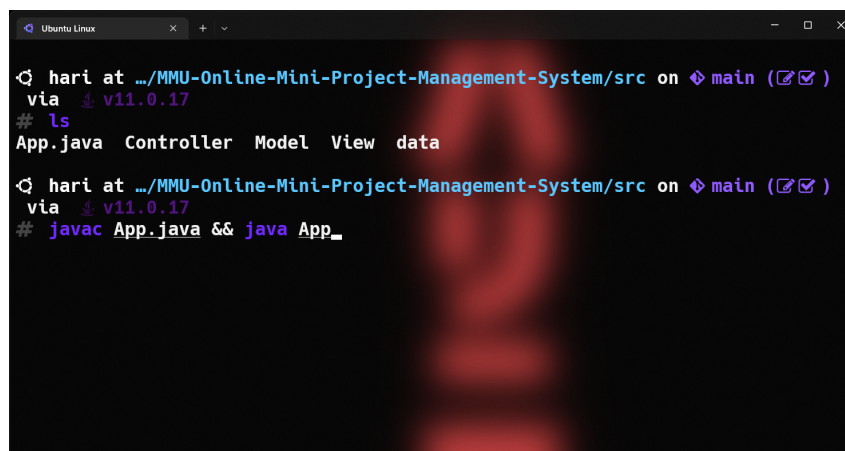
2. Navigate into

/MMU-Online-Mini-Project-Management-System/src

A terminal window titled 'Ubuntu Linux' showing a user named 'hari' at a prompt. The user is in the directory '.../MMU-Online-Mini-Project-Management-System' and is on the 'main' branch. They run the command 'ls', which shows 'README.md' and 'src'. Then they run 'cd src/' and the prompt changes to 'hari at .../MMU-Online-Mini-Project-Management-System/src'.

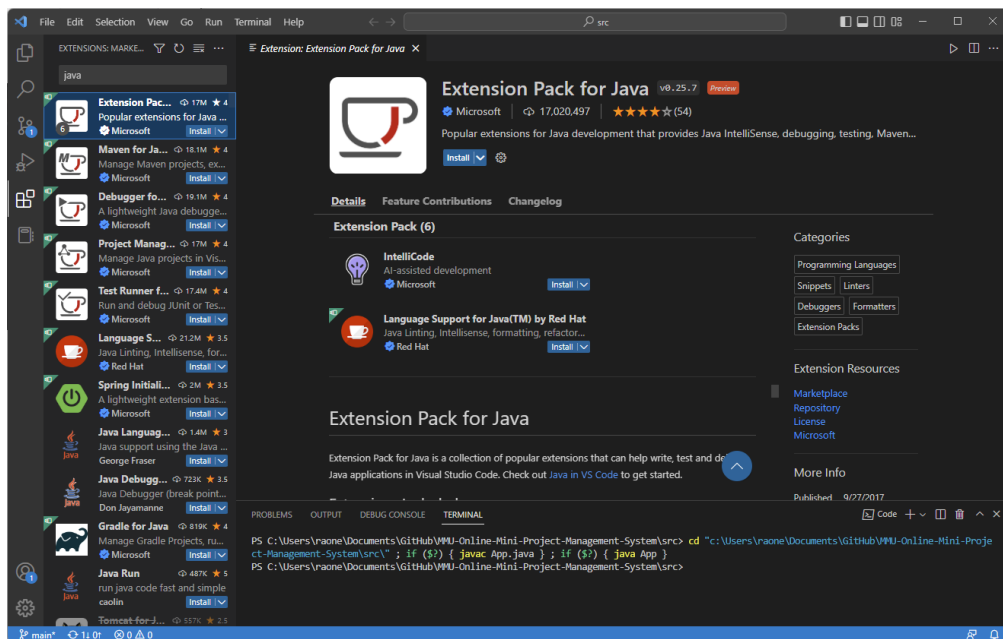
3. Enter the command

javac App.java && java App

A terminal window titled 'Ubuntu Linux' showing the user 'hari' in the directory '.../MMU-Online-Mini-Project-Management-System/src' on the 'main' branch. They run 'ls' and see 'App.java', 'Controller', 'Model', 'View', and 'data'. Then they run 'javac App.java && java App_'. The prompt changes to 'hari at .../MMU-Online-Mini-Project-Management-System/src'.

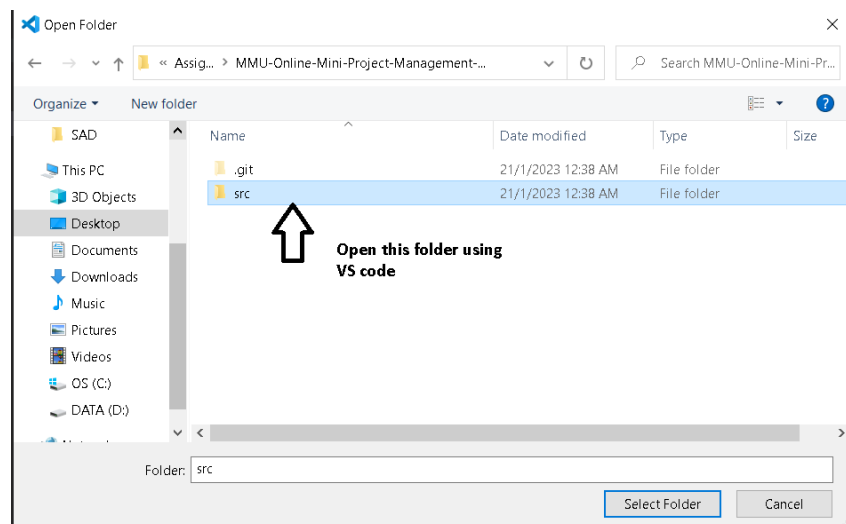
2. Using VSCode (sometimes has compilation problems)

1. First Install Extension Pack for Java in Vscode

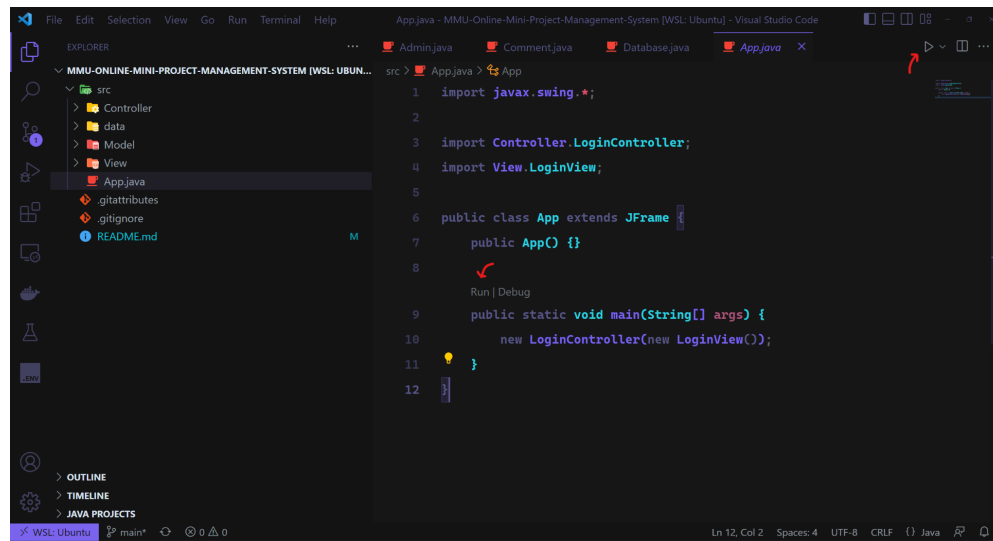


2. Open the src folder in VSCode.

/MMU-Online-Mini-Project-Management-System/src



3. Click on the “Run” button above the main method or the icon on the top right corner.



```
File Edit Selection View Go Run Terminal Help
App.java - MMU-Online-Mini-Project-Management-System [WSL: Ubuntu] - Visual Studio Code
EXPLORER
MMU-ONLINE-MINI-PROJECT-MANAGEMENT-SYSTEM [WSL: UBUN...
src
  Controller
  data
  Model
  View
  App.java
.gitattributes
.gitignore
README.md
OUTLINE
TIMELINE
JAVA PROJECTS
WSL: Ubuntu main* 0 0 0
Ln 12, Col 2 Spaces: 4 UTF-8 CRLF {} Java
```

```
src > App.java > App
1  import javax.swing.*;
2
3  import Controller.LoginController;
4  import View.LoginView;
5
6  public class App extends JFrame {
7      public App() {}
8
9      public static void main(String[] args) {
10         new LoginController(new LoginView());
11     }
12 }
```

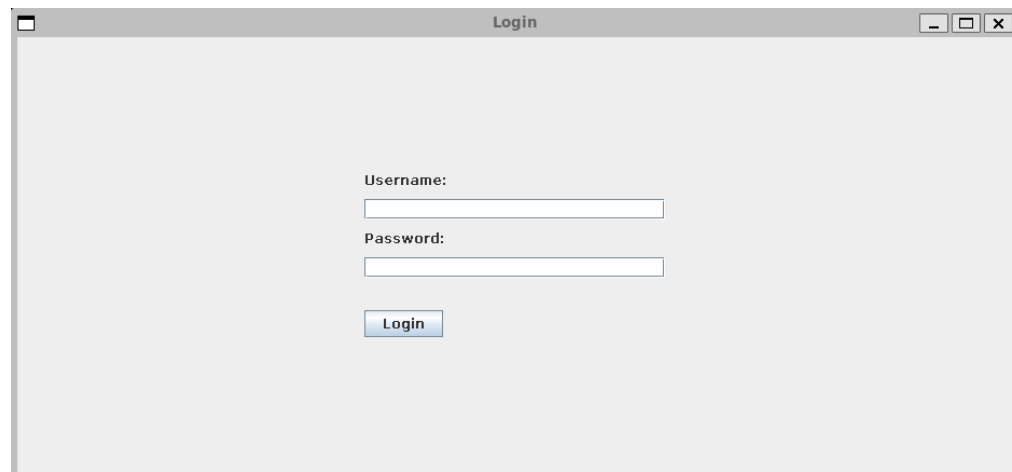
How to Use

Login

1. Enter the login credentials in the Login Page.

Sample Accounts:

Admin	Lecturer	Student
Username: hari Password: hari	Username: preven Password: preven	Username: lingkes Password: lingkes



The screenshot shows a web browser window with the title "Login". Inside the window, there is a login form with the following elements:

- A label "Username:" followed by a text input field.
- A label "Password:" followed by a text input field.
- A "Login" button below the input fields.

