AB-3

Developer Guide

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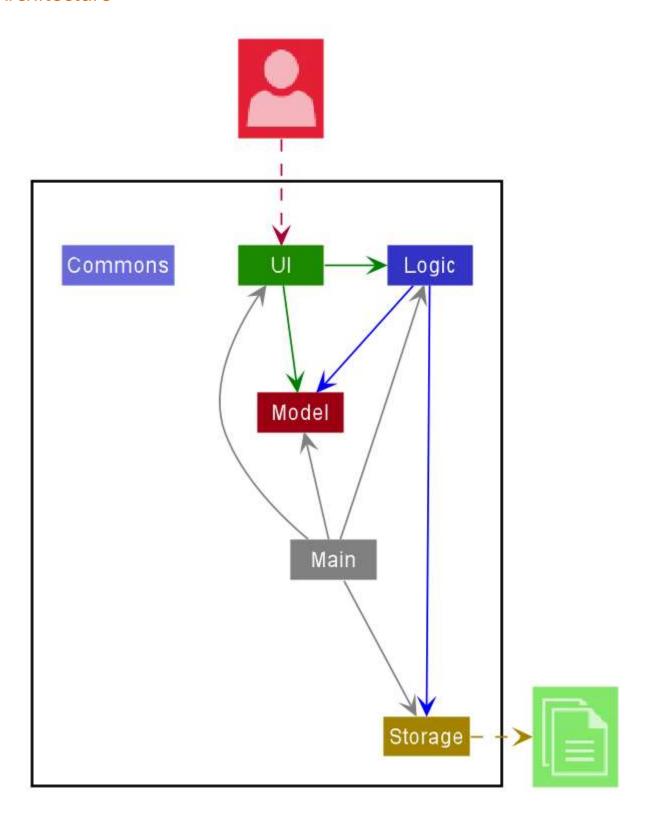
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Setting up, getting started

Refer to the guide Setting up and getting started.

Design

Architecture



The **Architecture Diagram** given above explains the high-level design of the App. Given below is a quick overview of each component.

Tip: The .pumL files used to create diagrams in this document can be found in the diagrams folder.

Main has two classes called Main and MainApp. It is responsible for,

- At app launch: Initializes the components in the correct sequence, and connects them up with each other.
- At shut down: Shuts down the components and invokes cleanup methods where necessary.

Commons represents a collection of classes used by multiple other components.

The rest of the App consists of four components.

- UI: The UI of the App.
- **Logic**: The command executor.
- Model: Holds the data of the App in memory.
- **Storage**: Reads data from, and writes data to, the hard disk.

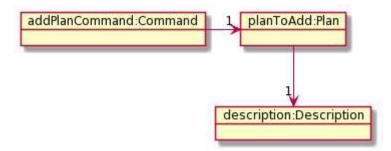
Each of the four components,

- defines its API in an interface with the same name as the Component.
- exposes its functionality using a concrete {Component Name}Manager class (which implements the corresponding API interface mentioned in the previous point.

Implementation

This section describes some noteworthy details on how certain features are implemented.

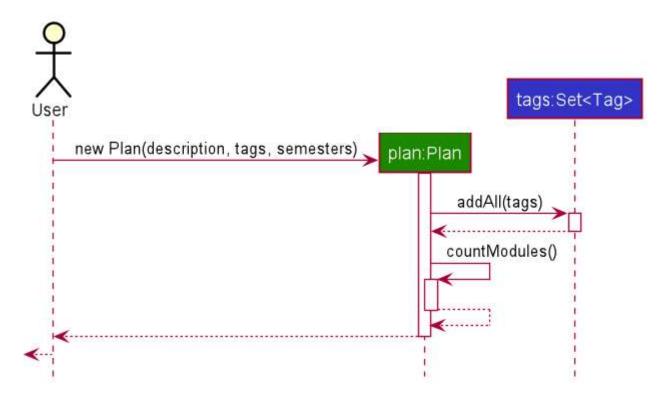
Add Plan feature



The addp command makes use of the Plan class to add a plan to the user's list of plans. The user must provide a valid Description for the plan, otherwise they will be prompted to do so.

