

Lecture+

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Introduction

Without communication in the classroom, learning is not possible.

We are here to make communication in the classroom better.

We will be creating an application that will allow students to ask the instructor a question without speaking or bringing any attention to themselves.

Problem

- Many students may have a disability where they can not speak.
- Some students may be afraid of being judged by their question, so they will not ask it.
- Some students may not be native English speakers, so they have trouble forming the question and may be hesitant to ask it.

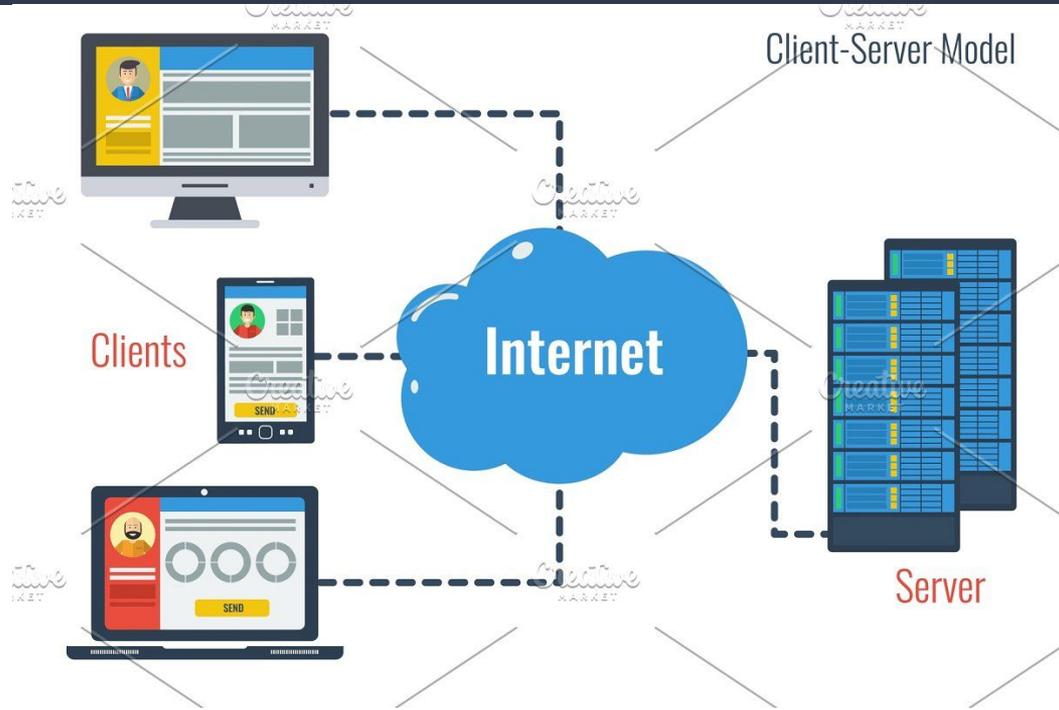
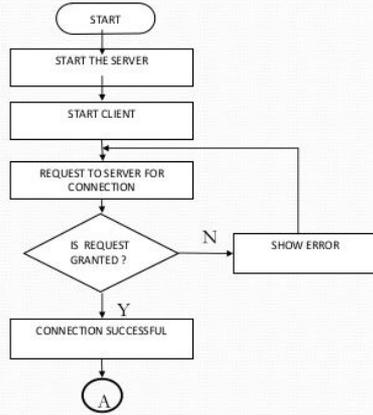
Objective

The objectives of this project are:

- To create a way for students to ask a lecturer a question anonymously through technology.
- To encourage classroom participation
- To allow more interaction between the speaker (instructor) and the audience (students).
- To make communication easier in the classroom.

High Level Design

DATA FLOW DAIGRAM



Key Concepts

Client: A client is a program that uses services that other programs provide. Client programs typically handle user interactions and often request data or initiate some data modification on behalf of a user.

Server: A server provide services to the clients. Server functions often require some resource management, in which a server synchronizes and manages access to the resource and responds to client requests with either data or status update.

Node.js: Node.js is an open-source runtime environment for building fast and scalable applications using JavaScript. Node.js works as the runtime and npm works as the package manager for Node.js.

Bootstrap: open source toolkit and powerful front-end framework for developing with HTML, CSS, and JS. We can use it to quickly prototype ideas or build entire app with Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful plugins built on jQuery.

JavaScript: Interpreted programming language that follows ECMAScript specification. JavaScript is the most widely deployed language in the world.

Requirements

In order to make this all possible, at the bare minimum we will need:

- A server
- The clients
- A connection between the server and the clients
- Computing devices

Risks

Risk	Risk Reduction
Abusive language	Create a content filter
Spam messaging	Lecturer can choose when to accept messages
Outside invasion	Restrict access to the server to anyone not in the class/session.

Tasks

Tasks	Dates
1. Plan designs and understand client-server architecture.	08/26/19 - 09/09/19
2. Begin implementation of architecture.	09/09/19 - 09/23/19
3. Design the user interface.	09/23/19 - 10/07/19
4. Begin implementation of user interface.	10/07/19 - 10/21/19
5. Test product for any risks or errors.	10/21/19 - 11/04/19
6. Document the results	11/04/19 - 11/18/19

Thank You