Admin

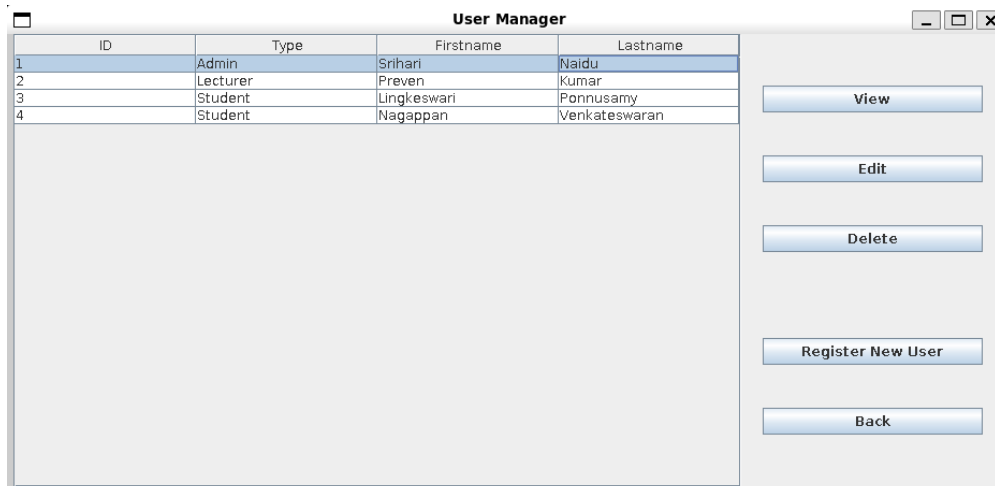
Admin Dashboard

1. Select any one of the Admin functionalities.



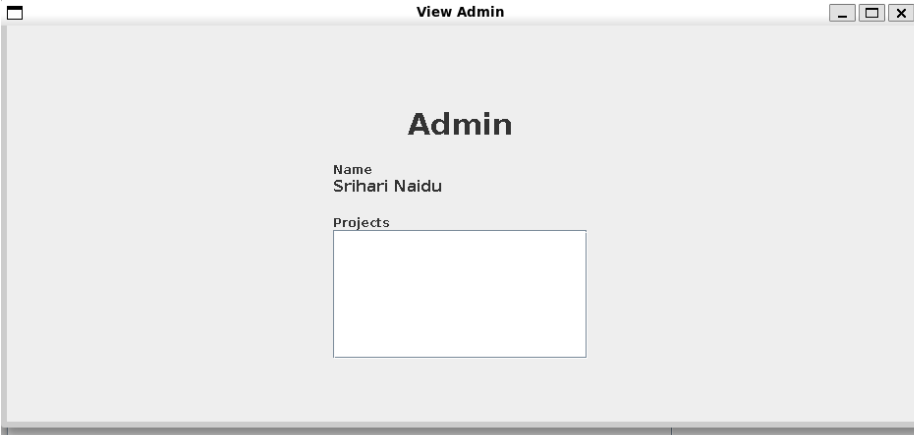
User Manager

2. Select any one of the users from the table.



View User

1. View the User.

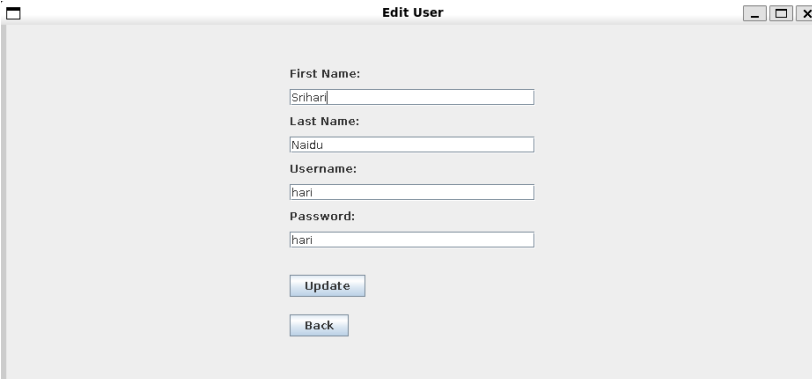


The screenshot shows a window titled "View Admin". Inside the window, the word "Admin" is displayed in a large, bold font. Below it, the text "Name" is followed by "Srihari Naidu". Underneath, the text "Projects" is followed by a large, empty rectangular box.

2. Close the popup after viewing.

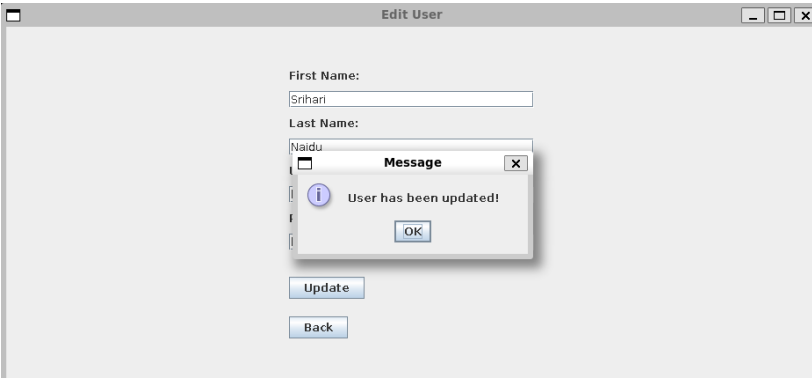
Edit User

1. Edit the User Details in the fields provided.



The screenshot shows a window titled "Edit User". Inside the window, there are five input fields with labels: "First Name:" (containing "Srihari"), "Last Name:" (containing "Naidu"), "Username:" (containing "hari"), and "Password:" (containing "hari"). Below the input fields are two buttons: "Update" and "Back".

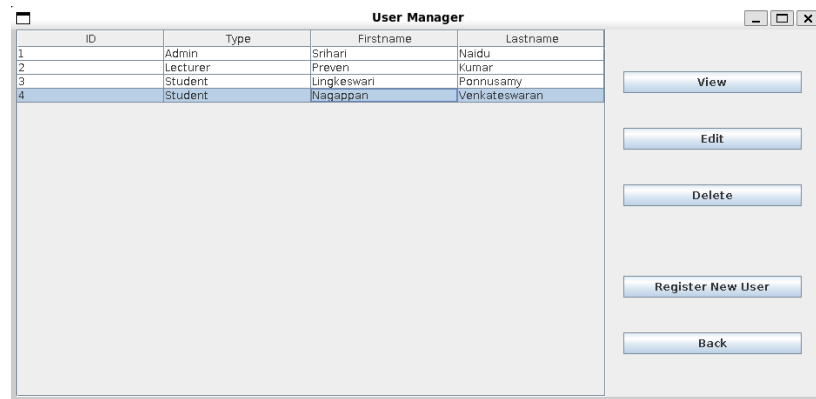
2. Click on Update to save changes.



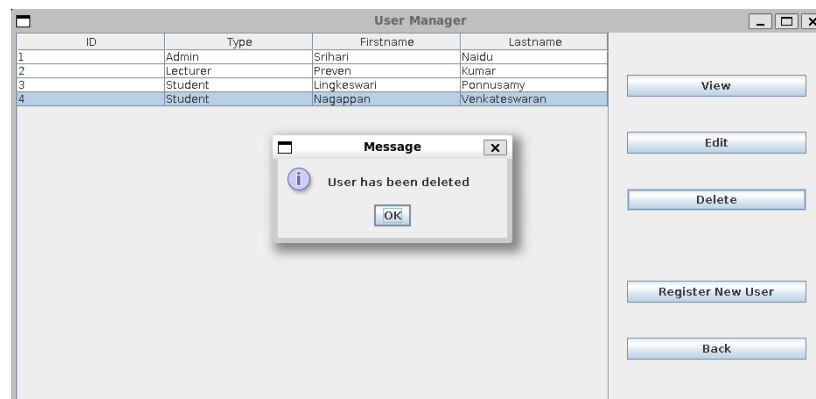
The screenshot shows the "Edit User" window with a "Message" dialog box overlay. The dialog box has a title bar "Message" and a close button "X". It contains an information icon and the text "User has been updated!". Below the text is an "OK" button. The "Edit User" window's input fields and buttons are visible behind the dialog box.

Delete User

1. Select the user to be deleted.




2. Click on 'Delete'.



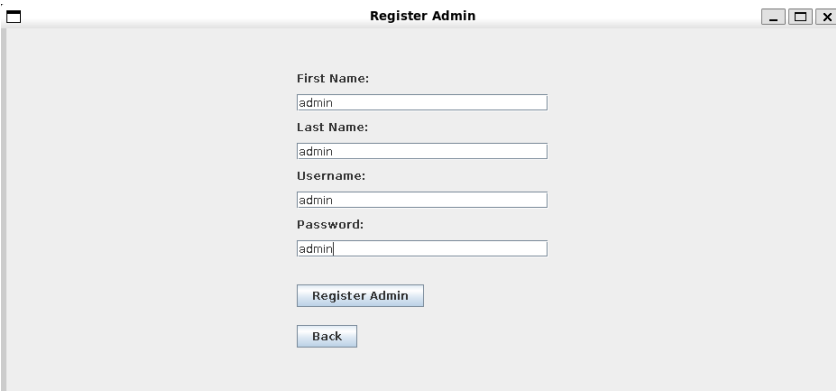
Register New User

1. Select the user type.



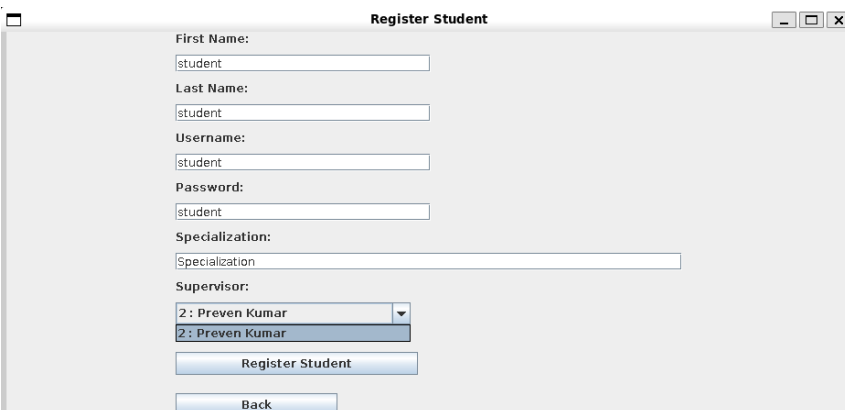
The 'Register' window displays the prompt 'Who are you creating the account for?'. It features three buttons for user type selection: 'Admin', 'Lecturer', and 'Student'. A 'Cancel' button is located in the top right corner.

2. Fill in the details in the fields provided.



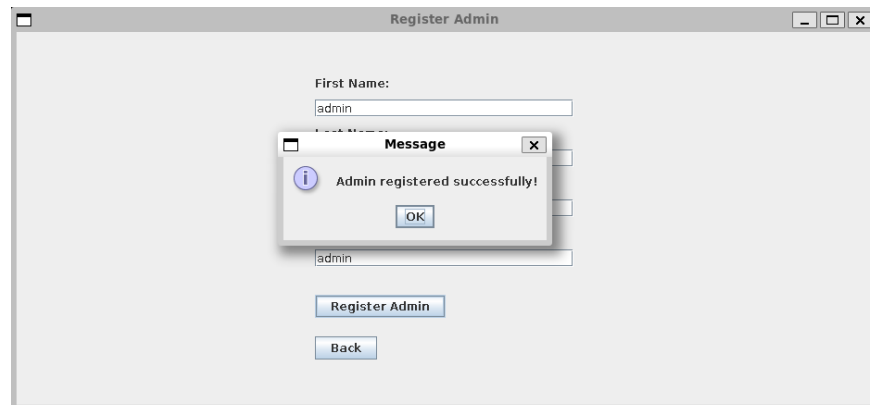
The 'Register Admin' window contains the following form fields, all with 'admin' entered: 'First Name:', 'Last Name:', 'Username:', and 'Password:'. Below the fields are 'Register Admin' and 'Back' buttons.

