

Design Group Seven

Brock Weekley,

Connor Travers,

Tristen Harr

Project 2: Design Focus (team):

Architecture and System Design

Process: Fall 2019 CS4320/7320

Software Engineering

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Use Case Diagram:

Created by Connor Travers

Title: Modify Assignment

Description: An instructor will modify the content of an assignment

Triggers: An instructor clicks on the 'edit assignment' button

Actors: Instructors

Preconditions: The Instructor must be logged in and the assignment must exist

Main Success Scenario: The instructor successfully updates assignment data

Failed End Condition: Assignment not successfully updated, user prompted with error message

Extensions:

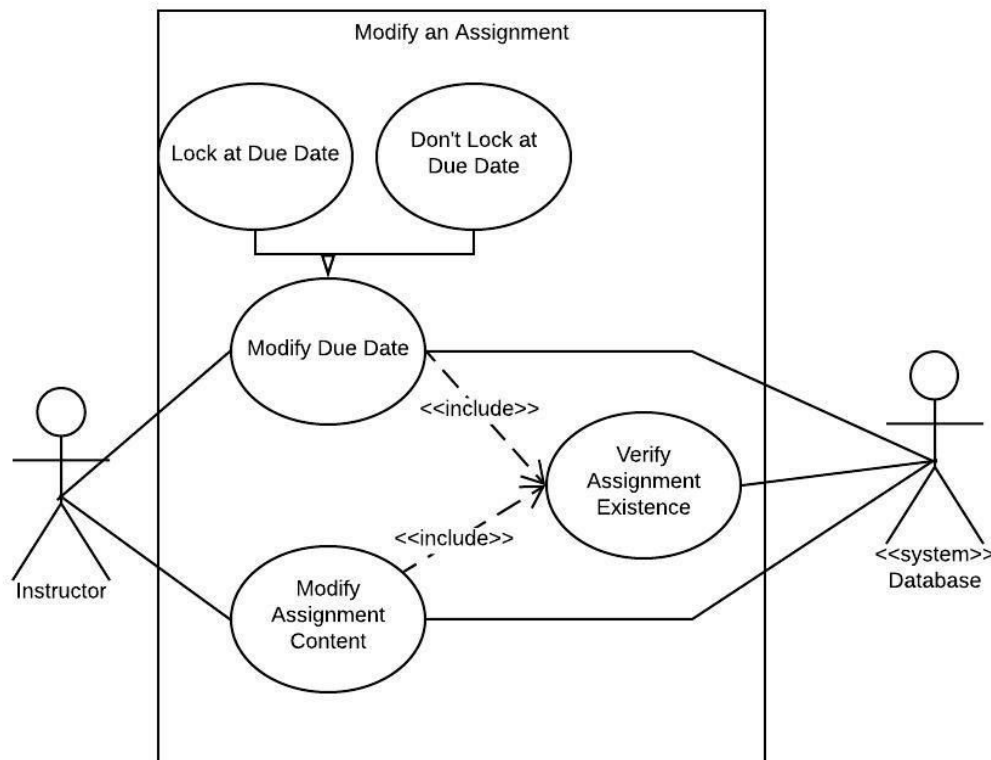
User tries to modify nonexistent assignment

