

Interarion 1

1. Project description

League of Courses (LOC) is an online course management system. It will integrate with a better course-selection system which will show the updated course rate and information. LOC will also provide a feature which would help the professor do attendance during class and automatically convert attendance to final grade. And LOC allows teachers to manage their course progress at any time so that all students enrolled in that course could clearly know the course progress. By implementing these features, LOC will greatly reduce the burden on teachers and improve their work efficiency, and students will also learn more about what they are interested in.

2. Requirements

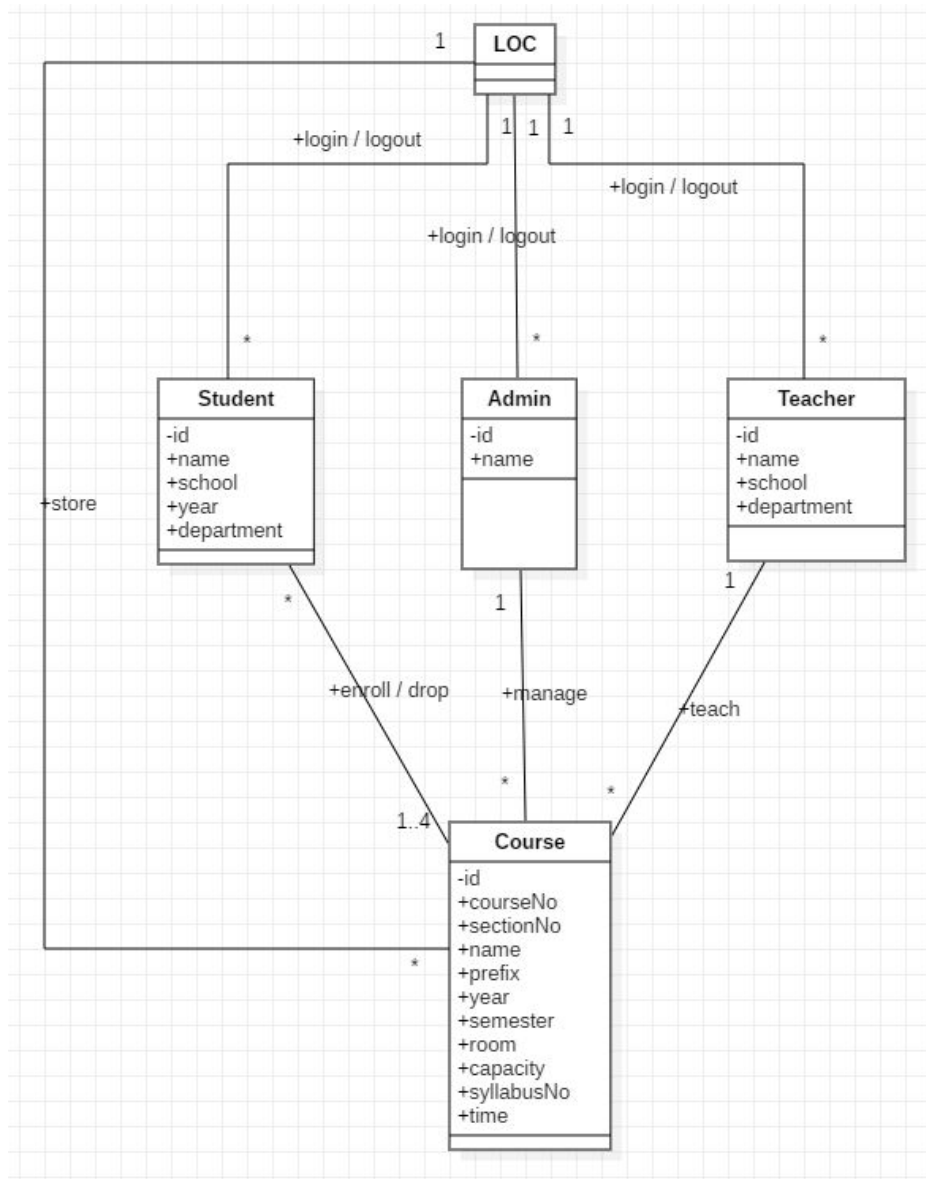
1. The software shall allow admin to create courses which will be selected by teachers.
2. The software shall allow teachers to select which courses will be taught, upload course information including syllabus and coursebook, manage courses schedule and record attendance of class.
3. The software shall allow student to search information of class, enroll or drop class.
4. The software shall provide a way for teachers and students to see the teacher evaluation and courses evaluation.
5. The software shall graphically show the progress of class and provide a simple visual indicator of where did the class go.
6. The software shall provide a way for teachers to standardize the courses syllabus.
7. The software shall provide a way for teachers to record attendance of each class and make the record public.