3. For students, select a supervisor from the combo box.

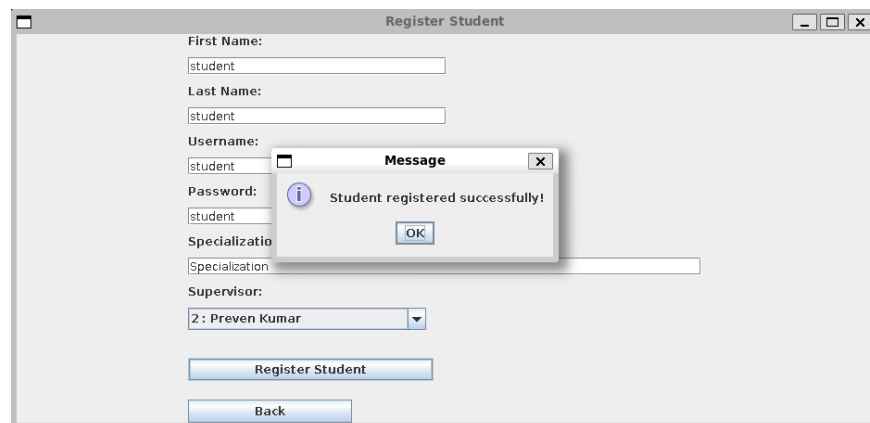


The 'Register Student' window contains the following form fields, all with 'student' entered: 'First Name:', 'Last Name:', 'Username:', and 'Password:'. It also includes a 'Specialization:' text field and a 'Supervisor:' dropdown menu. The dropdown menu is open, showing '2: Preven Kumar' as the selected option. Below the fields are 'Register Student' and 'Back' buttons.

4. Click on 'Register Admin/Lecturer/Student' to complete the registration.



The screenshot shows a window titled "Register Admin". It contains a form with a "First Name:" label and a text input field containing the text "admin". A modal message box is displayed in the center, titled "Message", with an information icon and the text "Admin registered successfully!". Below the message box, there is an "OK" button. At the bottom of the window, there are two buttons: "Register Admin" and "Back".



The screenshot shows a window titled "Register Student". It contains a form with the following fields: "First Name:" (text input with "student"), "Last Name:" (text input with "student"), "Username:" (text input with "student"), "Password:" (text input with "student"), "Specialization:" (text input), and "Supervisor:" (dropdown menu with "2 : Preven Kumar" selected). A modal message box is displayed in the center, titled "Message", with an information icon and the text "Student registered successfully!". Below the message box, there is an "OK" button. At the bottom of the window, there are two buttons: "Register Student" and "Back".

Project Manager

Manage

The screenshot shows a web application window titled "Project Manager". It contains a table with the following data:

ID	Title	Specialization	Active Status	Assigned Status	Creator
1	Machine Learn...	Machine Learn...	Inactive	Unassigned	You
2	Software Engin...	Software Engin...	Active	Unassigned	Preven Kumar
3	Machine Learn...	Machine Learn...	Active	Unassigned	Preven Kumar
4	Machine Learn...	Machine Learn...	Inactive	Unassigned	Preven Kumar

To the right of the table is a sidebar with the following buttons: Manage, Edit, Delete, Transfer Project, Create New Project, and Back.

Click on the project to be managed and click the “Manage” Button

The screenshot shows a web application window titled "Manage Project". It displays the following information:

- Machine Learning in Detecting Offensive Media**
- Specialization:** Machine Learning
- Student is required to build a Machine Learning model to detect offensive media—nudity, racism, hatespeech, etc.)**
- Created by:** Srihari Naidu
- Comments**

At the bottom, there is a "Back" button and a "Comment" button.

After clicking manage the lecturer may add comments to it

Edit

Project Manager

ID	Title	Specialization	Active Status	Assigned Status	Creator
1	Machine Learn...	Machine Learn...	Inactive	Unassigned	You
2	Software Engin...	Software Engin...	Active	Unassigned	Preven Kumar
3	Machine Learn...	Machine Learn...	Active	Unassigned	Preven Kumar
4	Machine Learn...	Machine Learn...	Inactive	Unassigned	Preven Kumar

Manage

Edit

Delete

Transfer Project

Create New Project

Back

Machine Learning in Detecting Offensive Media

Title:

Machine Learning in Detecting Offensive Media

Specialization:

Machine Learning

Description:

a Machine Learning model to detect offensive media—nudity, racism, hatespeech, etc.}

Status:

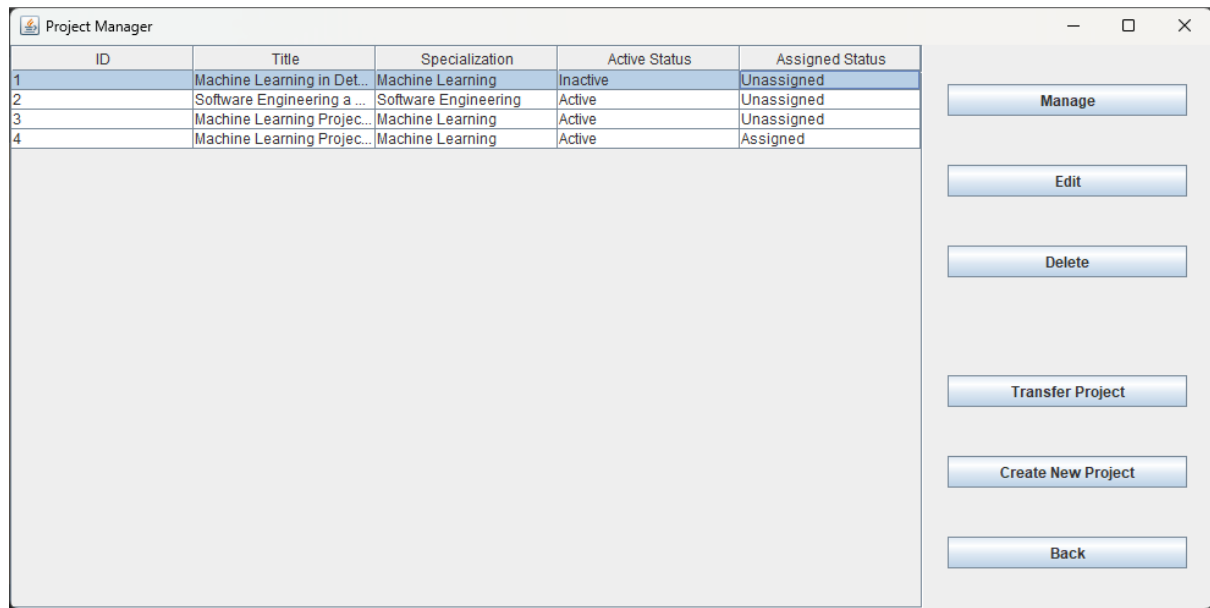
☐ Activate

☒ Inactive

Update

Back

Delete



The Lecturer can delete Unassigned Projects by clicking on the project to be deleted and clicking on the 'Delete' button

Transfer Project

Project Manager

ID	Title	Specialization	Active Status	Assigned Status	Creator
1	Machine Learni...	Machine Learni...	Inactive	Unassigned	You
2	Software Engin...	Software Engin...	Active	Unassigned	Preven Kumar
3	Machine Learni...	Machine Learni...	Active	Unassigned	Preven Kumar
4	Machine Learni...	Machine Learni...	Inactive	Unassigned	Preven Kumar

Manage

Edit

Delete

Transfer Project

Create New Project

Back

Transfer Project

Lecturer:

2 : Preven Kumar

Transfer

Back

Transfer Project

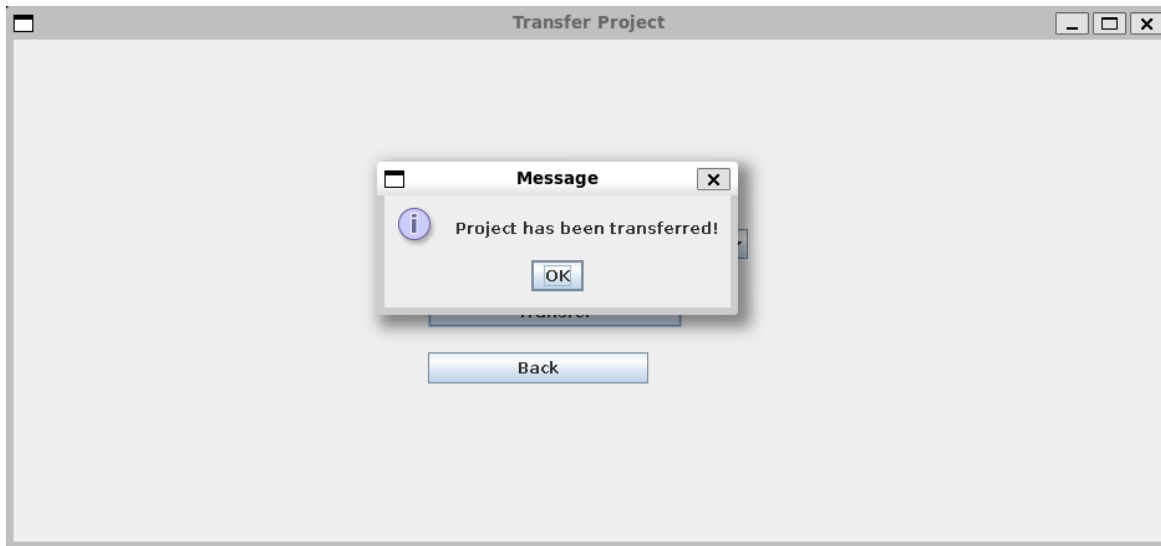
Lecturer:

2 : Preven Kumar

2 : Preven Kumar

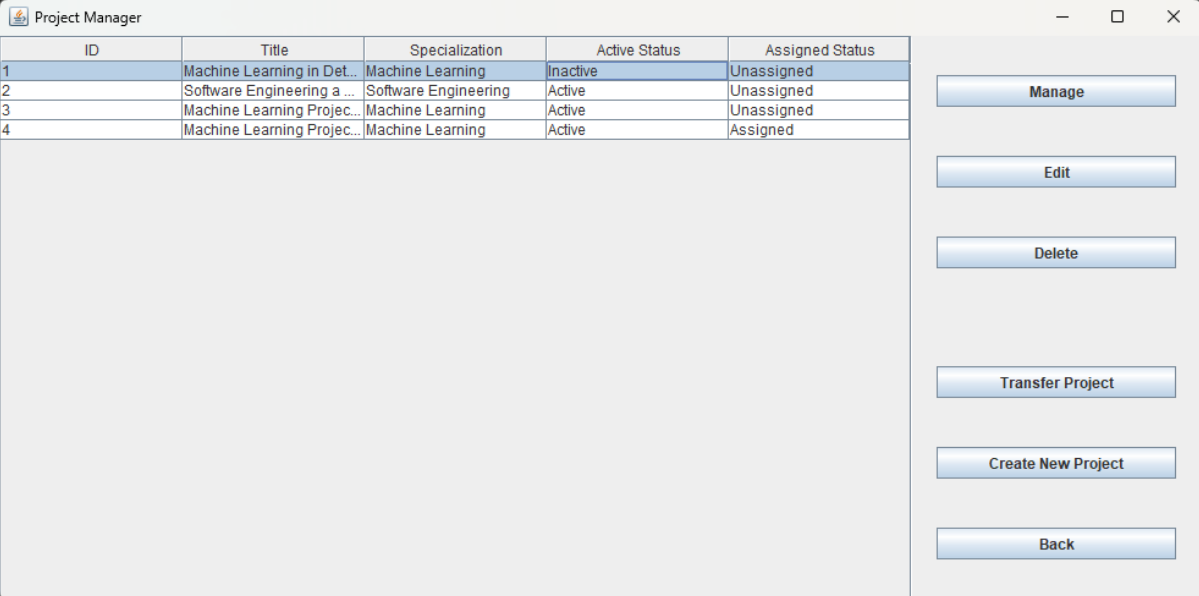
Transfer

Back



The admin selects the project they'd like to transfer ownership of and clicks on 'Transfer Project'. The admin then selects one of the lecturers from the combo box provided, and clicks on 'Transfer'.