- User is prompted with an error message

User wishes to lock the assignment at due date

- System prompts a toggle switch for locking assignment at due date

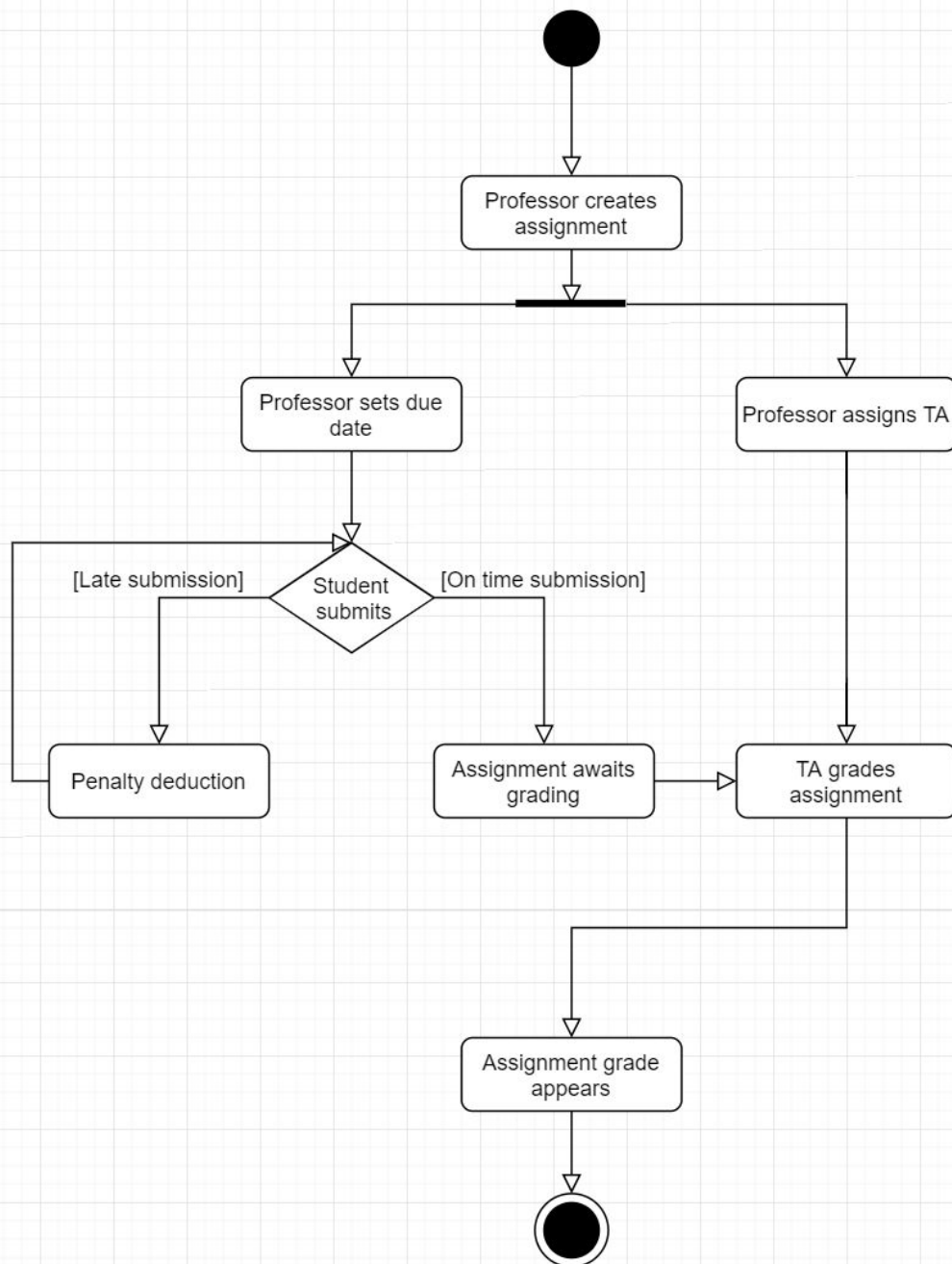
Steps of Execution: Instructor selects an assignment, clicks on an "edit" button, updates assignment data, submits changes to update assignment database