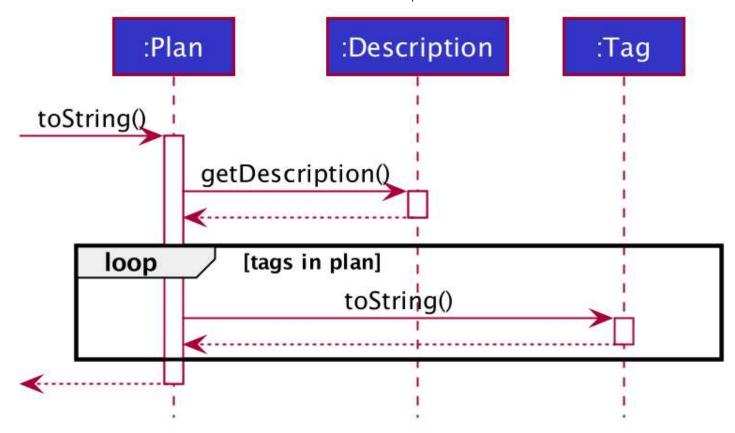
Constructor: Plan#new(Description description, Set<tag> tags, List<Semester> semesters)

Creates a Plan object using the plan's description, its relevant tags as well as a list of semesters to include.



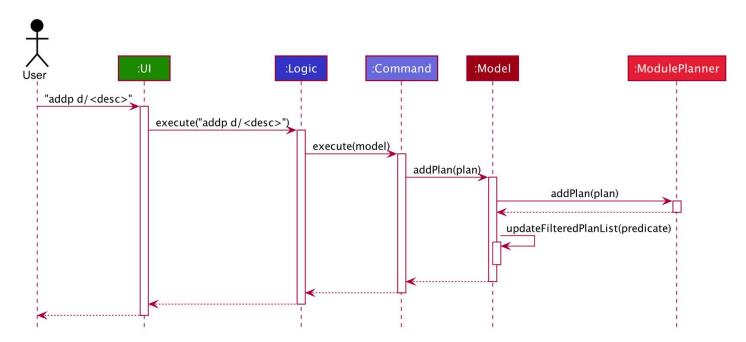
Method: Plan#toString()

Builds a formatted string by appending the plan's description as well as all of its tags. The getDescription method is used to obtain the Description in String format. Each Tag's toString() method is called.



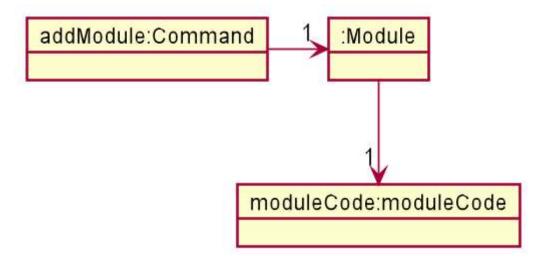
Overview: Add Plan command

The following presents a final overview of how the addp command is used:



Do note that the current implementation always creates a new Plan instance whenever the addp command is provided by the user, to ensure that users create a new plan.

Add Module to Semester Feature

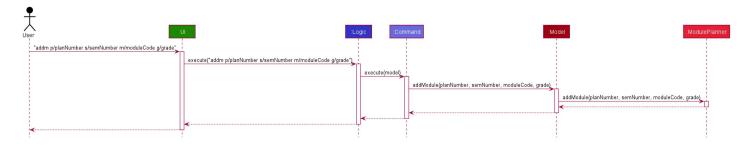


The addm command makes use of the Module class to add a module to the user's choice of plan and semester. The user must provide a valid Plan Number, Semester Number and Module Code, otherwise they will be prompted to do so. Here, if the user input the module with grade behind, model will note down the grade and use the grade to calculate user's CAP Otherwise, the module will be mark as undone.

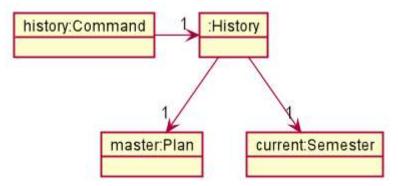
Constructor: Plan#new(String ModuleCode, String ModuleTitle, int MCs, String grade) Creates a module object with the given module code, module title, MCs and grade if provided.

Overview: Add Plan command

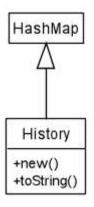
The following presents a final overview of how the addm command is used:



History feature



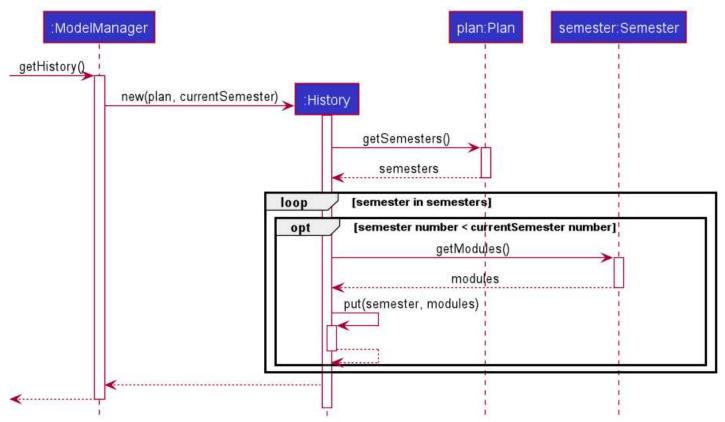
The history command makes use of the History class to format information about semesters prior to the users current semester in their master plan. As such, a precondition for the history command is that the user must have identified both a master plan and current semester, otherwise they will be prompted to do so.



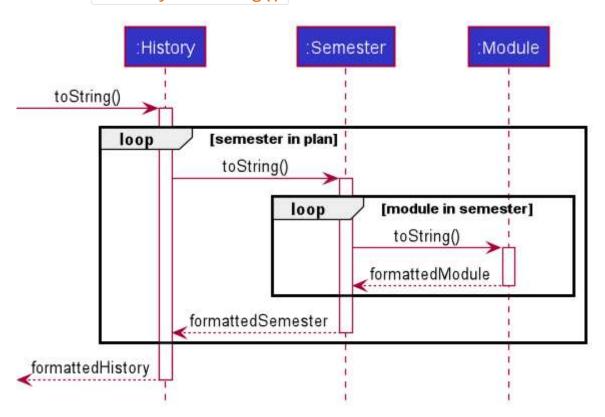
The History class is a helper class that extends HashMap and implements two methods, a constructor and a toString method. The following explains the functionality that each method provides and how they are implemented:

Constructor: History#new(Plan p, Semester current)

Creates a History object (a subclass of HashMap) using information about semesters from the Plan p up until the current semester. The *keys* to the HashMap are the prior semesters each corresponding *value* is a List of modules that were done in that semester.



Method: History#toString()

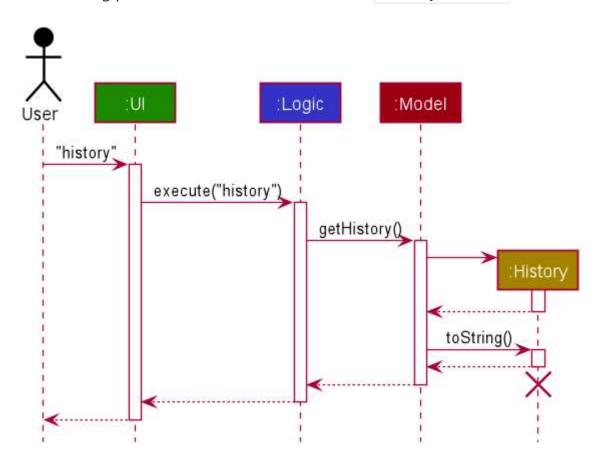


Builds a formatted string by iterating over each of the semesters stored as keys in the HashMap according to their semester number and in ascending order.

Each semester's toString() method is called which internally calls each modules toString() method.

Overview: History command

The following presents a final overview of how the history command is used:

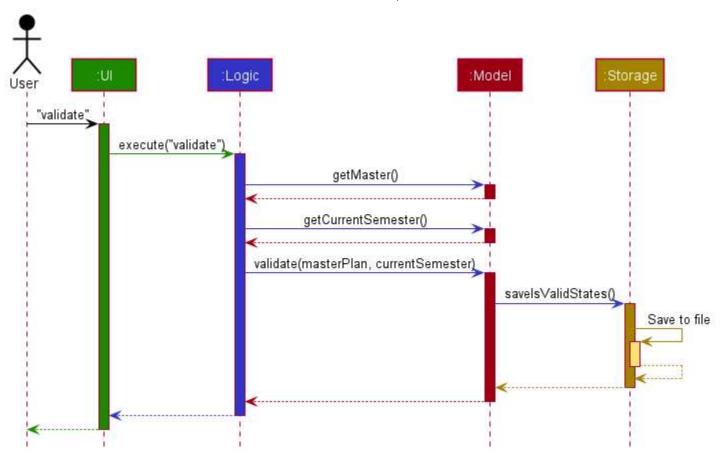


Do note that the current implementation always creates a new History instance whenever the history command is provided by the user, to ensure that users are presented with their most updated information.