Create New Project

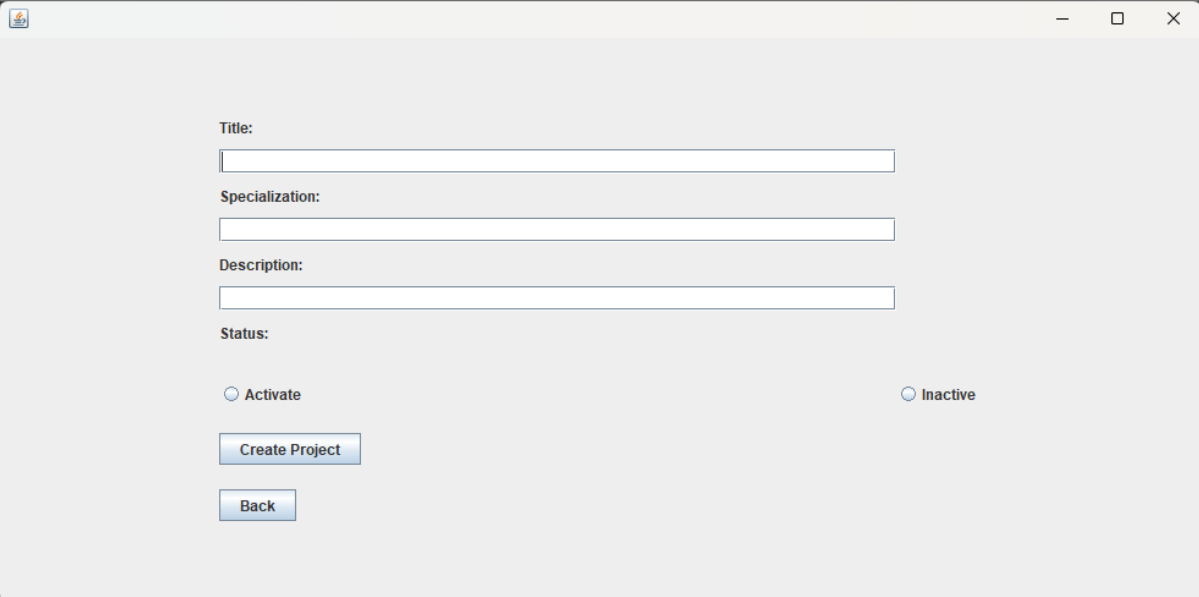


The screenshot shows the 'Project Manager' application window. It features a table with five columns: ID, Title, Specialization, Active Status, and Assigned Status. The table contains four rows of project data. To the right of the table is a sidebar with six buttons: Manage, Edit, Delete, Transfer Project, Create New Project, and Back.

ID	Title	Specialization	Active Status	Assigned Status
1	Machine Learning in Det...	Machine Learning	Inactive	Unassigned
2	Software Engineering a ...	Software Engineering	Active	Unassigned
3	Machine Learning Projec...	Machine Learning	Active	Unassigned
4	Machine Learning Projec...	Machine Learning	Active	Assigned

Buttons in the sidebar: Manage, Edit, Delete, Transfer Project, Create New Project, Back.

To create new projects need to click the “Create New Project” Button



The screenshot shows the 'Create New Project' form. It includes input fields for Title, Specialization, and Description. Below these is a 'Status:' section with two radio buttons: 'Activate' and 'Inactive'. At the bottom are 'Create Project' and 'Back' buttons.

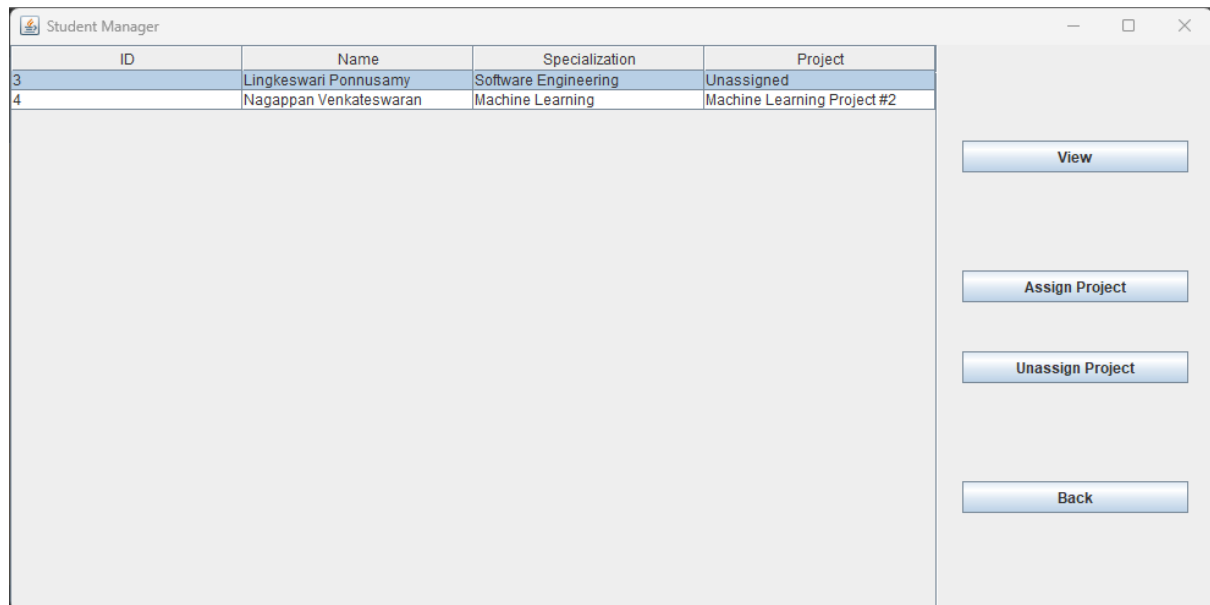
Form fields and controls:

- Title:
- Specialization:
- Description:
- Status: ☐ Activate ☐ Inactive
- Create Project
- Back

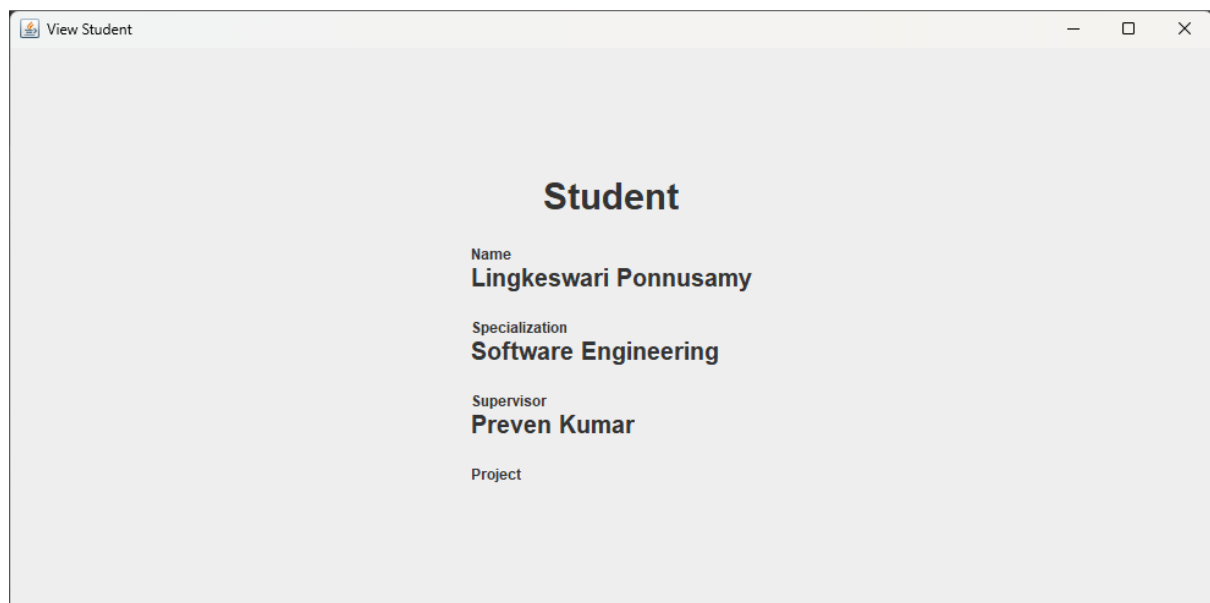
The Title, Specialization and Description of the new project need to be entered and also the Status need to be checked (either “Active or Inactive”) and then press the “Create Project” button