3. Plan for each iteration

- Iteration1: Oct. 1
 1. Identifying main classs, major functionalities, database design
 2. Init project, set up database model

3. Improve login system: Assign different authorities based on different login roles
- Iteration2: Oct. 29
 1. Implement features such as register, add, and drop courses.
 2. Implement course syllabus standardization.
 3. Add progress graph and visible indicator.
 4. Add attendance record.
 - Iteration3: Nov. 28
 1. Add professors' profile and evaluation
 2. Final UI implementation
 3. Integration Test

4- Domain Model



5- Use case Model

Use cases

UC001 User Login

Use Case Name: User Login

Actors: User

Preconditions: User has registered or assigned an account.

Main Flow(Success)

1. The use case begins when the user accesses login.jsp
2. The system prompts the user for username and password
3. User type in username and password, then click login.
4. The system authenticates the users' information.
5. The use case ends successfully.

Alternate Flow(failure)

- 4.a The system prompt the user that data is not found.
- 5.a The use case ends unsuccessfully.

Postconditions:

Successful: The system prompts the user that data is not found.

Failure: The user will be kept out of the system.

UC002 User register

Use Case Name: User register

Actors: User

Preconditions: User is an authorized administrator, teacher or student of the school.

Main Flow(Success)

1. The use case begins when the user accesses register.jsp.
2. The system prompts the user for username, first name, last name, email, school, year, password.
3. User type in the information and click register.

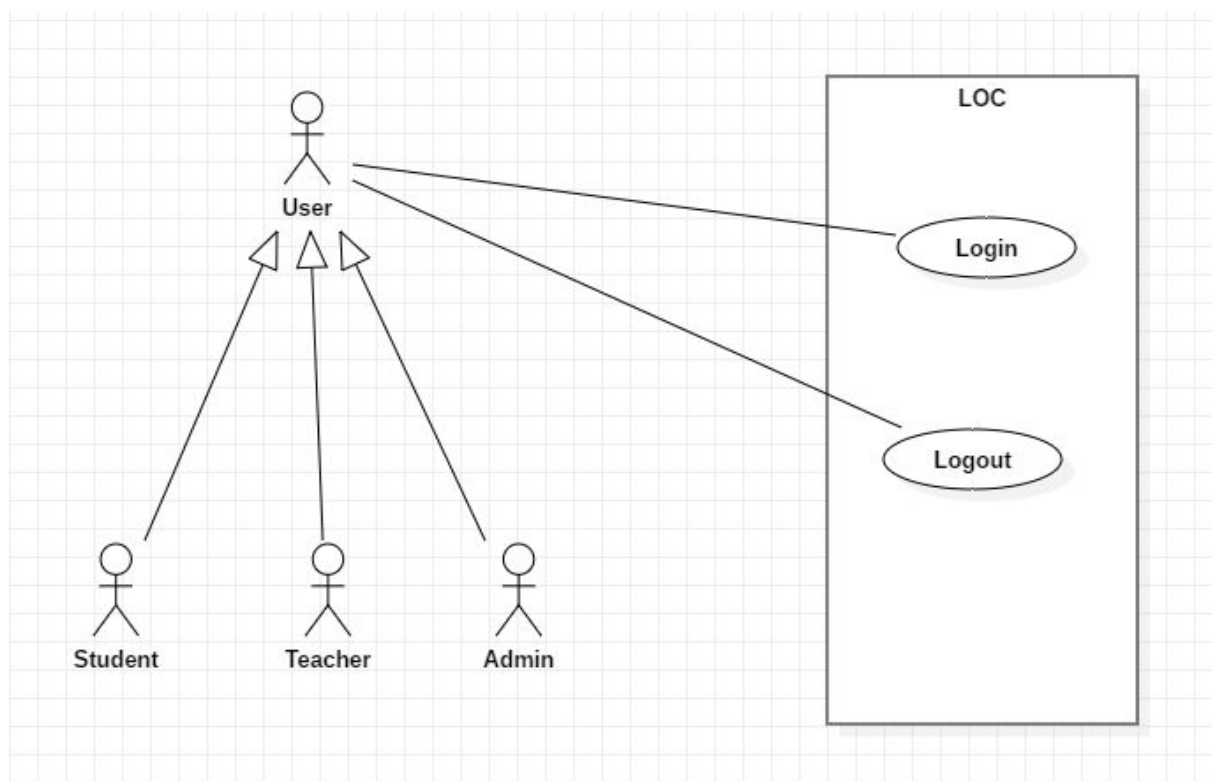
4. The system authenticates the users' information.
5. The use case ends successfully.