Validate feature

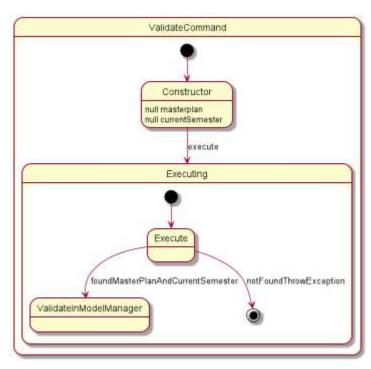
The validate command looks at all modules from the master plan, specifically all semesters from the first to current. Every other plan is then looked at the same way up to whatever semester that current is set to. For example, if current is set to semester 5, validate takes the first 5 semesters of modules from the master plan and compares it to every other plan. If the other plans have every module that was found in the master plan, it is valid.

Overview: Validate command

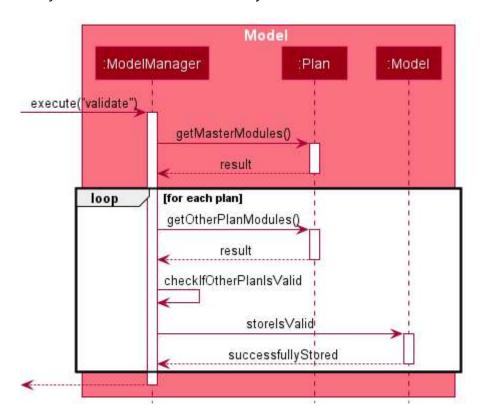


The validate command makes use of the ModelManager class which contains the necessary list of plan objects, which contains the relevant semester and module objects. After accessing the ValidateCommand logic component, if master and current is set, the ModelManager is accessed.

State Diagrams



The validate command does not create other objects. It initializes with a null masterPlan and currentSemester, and updates them in the execute() method, throwing exceptions if they have not yet been set. If set successfully, validation continues.

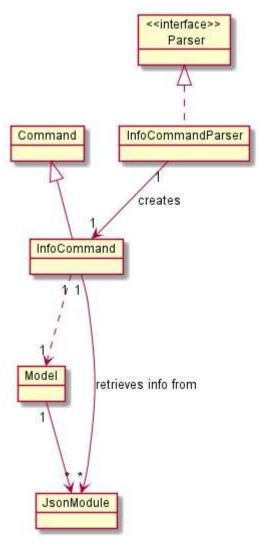


In the ModelManager, the validate(masterPlan, currentSemester) method references every other existing Plan from the base master plan. The method then sets whether or not they are valid.

[Proposed] Validating using History object

Currently, validate checks each plan up to their semesters for the taken modules. This is rather slow since it has to loop through the modules. This can be done much faster using the HashTable which is provided by the History object. Although not currently a necessary feature since only a single user uses the application, this is a rather simple optimization that should be implemented.

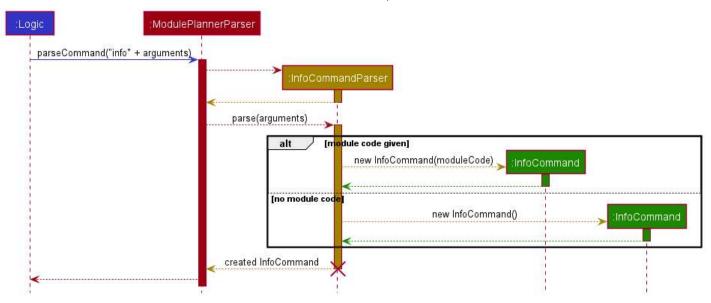
Info feature



The InfoCommandParser reads the user input and creates a InfoCommand to execute with the any arguments found. The InfoCommand makes use of the JsonModule class to retrieve module information stored in json format to display relevant information to the user.

InfoCommandParser

Method: parse(String args)



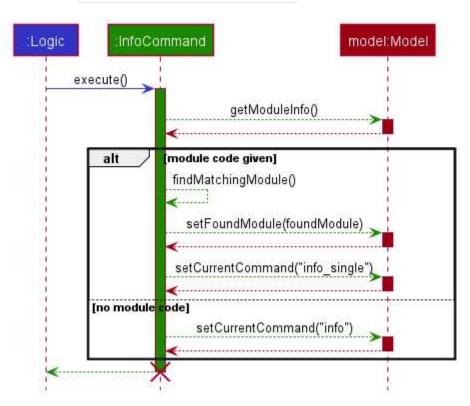
After ModulePlannerParser removes the command word from the user input,

InfoCommandParser extracts the module code if found and creates an InfoCommand object with the module code otherwise an InfoCommand object with no module code. The created

InfoCommand object is returned to Logic object for execution.