1. Student Manager

View

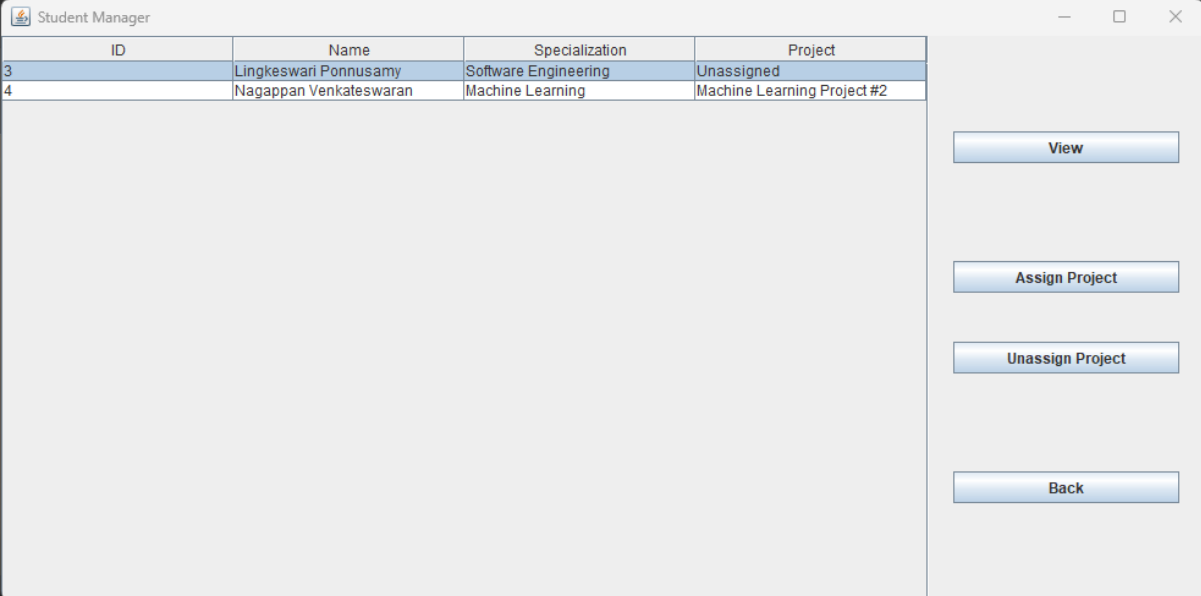


Click on the student to be viewed, then press the "View" button



A new window will popup showing the student's details and project that is assigned to them

Assign Project



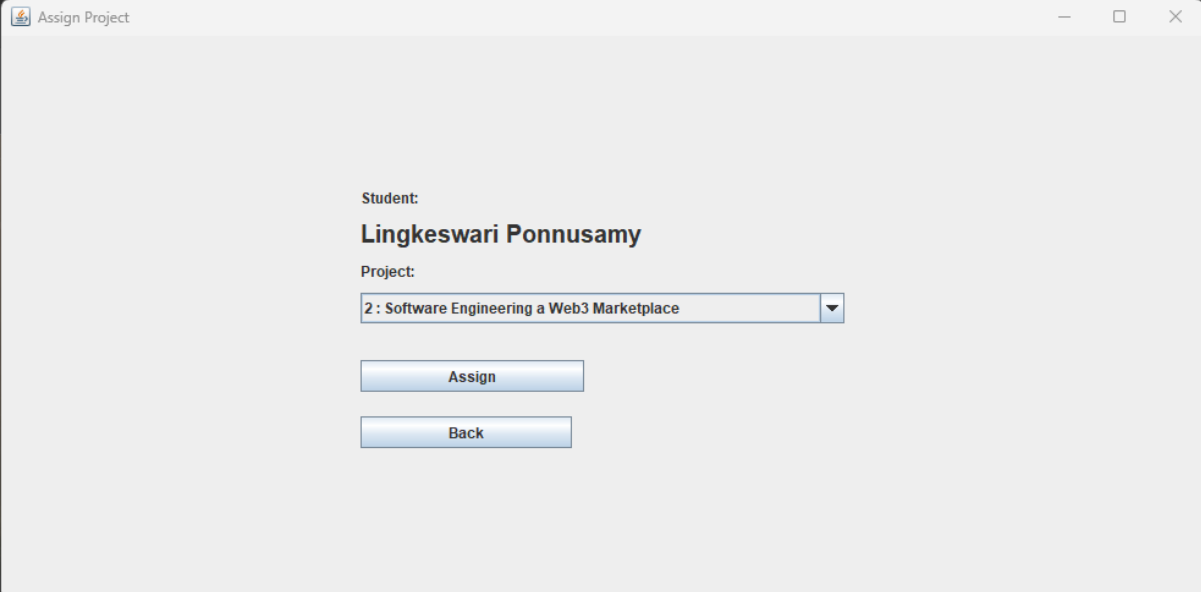
The screenshot shows a window titled "Student Manager" with a table containing student information and a sidebar with action buttons.

ID	Name	Specialization	Project
3	Lingkeswari Ponnusamy	Software Engineering	Unassigned
4	Nagappan Venkateswaran	Machine Learning	Machine Learning Project #2

Buttons on the right sidebar:

- View
- Assign Project
- Unassign Project
- Back

Click on the student to be assigned to a project, then press the "Assign Project" button



The screenshot shows a window titled "Assign Project" with a form for assigning a project to a student.

Student: **Lingkeswari Ponnusamy**

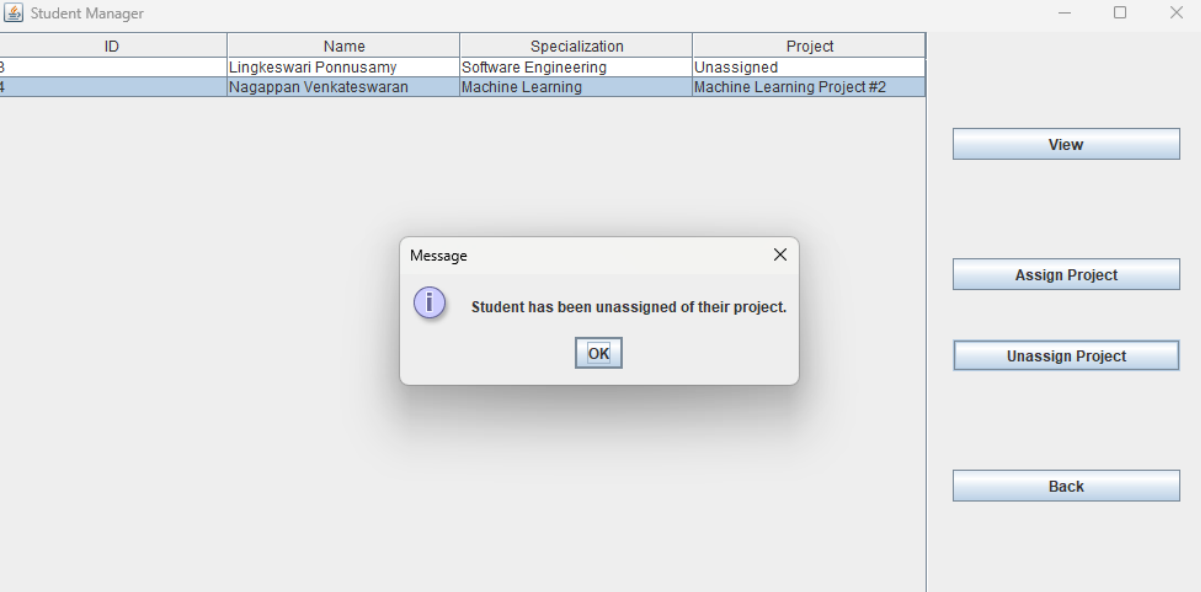
Project:

Buttons:

- Assign
- Back

A new window will popup, so need to choose from the list of available projects and then click on the "Assign" button to assign the project to the student

Unassign Project



The screenshot shows a window titled "Student Manager" with a table of students and a message dialog. The table has four columns: ID, Name, Specialization, and Project. The second row is highlighted, showing a student named Nagappan Venkateswaran with the specialization Machine Learning and the project Machine Learning Project #2. A message dialog is displayed in the center, stating "Student has been unassigned of their project." with an "OK" button. On the right side of the window, there are four buttons: "View", "Assign Project", "Unassign Project", and "Back".

ID	Name	Specialization	Project
3	Lingkeswari Ponnusamy	Software Engineering	Unassigned
4	Nagappan Venkateswaran	Machine Learning	Machine Learning Project #2

Message

Student has been unassigned of their project.

OK

View

Assign Project

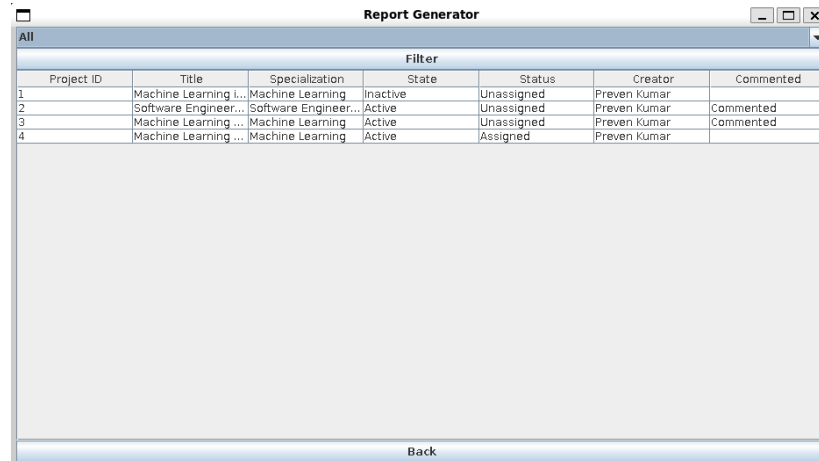
Unassign Project

Back

Click on the student for an un-assigning project. Then click on "Unassign project" button.

Report Generator

1. View all the Projects.

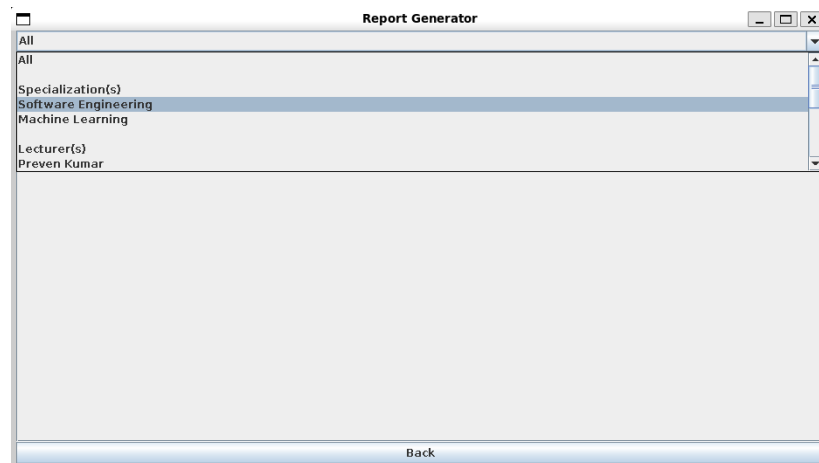


The screenshot shows the 'Report Generator' application window. At the top, there is a dropdown menu set to 'All'. Below it is a table with the following data:

Project ID	Title	Specialization	State	Status	Creator	Commented
1	Machine Learning L...	Machine Learning	Inactive	Unassigned	Preven Kumar	
2	Software Engineer...	Software Engineer...	Active	Unassigned	Preven Kumar	Commented
3	Machine Learning ...	Machine Learning	Active	Unassigned	Preven Kumar	Commented
4	Machine Learning ...	Machine Learning	Active	Assigned	Preven Kumar	

Below the table is a large empty area and a 'Back' button at the bottom.

