Android UPRM Course Schedule GUI

1. Identify the problem:
   - Many students have difficulty using the current system to view the university course offerings.
2. Set the target:
   - Create an android app that extract the data from the server and displays the courses specified by the student in a simple easy to understand GUI.
3. Analyze the causes:
   - Current system that is being utilized is complicated and hard to understand.
   - Old system that is slow and inefficient and requires that the user keeps repeating many of the same commands for something as simple to refresh the hour in the system.
   - To be able to access the system you must know the specific port and domain, something that many people are not familiar with.
   - The frequent changes in keys that happen keeps people from connecting to the system.
4. Propose and implement countermeasures:
   - App that automatically refreshes the information.
   - Easy to understand and simple interface.
   - Automatic connection settings that is not affected by any key change.
   - Complete removal of text commands.
5. Check/Evaluate:
   - It gives an option to people who want to avoid dealing with an outdated system and doesn't affect the functionality of the actual system.
   - It will always work independently because the information doesn't change and if it does the changes are very minimal.
6. Act and/or standardize:
   - The app can be easily maintained because the system has very little change or no change at all, so it always will be an option for people that would prefer a GUI instead of walls of text.
   - During the year the app would be used heavily during enrollment which gives ample time for testing and development of any other features that could be useful.