

## **Phase 4 Report**

### **State of the Project**

Currently a user is able to open the website up across any browser, register an account with First and Last Name, Email, Username and a password that needs to be confirmed. Each of these fields have a validation check as to existence. And the email field checks that what's entered is actually an email. After Registering the account is defaulted to `inactive` until activated by an admin account. Once this is complete the user is able to login using their username and password. An invalid password will arise in an error. An Inactive account will arise in an error. Within an account there are 3 levels Instructor, Chair and Admin. Upon logging in the user can now view there own schedule. Add a course which will let them create a course and add it to their schedule. Delete a course and Switch two courses around. The user can modify their profile which has which department they're in. Their Address, course list and which role they are. If the user is an admin they can view an entire departments schedule, List users and edit their profiles. There is also a notification bubble at the top right which shows changes to the schedule.

### **Iteration Plan**

For our iteration plan, please see our account on [rallydev.com](https://rallydev.com) to view the user stories we completed and the hours allotted. You can also view the burn down chart for each iteration.

## System Modeling and Design

1.

Departments
+ name: string [1]
+ numberOfLecturers: int [1]
+ __unicode__(s: self): unicode

Room
+ code: string [1]
+ capacity: int [1]
+ __unicode__(s: self): unicode
+ getSchedule(): CourseSchedule [*]

CourseSchedule
+ code: string [1]
+ room: string [1]
+ capacity: int [1]
+ dayOfWeek: string [1]
+ startTime: TimeField [1]
+ endTime: TimeField [1]
+ typeOfSession: string [1]
+ enrollment: string [1]
+ time_range(s: self): unicode
+ getLength(s: self): timedelta

Student
+ utoid: string [1]
+ studentNumber: string [1]
+ lastName: string [1]
+ firstName: string [1]
+ email: string [1]
+ programCode: string [1]
+ courses: Course [*]

RequiredCourse
+ code: ForeignKey [1]
+ req_type: CharField [1]

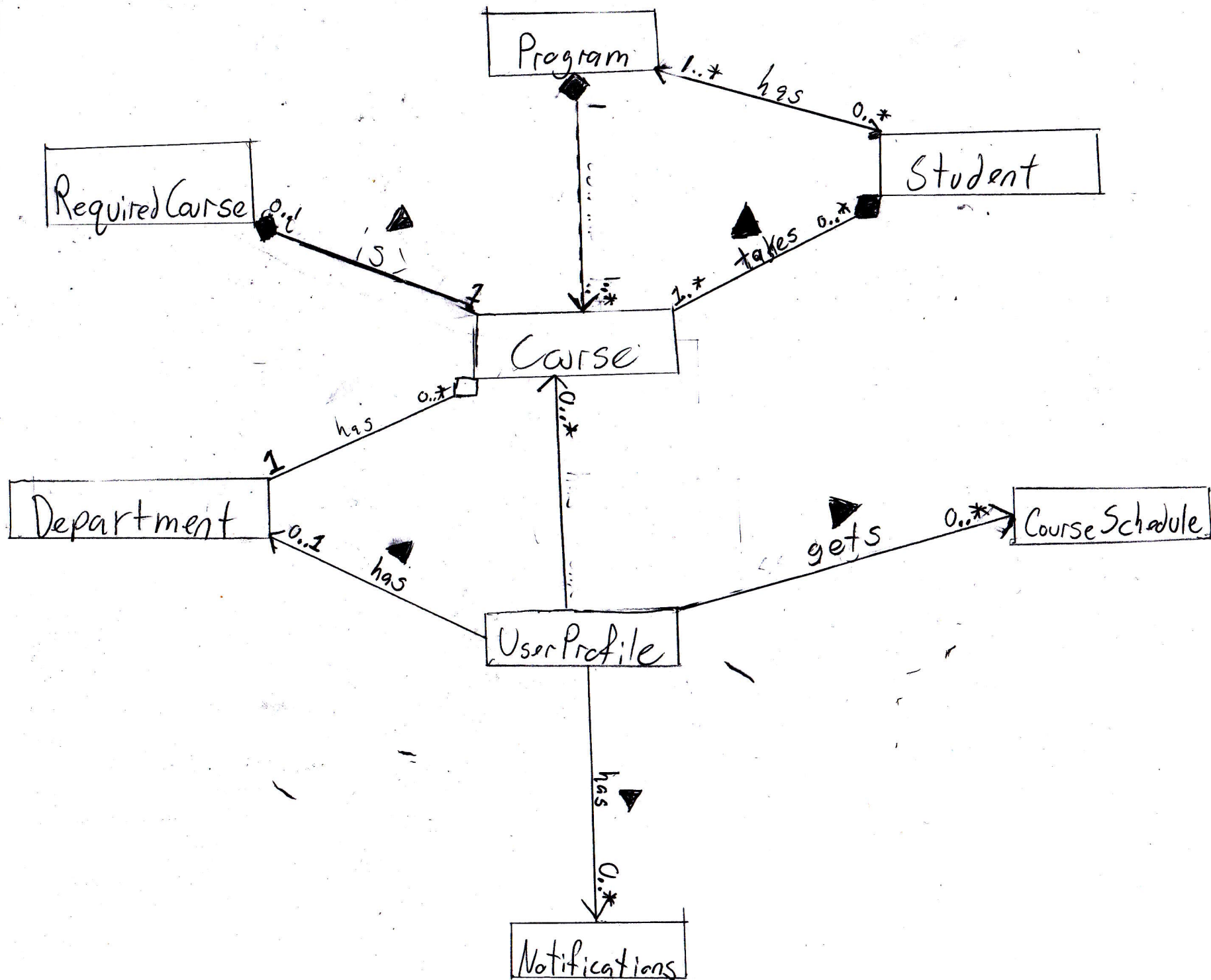
Course
+ code: string [1]
+ name: string [1]
+ department: string [1]
+ __unicode__(s: self): unicode