2. Select a query from the combo box on top.



The screenshot shows the 'Report Generator' application window. The dropdown menu at the top is now set to 'All'. Below it is a list of specializations:

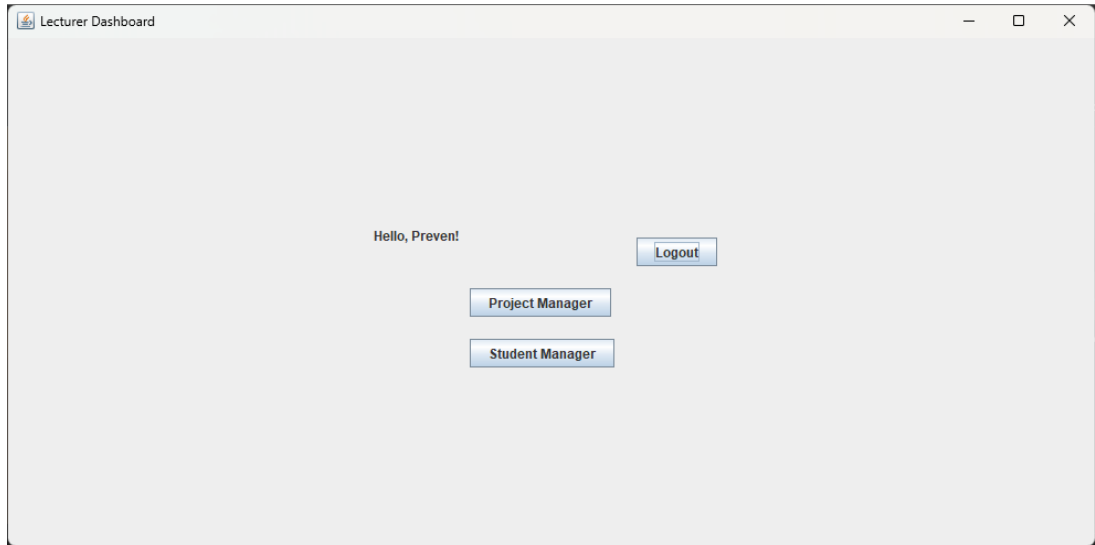
- Specialization(s)
- Software Engineering
- Machine Learning

Below the list is a large empty area and a 'Back' button at the bottom.

3. Click on 'Filter'.

Lecturer

Lecturer Dashboard



Lecturer Has Project Manager and Student Manager buttons

Project Manager

Manage

The screenshot shows a window titled "Project Manager". It contains a table with the following data:

ID	Title	Specialization	Active Status	Assigned Status
1	Machine Learning in Det...	Machine Learning	Inactive	Unassigned
2	Software Engineering a ...	Software Engineering	Active	Unassigned
3	Machine Learning Projec...	Machine Learning	Active	Unassigned
4	Machine Learning Projec...	Machine Learning	Active	Assigned

To the right of the table is a sidebar with the following buttons: Manage, Edit, Delete, Transfer Project, Create New Project, and Back. The "Manage" button is highlighted.

Click on the project to be managed and click the "Manage" Button

The screenshot shows a window titled "Manage Project". It displays the following information:

Machine Learning in Detecting Offensive Media

Specialization: Machine Learning

Student is required to build a Machine Learning model to detect offensive media (nudity, racism, hatespeech, etc.)

Created by: Preven Kumar

There is a "Back" button and a "Comments" section with a text input field and a "Comment" button.

After clicking manage the lecturer may add comments to it

Edit

Project Manager

ID	Title	Specialization	Active Status	Assigned Status
1	Machine Learning in Det...	Machine Learning	Inactive	Unassigned
2	Software Engineering a ...	Software Engineering	Active	Unassigned
3	Machine Learning Projec...	Machine Learning	Active	Unassigned
4	Machine Learning Projec...	Machine Learning	Active	Assigned

Manage

Edit

Delete

Transfer Project

Create New Project

Back

Machine Learning in Detecting Offensive Media

Title:

Machine Learning in Detecting Offensive Media

Specialization:

Machine Learning

Description:

ired to build a Machine Learning model to detect offensive mediaâ€nudity, racism, hatespeech, etc.)

Status:

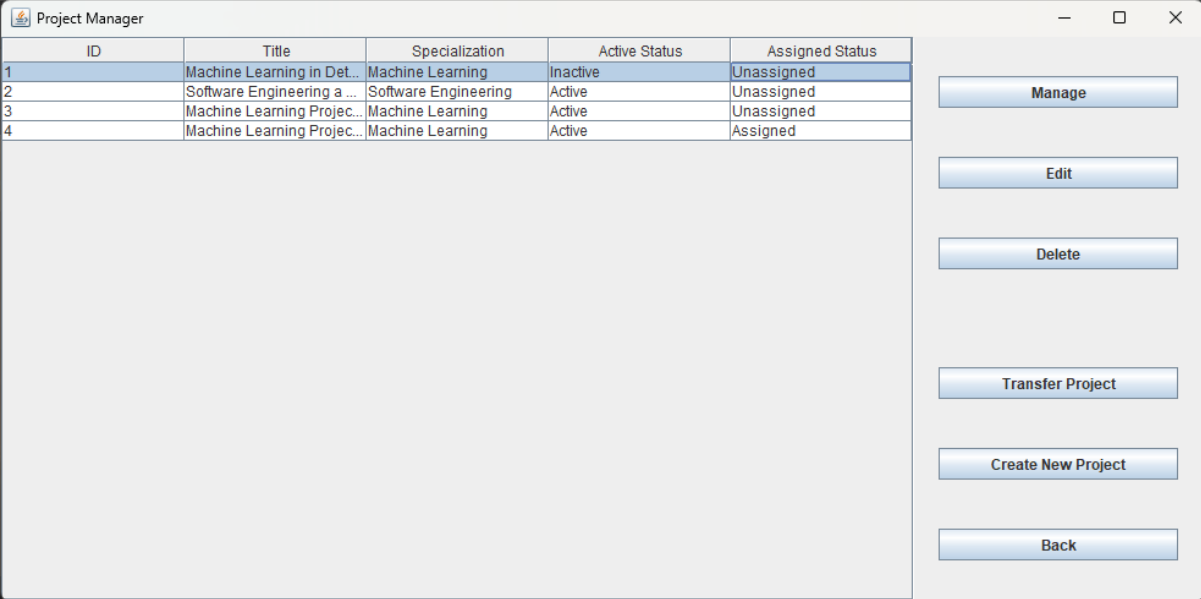
Activate

Inactive

Update

Back

Delete



The screenshot shows a window titled "Project Manager" with a standard Windows-style title bar (minimize, maximize, close buttons). Inside the window, there is a table with five columns: ID, Title, Specialization, Active Status, and Assigned Status. The table contains four rows of data. The first row is highlighted in blue. To the right of the table is a sidebar containing six buttons: "Manage", "Edit", "Delete", "Transfer Project", "Create New Project", and "Back".

ID	Title	Specialization	Active Status	Assigned Status
1	Machine Learning in Det...	Machine Learning	Inactive	Unassigned
2	Software Engineering a ...	Software Engineering	Active	Unassigned
3	Machine Learning Projec...	Machine Learning	Active	Unassigned
4	Machine Learning Projec...	Machine Learning	Active	Assigned

Buttons in the sidebar:

- Manage
- Edit
- Delete
- Transfer Project
- Create New Project
- Back

The Lecturer can delete Unassigned Projects by clicking on the project to be deleted and clicking on the 'Delete' button

Transfer Project

The screenshot shows a 'Project Manager' application window. It contains a table with project data and a sidebar with action buttons. An error dialog is displayed in the center of the window.

ID	Title	Specialization	Active Status	Assigned Status
1	Machine Learning in Det...	Machine Learning	Inactive	Unassigned
2	Software Engineering a ...	Software Engineering	Active	Unassigned
4	Machine Learning Projec...	Machine Learning	Active	Assigned

Buttons on the right sidebar:

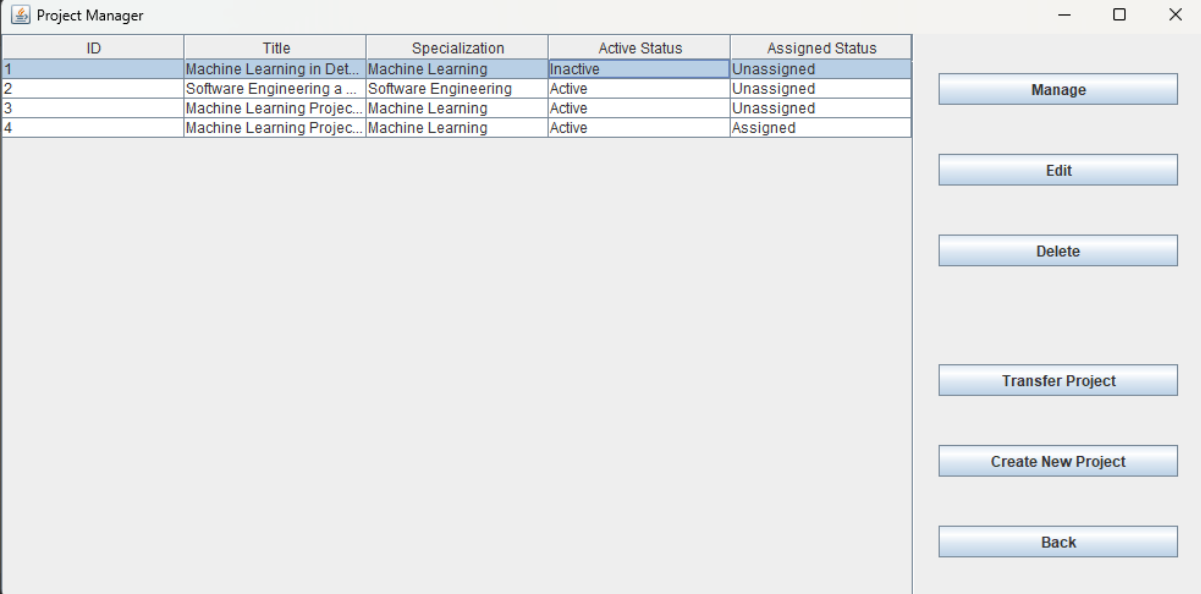
- Manage
- Edit
- Delete
- Transfer Project
- Create New Project
- Back

Error dialog message:

Sorry, you can't do that. Contact the admin to transfer your project.

The lecturer cannot transfer projects to other lecturers and must contact the administrators in the event they want to transfer the project to other lecturers.

