2010.2 Object Oriented Programming Design (Prof. Bong-Soo Sohn)
Project#4 (Nov. 16th ~ Dec. 6th)

1. Project Overview

In this project, each team should

(i) choose/define a software system that is related to OOP concepts,

(ii) design the software system using UML,

(iii) develop it using OOP language (C++, JAVA or etc),

(iv) write a final report, and

(v) give a presentation (including demo).

(vi) eClass submit: (1) project proposal (Due:11/25), (2) final report, source code, presentation file (due:12/6)

2. Project Proposal (deadline:Nov.25th - hardcopy during class + eClass[proj4] file submission)

The proposal should contain

(a) list of team members,

(b) title and brief description of the system you plan to develop

Just 1 page should be OK for the proposal.

3. Final Report (deadline : Dec. 6th - hard copy during class + eClass [proj4] file submisstion)

The final report should contain

(a) project title, list of team members, brief project description (summary)

(b) how to compile and execute. system requirement for compilation and execution

(c) description on what functions are implemented in your SW system.

(d) how you implemented (important implementation issues)

(e) the result of UML modeling for system design
(class diagram, use-case diagram, activity diagram, and etc)

(f) execution results : show real examples of program execution. (use screen capture)
show that each functionality of the SW system is working correctly.

(g) explain how you applied object oriented concepts to the development for your project.

(h) Conclusion

4. Presentation

(i) submit through eClass [proj4] (deadline : Dec. 6th - eClass submission)

(a) source code + executable binary code (compress it into .zip file using WinZip)

(b) presentation .ppt file (submit .ppt hard copy to professor when you present.)

(i) presentation date : Dec. 7th and Dec. 9

(ii) how long to present : Each team has less than 10 minutes for presentation

(iii) present

- what (around 2min) : short description of your SW system , what functionality it has.
- how (around 2min) : overall design (UML) , important implementation issue.
- demo (around 5min) : run your program and show important functionality your program has.

5. Grading Criteria

(i) overall impression

(ii) quality of final report

(ii) quality of your program development (demo)

(iii) quality of presentation

(iv) appropriateness of your project topic
(Is it too easy or not?, Is it creative or not?, Is it useful for improving your OOP ability?)