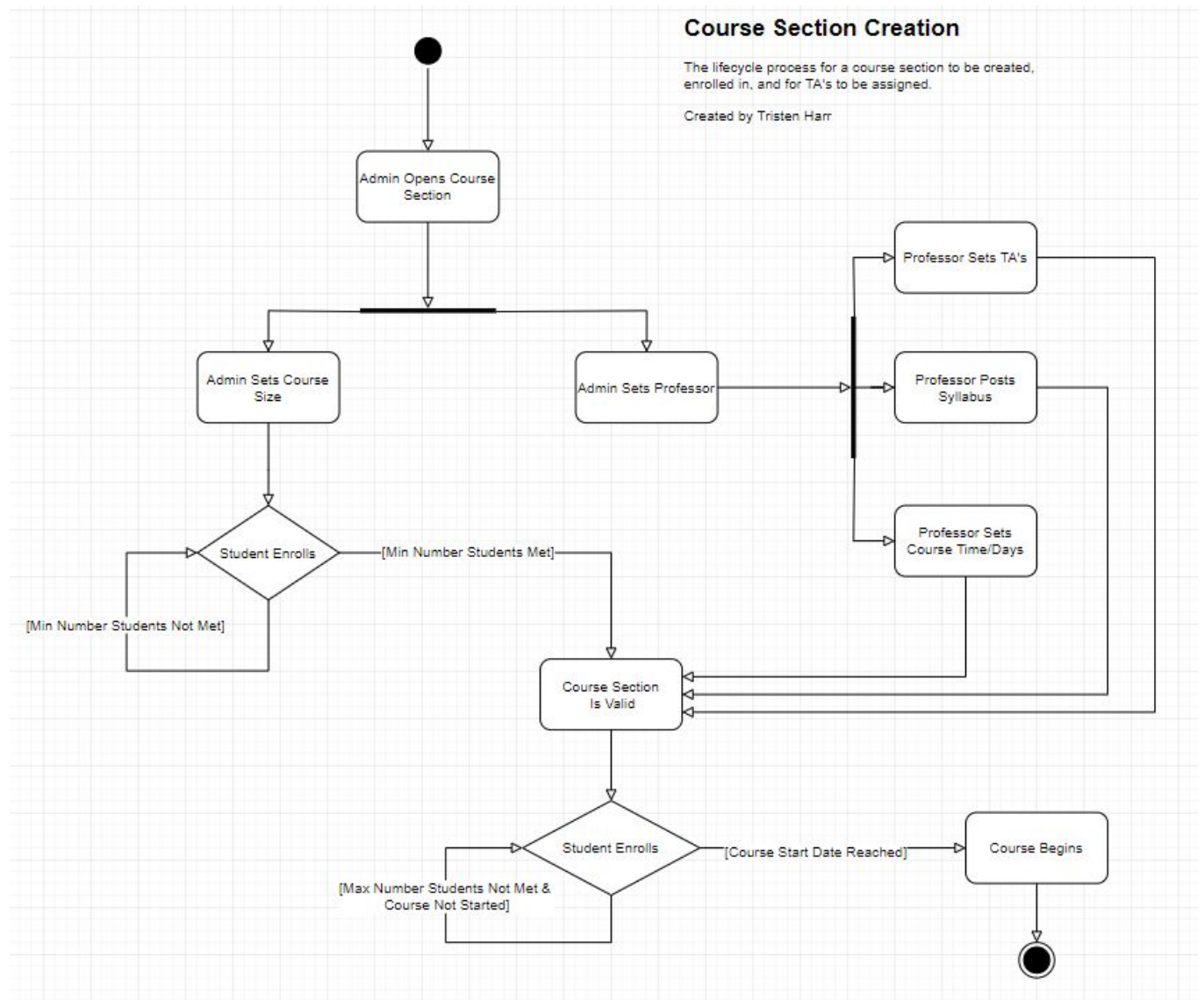
Activity Diagram 1:**Assignment Submissions**

The lifecycle process for an assignment to be created, viewed, submitted, and graded.