Create New Project

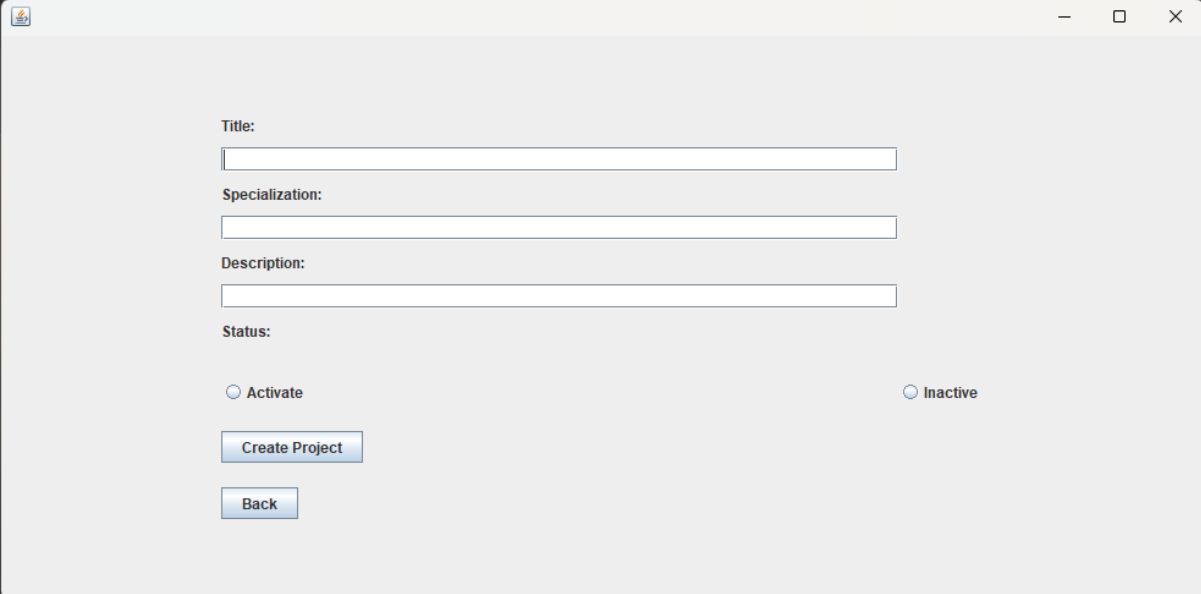


The screenshot shows the 'Project Manager' application window. It features a table with the following data:

ID	Title	Specialization	Active Status	Assigned Status
1	Machine Learning in Det...	Machine Learning	Inactive	Unassigned
2	Software Engineering a ...	Software Engineering	Active	Unassigned
3	Machine Learning Projec...	Machine Learning	Active	Unassigned
4	Machine Learning Projec...	Machine Learning	Active	Assigned

To the right of the table is a sidebar containing the following buttons: Manage, Edit, Delete, Transfer Project, Create New Project, and Back.

To create new projects need to click the “Create New Project” Button



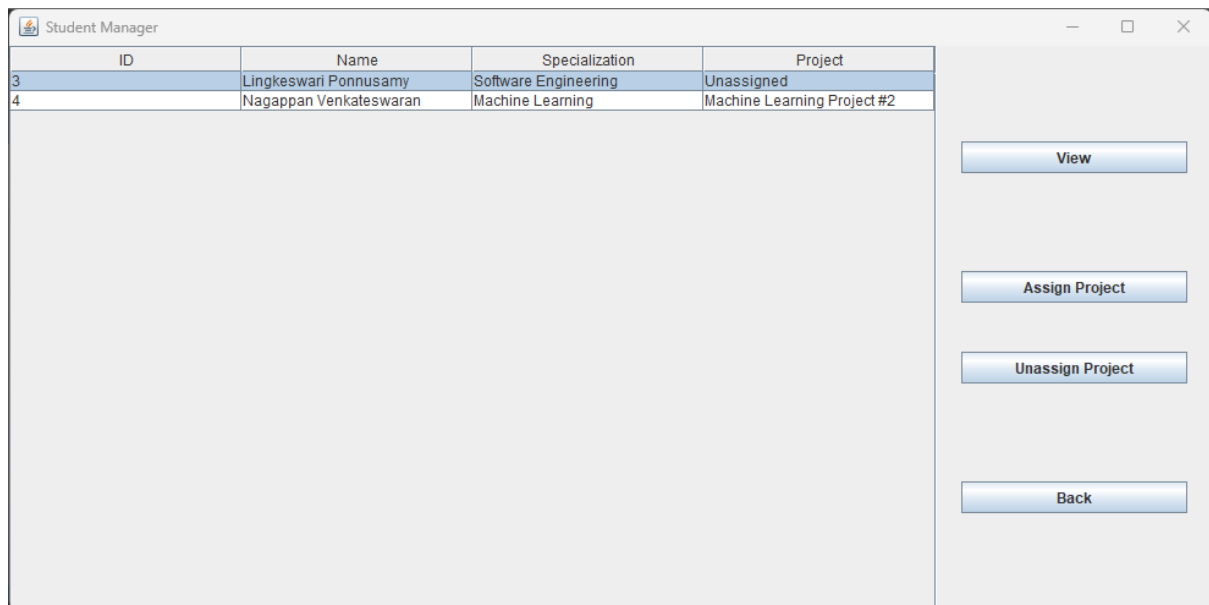
The screenshot shows the 'Create New Project' form. It contains the following fields and controls:

- Title:
- Specialization:
- Description:
- Status:
☐ Activate ☐ Inactive
- Create Project button
- Back button

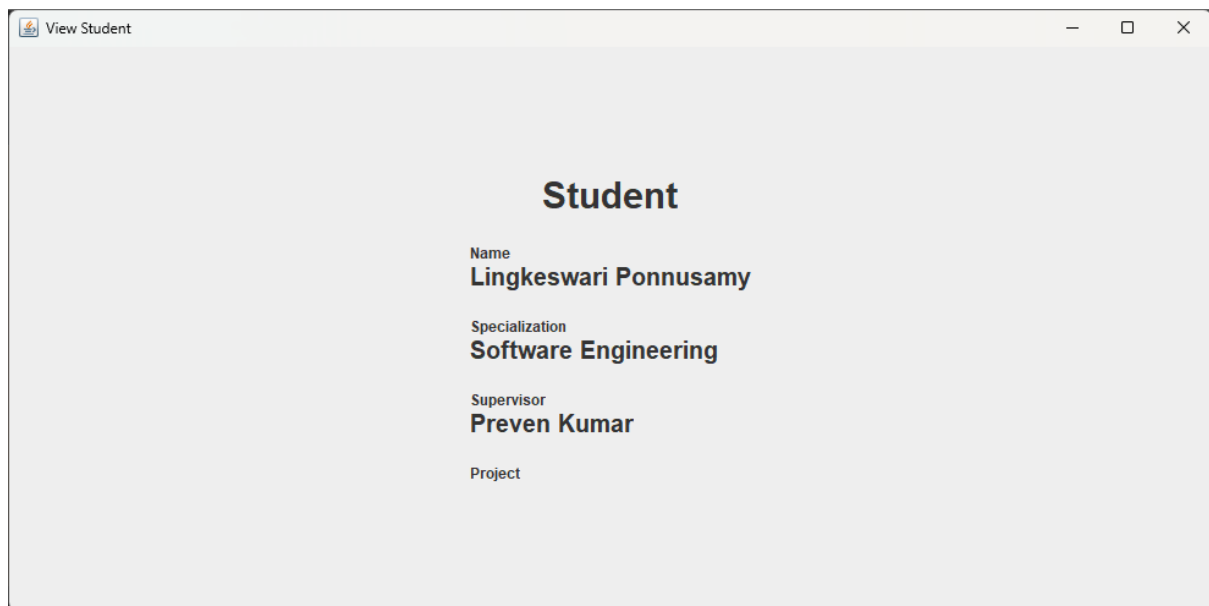
The Title, Specialization and Description of the new project need to be entered and also the Status need to be checked (either “Active or Inactive”) and then press the “Create Project” button

Student Manager

View

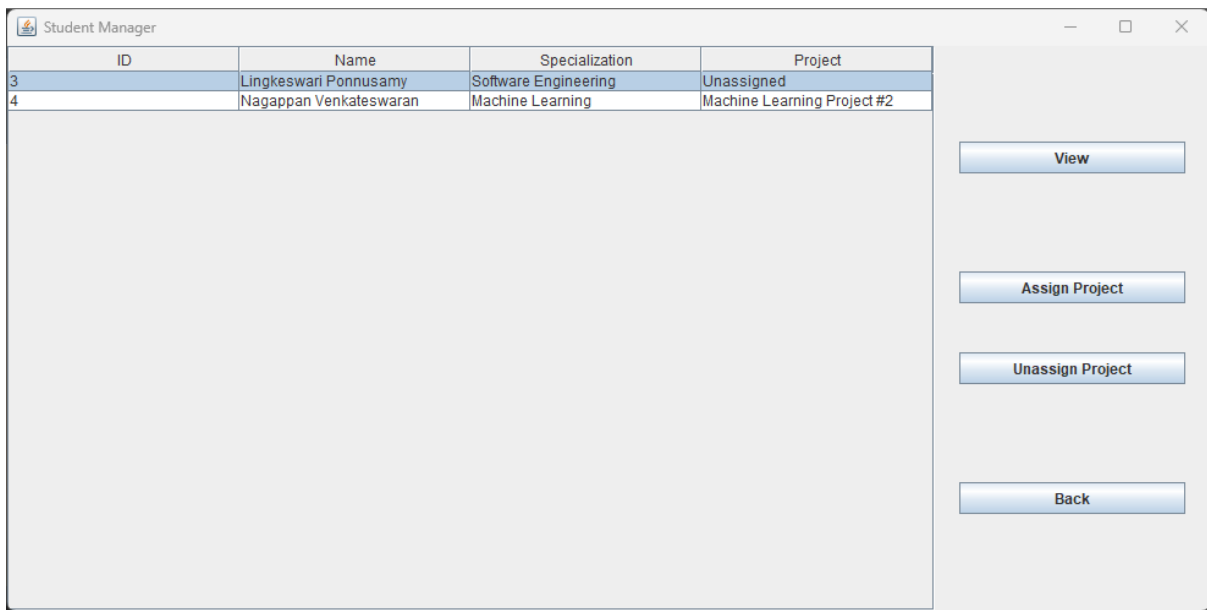


Click on the student to be viewed, then press the "View" button



A new window will popup showing the student's details and project that is assigned to them

Assign Project



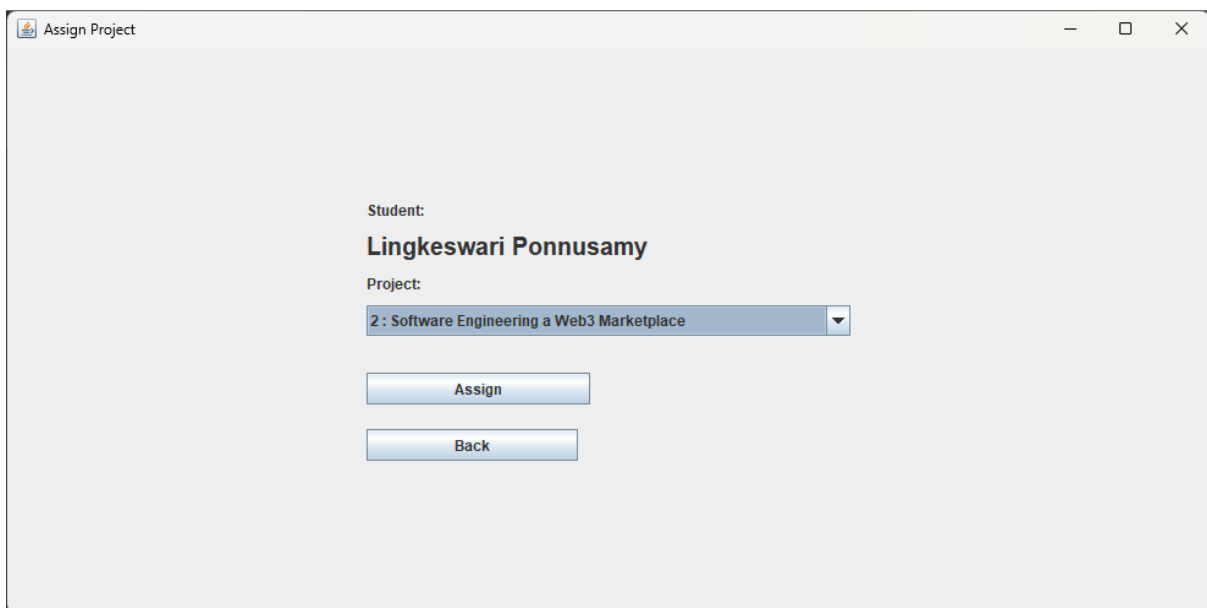
The screenshot shows a window titled "Student Manager" with a table containing student information and a sidebar with action buttons.