InfoCommand





InfoCommand object retrieves all module information from Model object stored in JsonModule object. Based on what arguments the InfoCommand object is created with, it finds the relevant

JsonModule object and sets it for the Model object foundModule field. Lastly, the currentCommand field is updated for the UI to show a single module information or all of them.

Appendix: Requirements

Product scope

Target user profile:

- NUS students
- has a hard time organising and planning what modules to take
- prefer desktop apps over phone apps
- can type fast
- prefers typing to mouse interactions
- is reasonably comfortable using CLI apps
- want to have a good way to check all MCs
- wants to have a good way to check all fulfilled pre-requisites
- wants to have a good way to plan for all their modules

Value proposition:

- managing study plan is much easier than existing choices (i.e. WHAT-IF report)
- planning for modules is more automatic/convenient than manual inputs

User stories

Priorities: High (must have) - * * *, Medium (nice to have) - * *, Low (unlikely to have) - *

Priority	As a	l can	So that I can
* * *	new user	see usage instructions	refer to instructions when I forget how to use the App
* * *	student user	have multiple study plans	prepare for different study scenarios in university

Priority	As a	I can	So that I can
* * *	student user	add multiple semesters to a plan	create plans that involve multiple semesters
* * *	student user	add multiple modules to a semester	plan for what modules i want to do in a given semester
* * *	student user	delete a study plan	remove plans that i no longer need
* * *	student user	delete a semester from a plan	remove semesters that i no longer need
* * *	student user	delete a module from a semester	remove modules that i no longer need
* * *	student user	view summary information of a plan	conveniently understand the plan without having to open it
* *	student user	check if my plan contains 160MCs	know whether my plan allows me to graduate
* * *	student user	view a module's prerequisites	know what modules need to be done before hand
*	forgetful student	add and view grades of past modules	keep track of how well i did for different modules without remembering

Use cases

(For all use cases below, the **System** is the NUS Module Planner and the **Actor** is the user, unless specified otherwise)

Use case: Add a plan

MSS

- 1. User requests to add a plan
- 2. NUS Module Planner shows result

Use case ends.

Extensions

• 2a. The given plan number already exists.

o 2a1. NUS Module Planner shows an error message.

Use case ends.

- 3a. The given plan number is invalid.
 - o 3a1. NUS Module Planner shows an error message.

Use case ends.

Use case: Delete a plan

MSS

- 1. User requests to list plans
- 2. NUS Module Planner shows a list of plans
- 3. User requests to delete a specific plan in the list
- 4. NUS Module Planner deletes the plan

Use case ends.

Extensions

2a. The list is empty.

Use case ends.

- 3a. The given index is invalid.
 - 3a1. NUS Module Planner shows an error message.

Use case resumes at step 2.

Use case: Add a module to semester

MSS

- 1. User requests to add a module
- 2. NUS Module Planner shows result.

Use case ends.

Extensions

- 2a. The given module number is already added.
 - 2a1. NUS Module Planner shows an error message.
 Use case ends.
- 3a. The given plan/semester number does not exist.
 - 3a1. NUS Module Planner shows an error message.
 Use case ends.
- 4a. The given module number does not exist.
 - 4a1. NUS Module Planner shows an error message.
 Use case ends.
- 5a. The given module number does not have its prerequisites met.
 - 3a1. NUS Module Planner shows a warning prompt.
 Use case ends.

Non-Functional Requirements

- 1. Should work on any mainstream OS as long as it has Java 11 or above installed.
- 2. Should be able to handle 500 modules without a noticeable sluggishness in performance for typical usage.
- 3. A user with above average typing speed for regular English text (i.e. not code, not system admin commands) should be able to accomplish most of the tasks faster using commands than using the mouse.
- 4. The system should be backward compatible with data produced by earlier versions of the system.
- 5. The system should work on both 32-bit and 64-bit environments
- 6. The system should respond within two seconds.
- 7. The system should be usable by a novice who has never attended a single semester in NUS.
- 8. The product should not be required to share data between users.
- 9. The product should not be able to detect if the registered module is valid or available in NUS.
- 10. The product will not support any other modules other than for NUS.
- 11. The product should not contain all NUS modules as it is just a prototype.

Glossary

• Mainstream OS: Windows, Linux, Unix, OS-X

- NUS: National University of Singapore
- MCs: Module credits, usually 4 for each sem-long module
- Module: Classes for students in university. It has both a title and a module code
- **Module prerequisite**: Students must fulfill by passing the prerequisite modules before taking this module