Created by Brock Weekley



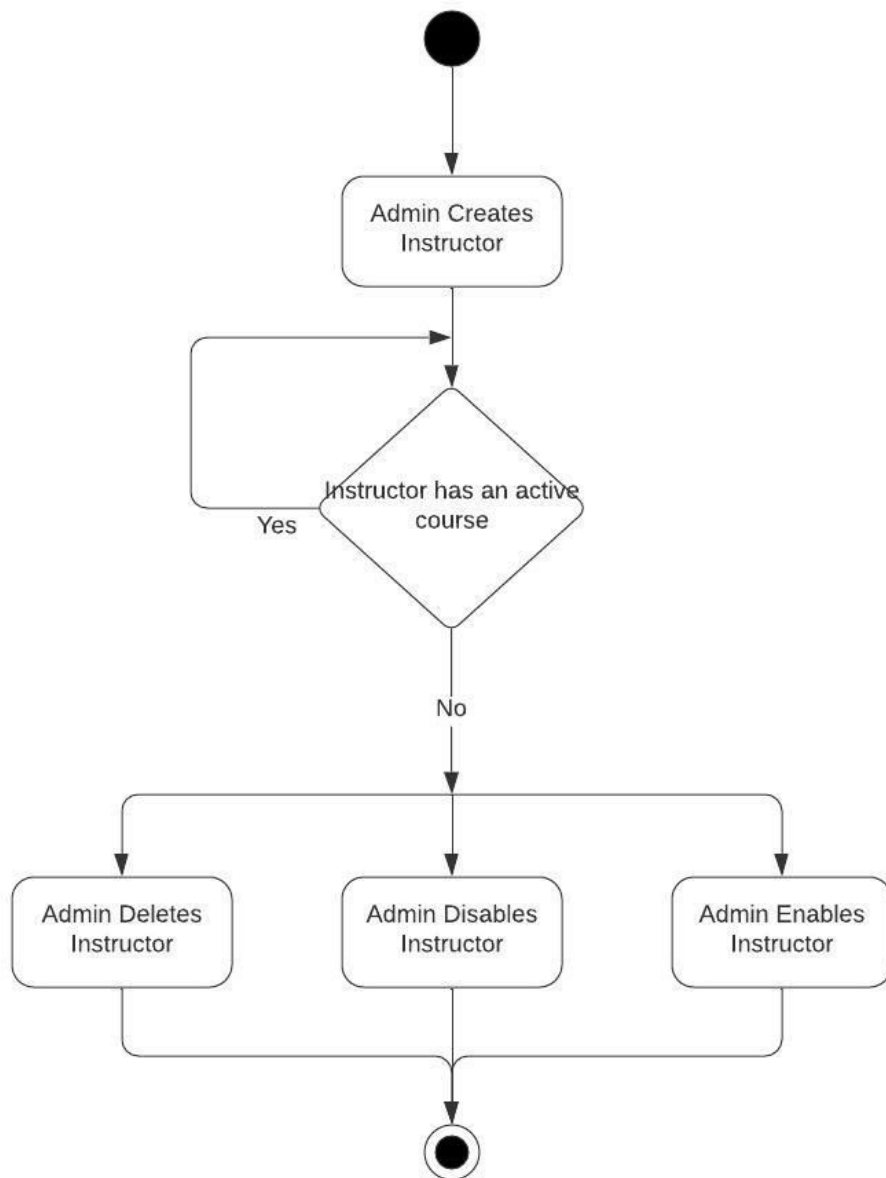
Activity Diagram 2:



Activity Diagram 3:**Instructor Modification**

The process of creating and modifying Instructors according to Admins.

