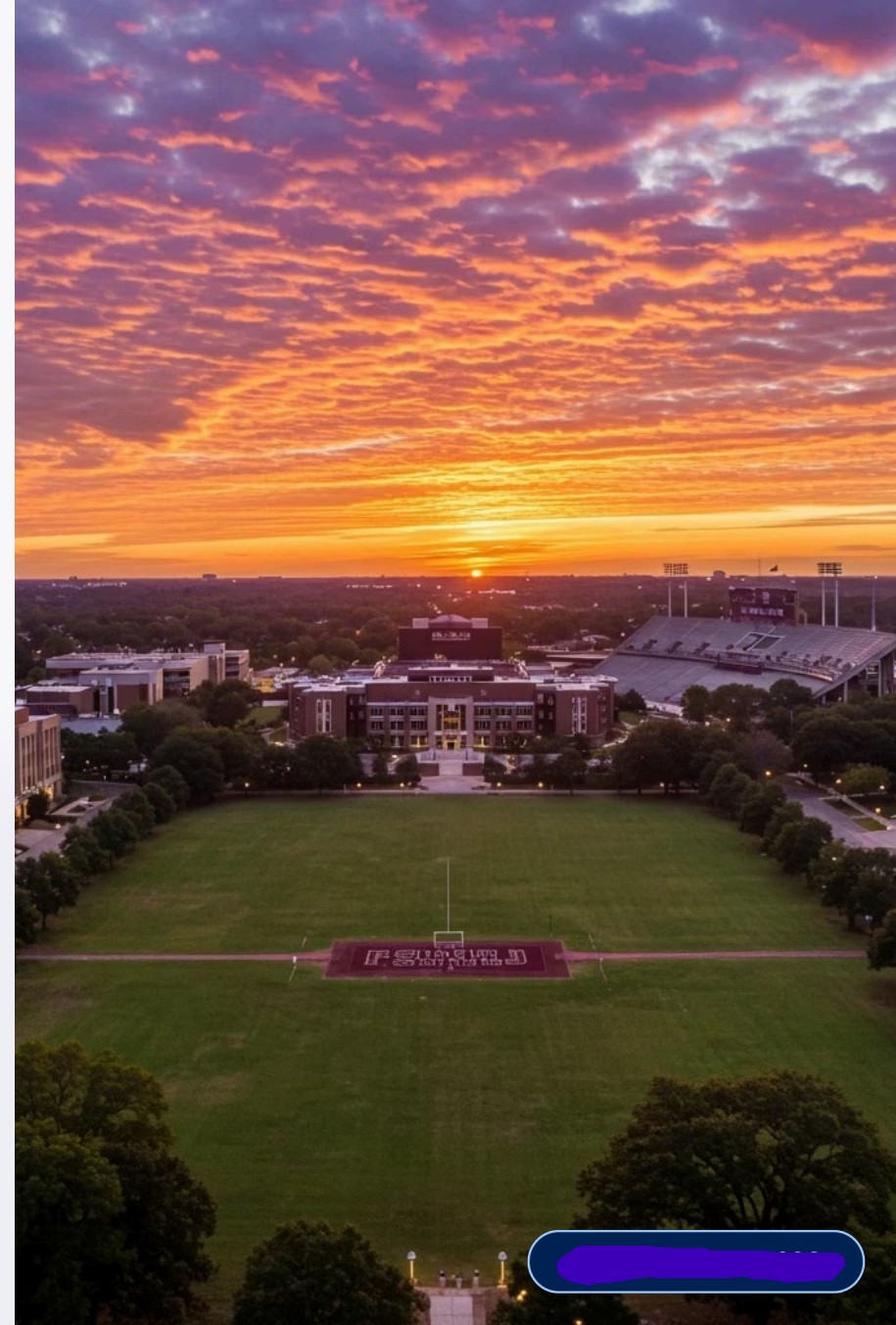


# University Management System

OOP Project in C++

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# Project Overview

A comprehensive management system built using Object-Oriented Programming principles in C++ to manage university entities including students and professors, demonstrating core OOP concepts and advanced practices.