Notifications
+ data: string [1]

UserProfile
+ user: string [1]
+ department: string [1]
+ address: string [1]
+ myCourses: Course [*]
+ role: string [1]
+ notifications: string [*]
+ read_notifications: string [*]
+ notify: boolean [1]
+ active: boolean [1]
+ __str__(s: self): string
+ is_active(): boolean

Program
+ code: string [1]
+ name: string [1]
+ requiredCourses: Course [*]

11



29

room\_capacities

Room

room\_capacities.html

Page  
Not  
Found



User

GET request room capacities

Retrieve list of Room objects

stores results in room-objects

alt

[room-objects]

loop

[for item in room-objects]

retrieve item.code

stores in list rooms

retrieve item.capacity

stores in list capacities

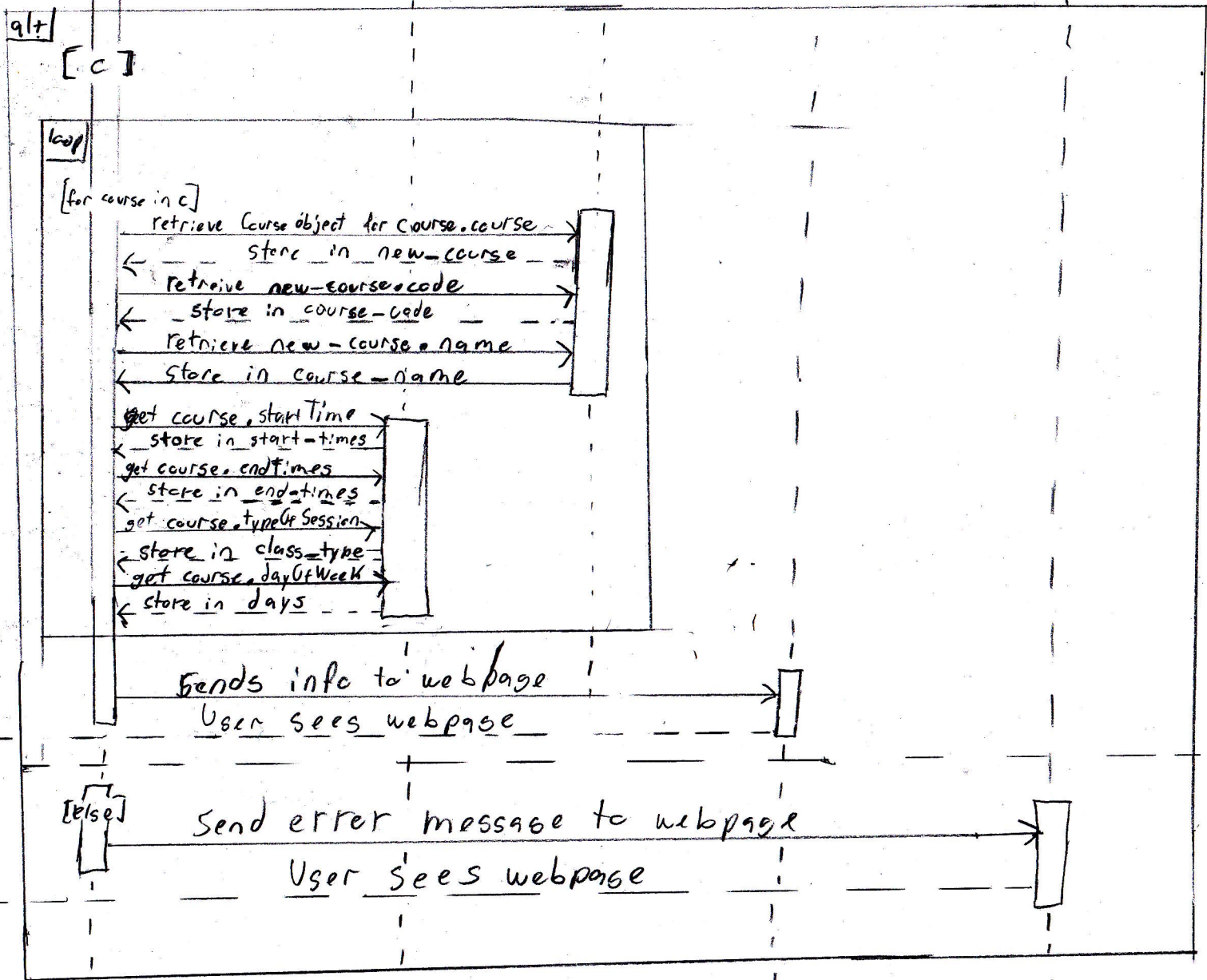
Sends info to webpage

User sees webpage

[else]

sends error message to web

User sees webpage





2c

department\_schedule

department

User Profile

Course

CourseSchedule

department.html

Page  
Not  
Found

User GET request for schedule by  
Computer Science & Anya

get Department object  
where name is Computer Science  
store in department  
get UserProfile object where name = Anya & is an instructor  
store in instructor  
get UserProfile corresponding to chair of Comp Sci  
store in chair

alt

[department and instructor] get instructor's course  
store in courses

loop

[for item in courses] get CourseSchedule objects corresponding  
to each course  
store in course\_schedules

loop

[for c in course\_schedules] get Course object corresponding to CourseSchedule  
store in course  
get course\_code  
store in course\_code  
get course\_name  
store in course\_name  
get start\_times  
store in start\_times  
get end\_times  
store in end\_times  
get type of session  
store in class\_type  
get day of the week  
store in days  
get room  
store in rooms

send info to webpage  
User sees webpage

[else]

sends error message to webpage  
user sees webpage