ID	Name	Specialization	Project
3	Lingkeswari Ponnusamy	Software Engineering	Unassigned
4	Nagappan Venkateswaran	Machine Learning	Machine Learning Project #2

Buttons on the right side of the window:

- View
- Assign Project
- Unassign Project
- Back

Click on the student to be assigned a project, then press the "Assign Project" button



The screenshot shows a window titled "Assign Project" with the following fields and buttons:

Student:
Lingkeswari Ponnusamy

Project:
2 : Software Engineering a Web3 Marketplace

Buttons:

- Assign
- Back

A new window will popup and a project can be assigned by selecting from a dropdown to them by clicking on "Assign" button to assign the project

Unassign Project

The screenshot shows a window titled "Student Manager" with a table of students and a sidebar with buttons. The table has four columns: ID, Name, Specialization, and Project. The first row is highlighted in blue. The sidebar contains four buttons: View, Assign Project, Unassign Project, and Back.

ID	Name	Specialization	Project
3	Lingkeswari Ponnusamy	Software Engineering	Unassigned
4	Nagappan Venkateswaran	Machine Learning	Machine Learning Project #2

Buttons in the sidebar:

- View
- Assign Project
- Unassign Project
- Back

Click on the student to be assigned from a project, then press the "Unassign Project" button

The screenshot shows the same "Student Manager" window as before, but with a confirmation message dialog box in the center. The dialog box has a title bar "Message" and a close button. It contains an information icon and the text "Student has been unassigned of their project." with an "OK" button.

Message

Student has been unassigned of their project.

OK

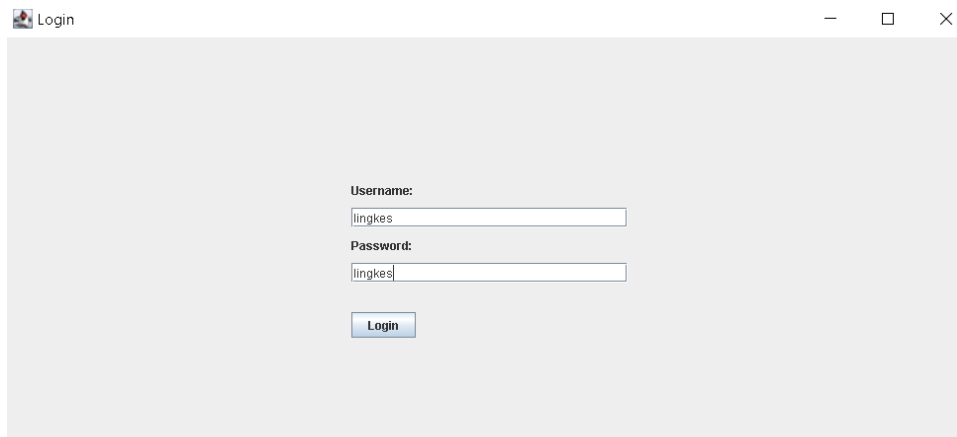
The student will then be unassigned from the project.

Student

1. View Projects

Step 1:

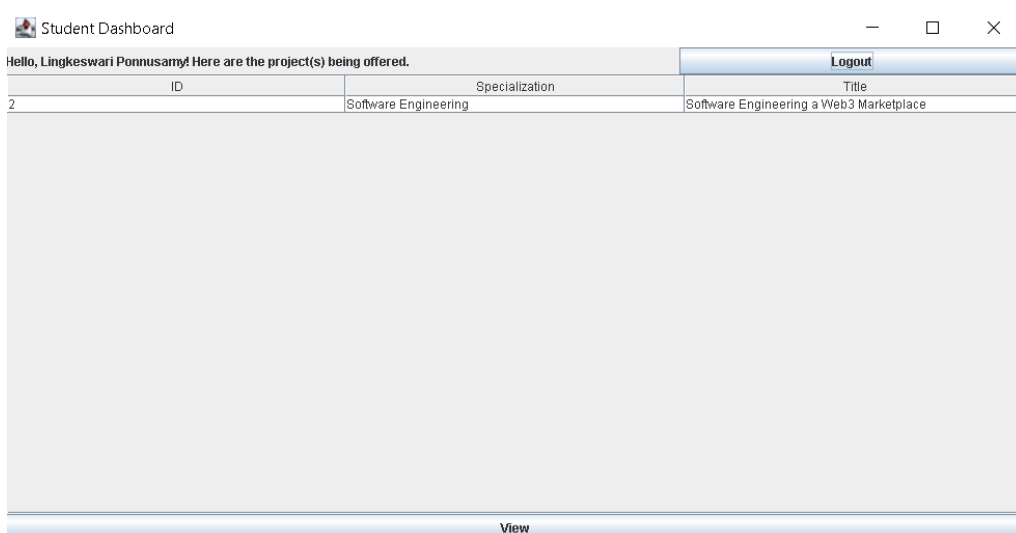
Login into the system using the student username and password (username: lingkes , password : lingkes) and click the login button.



A screenshot of a web application window titled "Login". The window has a light gray background. In the center, there are two input fields. The first is labeled "Username:" and contains the text "lingkes". The second is labeled "Password:" and contains the text "lingkes". Below these fields is a blue button labeled "Login".

Step 2:

The student dashboard will show all projects according to the logged on student specialisation

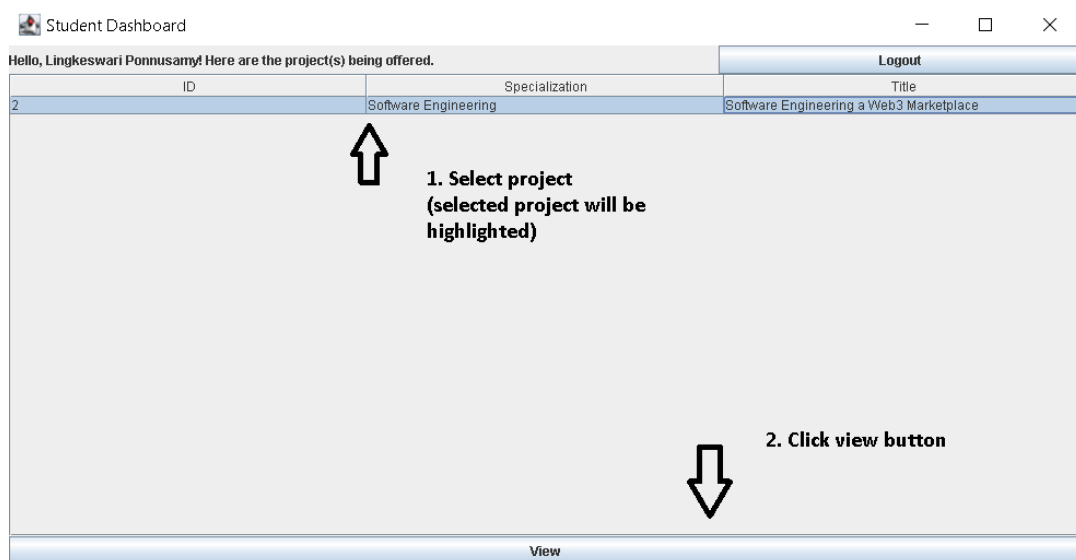


A screenshot of a web application window titled "Student Dashboard". The window has a light gray background. At the top, there is a blue button labeled "Logout". Below the button, there is a table with three columns: "ID", "Specialization", and "Title". The table contains one row of data. Below the table, there is a large gray area. At the bottom of the window, there is a blue button labeled "View".

ID	Specialization	Title
2	Software Engineering	Software Engineering a Web3 Marketplace

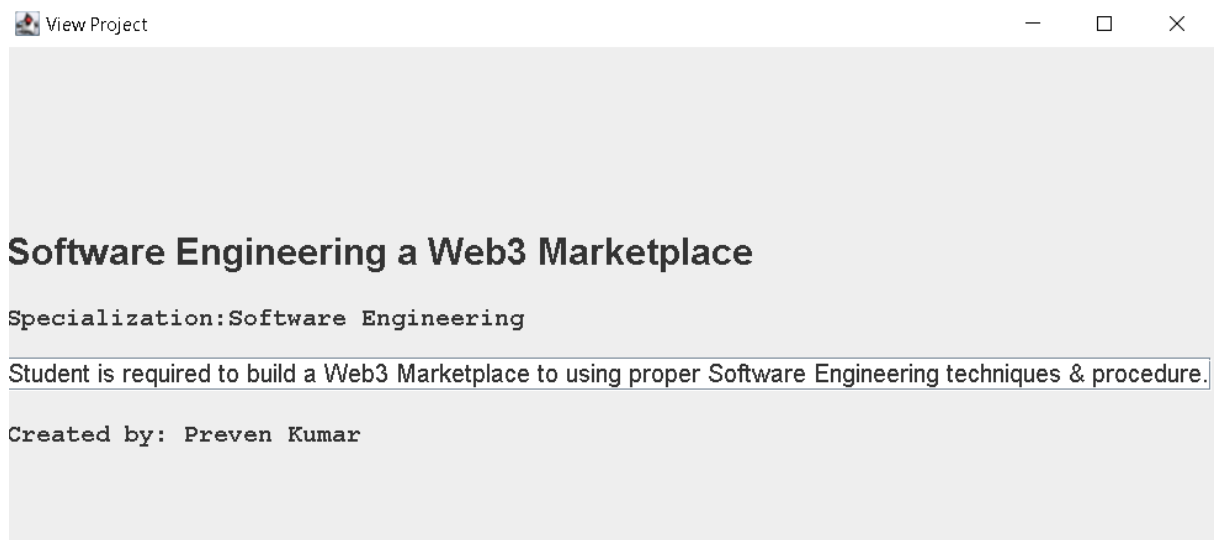
Step 3:

Student user will then have to select a project from the table and click the view button for more details



Step 4:

Users will then be able to see project details such as project title, specialisation, project description and the person who created the project.



2. Logout

After logging into the system with the student username and password, click the logout button at the top right corner of the student dashboard