Postconditions:

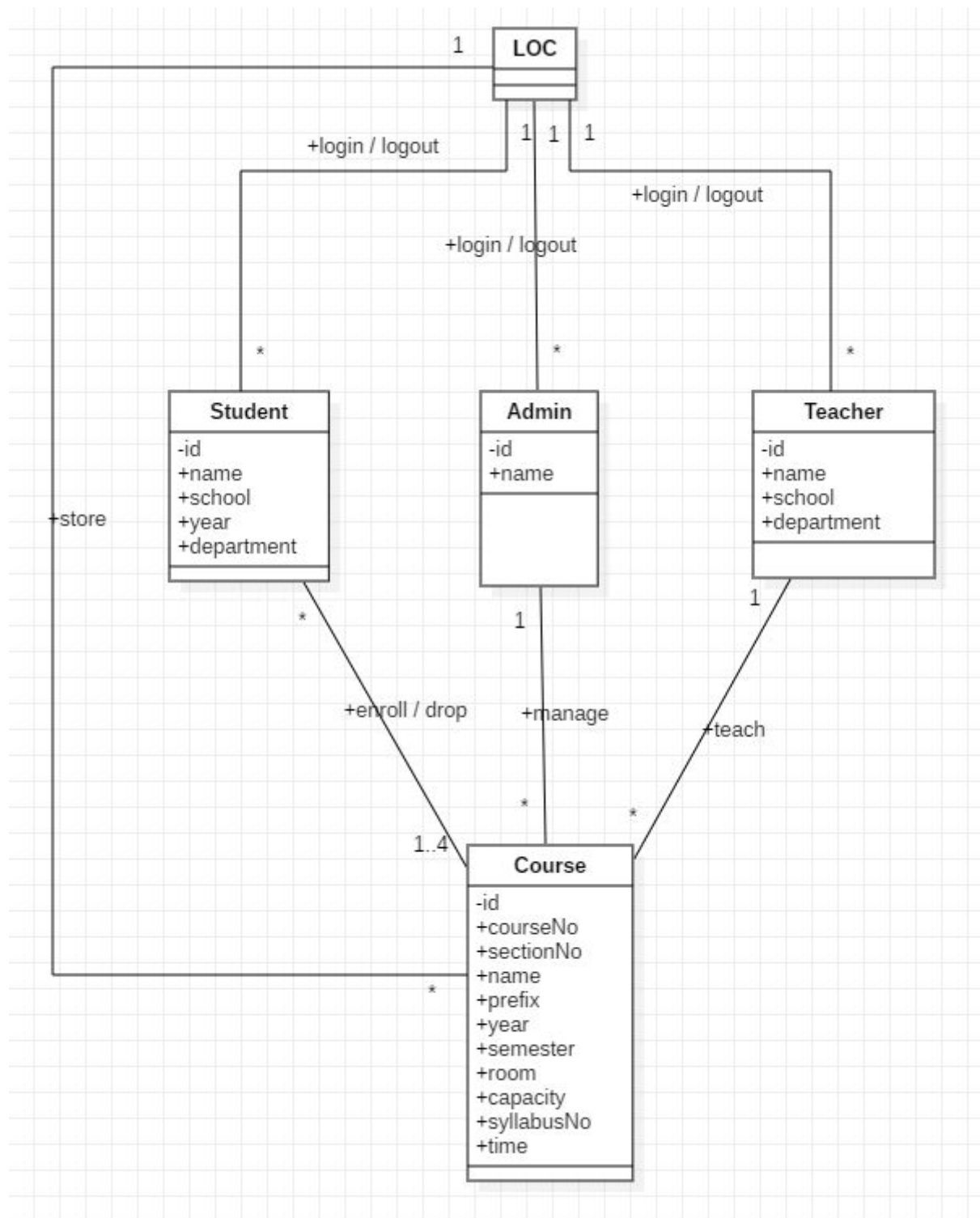
Successful: The user will be able to log in the system with the username and password.

Failure: The user don't have the account and need to register again.

Use case diagram



6- Design Class diagram



7- Test

7-1 Functionality table

ID	Functionality
F001	Ability to authenticate the username and password.
F002	Ability to redirect the user to welcome page if log in successfully.
F003	Ability to help the user register an account.

7-2 test case table

ID	description	functionality	Technique
T001	check if the system can log in without an account	F001	Random
T002	check if the system can redirect the user to welcome page if log in succeed.	F001,F002	Random
T003	check if the system can redirect to register page.	F003	Random
T004	check if the system can register successfully.	F003	Random