Created by Connor Travers

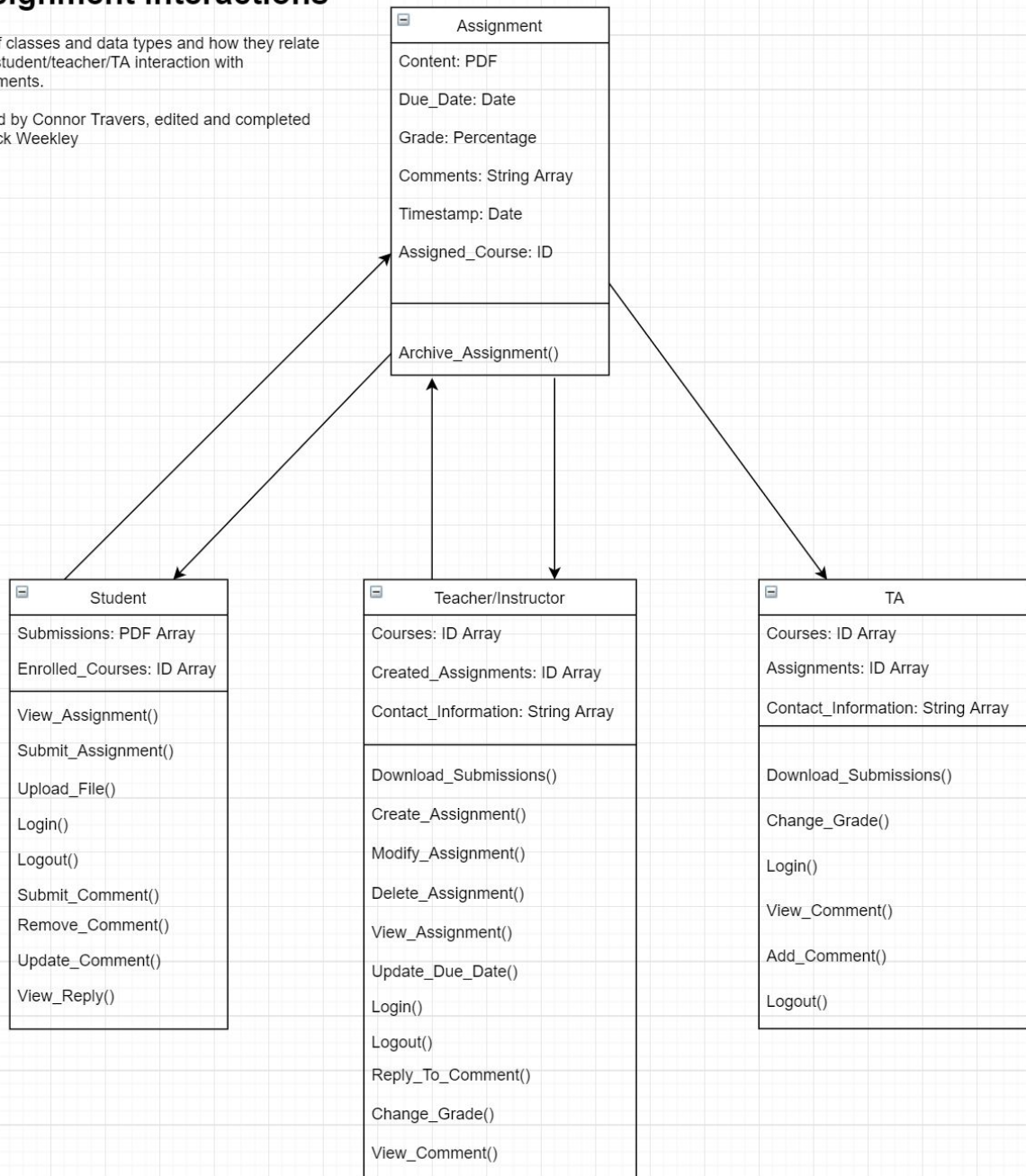


Class Diagram:

