Project Title: Student Grade Management System

Description:

This project aims to develop a **Student Grade Management System (SGMS)** to simplify the management of student records, grades, and course enrollments. The application will use a **Command-Line Interface (CLI)** to provide a straightforward user experience for managing student and course data. The focus will be on **accuracy**, **efficiency**, and **intuitive interactions** while ensuring robust error handling and validation.

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Key Features:

1. Student Management:

- Add new student records with attributes such as name, ID, and enrolled courses.
- Update existing student information (e.g., name, ID, or courses).
- o Delete student records from the system.

2. Course Management:

- Add new courses to the system with attributes such as course name, course code, and instructor.
- Update or delete courses from the system.
- Assign grades to students for specific courses.

3. Grade Management and Analysis:

- Calculate and display the average, minimum, and maximum grades for each student.
- Categorize students by performance (e.g., "Excellent," "Good," "Needs Improvement") based on grade thresholds.

4. Search and Reporting:

- Search for students by name to view all courses they've taken along with their respective grades.
- Search for courses by name to view all enrolled students and their grades.
- Generate performance reports for individual students or courses.

Technical Details:

• Programming Language:

Java (using Object-Oriented Design principles).

• Core Classes:

- Student: Represents a student with attributes like name, ID, and a list of enrolled courses.
- Course: Represents a course with attributes like course name, course code, and instructor.
- GradeManager: Central class to manage student records, course enrollments, and grades.

CLI Interaction:

Example main menu:

Welcome to the Student Grade Management System!

Please select an option:

- 1. Manage Students
- 2. Manage Courses
- 3. Assign Grades
- 4. Search Records
- 5. Generate Reports
- 6. Exit
 - Submenus for specific tasks under each category, such as adding, updating, or searching for records.

UML Diagrams:

1. Use Case Diagram:

 Illustrates interactions between the user and the system for managing students, courses, grades, and searches.

2. Class Diagram:

 Depicts relationships between the Student, Course, and GradeManager classes.

3. Sequence Diagram:

 Details the flow of processes like assigning grades or searching for a student by name.

Data and Functionality:

1. Student Records:

o Maintain a list of students, including their names, IDs, and courses taken.

2. Course Records:

o Maintain a list of courses, including course names, codes, and instructors.

3. Search and Report Generation:

- Search for a student by name to display all enrolled courses and their grades.
- Search for a course by name to display all enrolled students and their grades.
- Generate performance reports with overall class statistics or individual student details.

4. In-Memory Data Storage:

- All data (students, courses, grades) will be stored in memory during program execution.
- Data will reset when the program is closed.

5. Validation and Error Handling:

- Validate unique IDs for students and unique codes for courses.
- Handle invalid inputs with clear error messages.
- Prevent assigning grades for courses that a student is not enrolled in.

Example Workflow:

1. User Starts the Program:

o The user is greeted with the main menu and selects an option.

2. Adding a Student Record:

- o The user enters the student's name and ID.
- The system validates and stores the information.

3. Adding a Course Record:

- The user enters the course name, code, and instructor.
- The system validates and stores the information.

4. Assigning Grades:

- The user selects a student and assigns grades for specific courses.
- The system updates the student's records.

5. Searching for Records:

• The user searches for a student or course to view detailed information.

6. **Generating Reports:**

• The system displays performance reports for students or courses.

7. Exiting the Program:

• The user exits, and all data is cleared from memory.