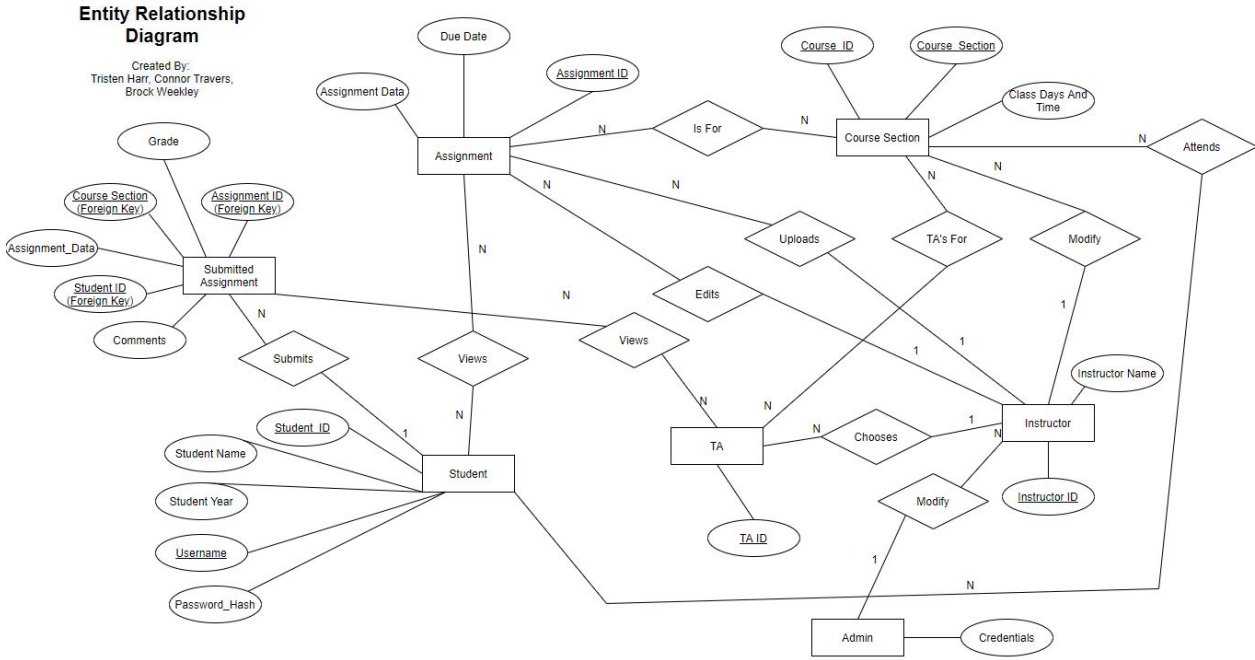
Assignment Interactions

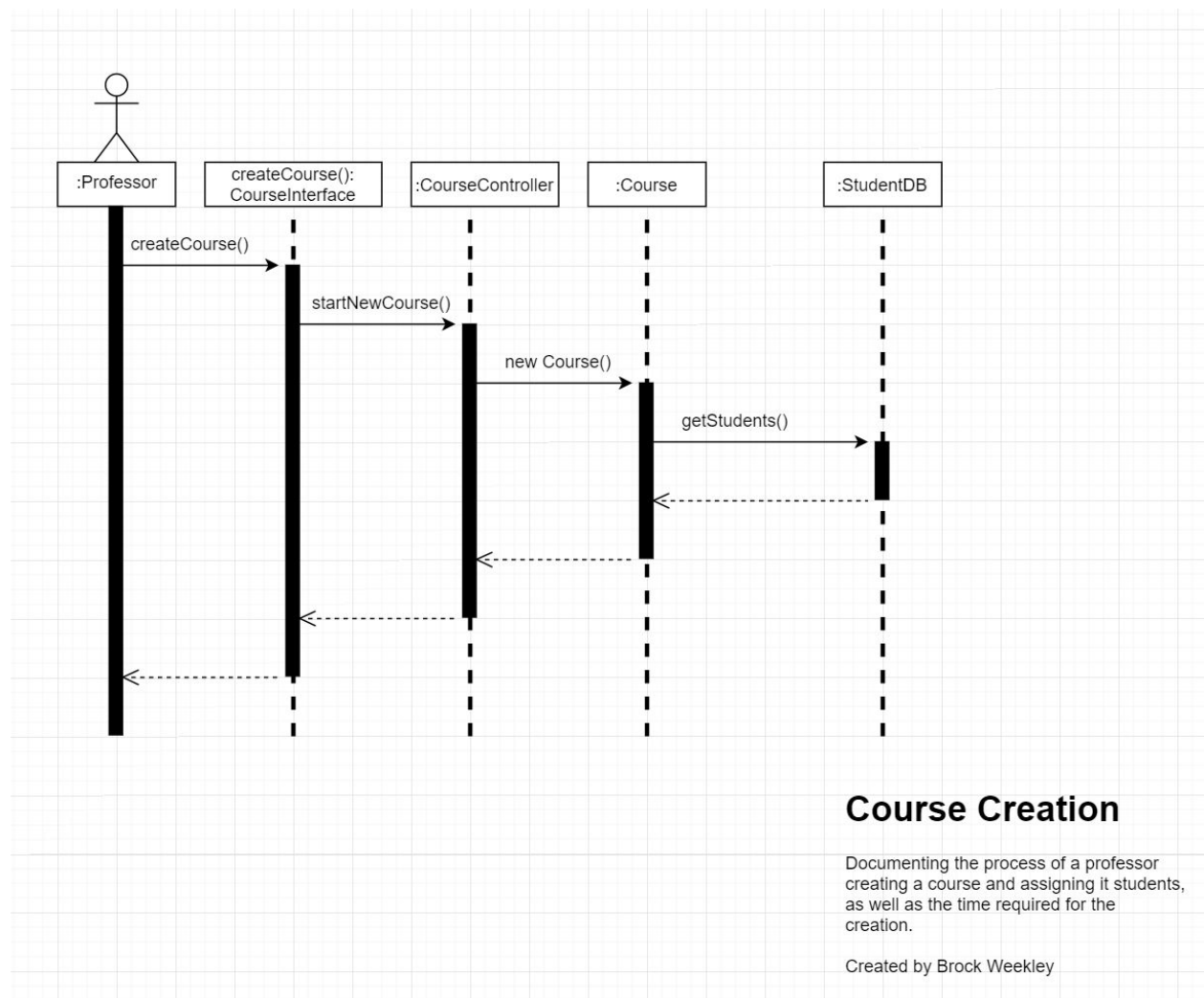
A list of classes and data types and how they relate to the student/teacher/TA interaction with assignments.

Created by Connor Travers, edited and completed by Brock Weekley



ERD



Sequence Diagram:

State Machine