## Record Management

Efficiently manage student and professor data.

## Data Persistence

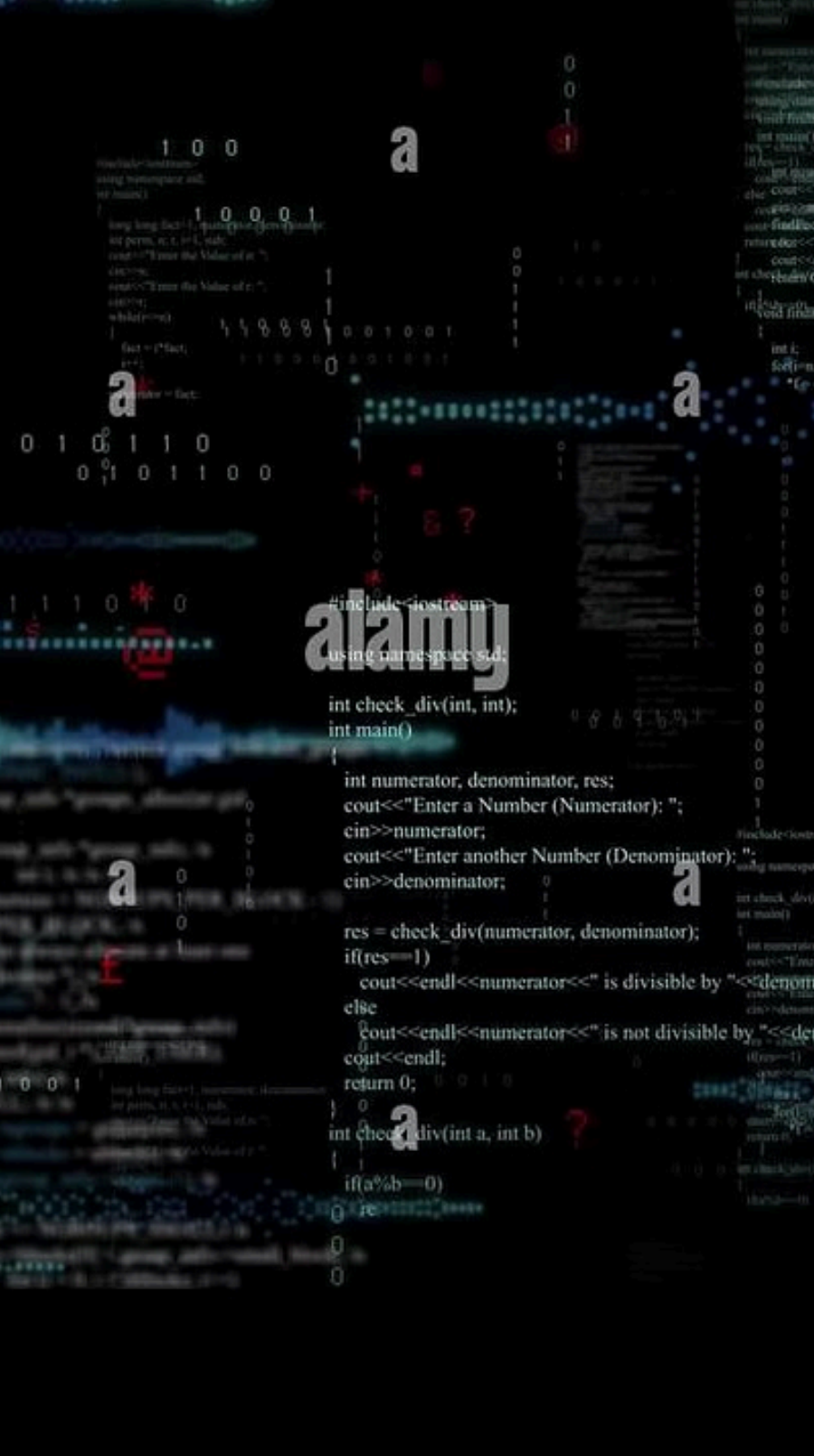
file-based storage for all records.

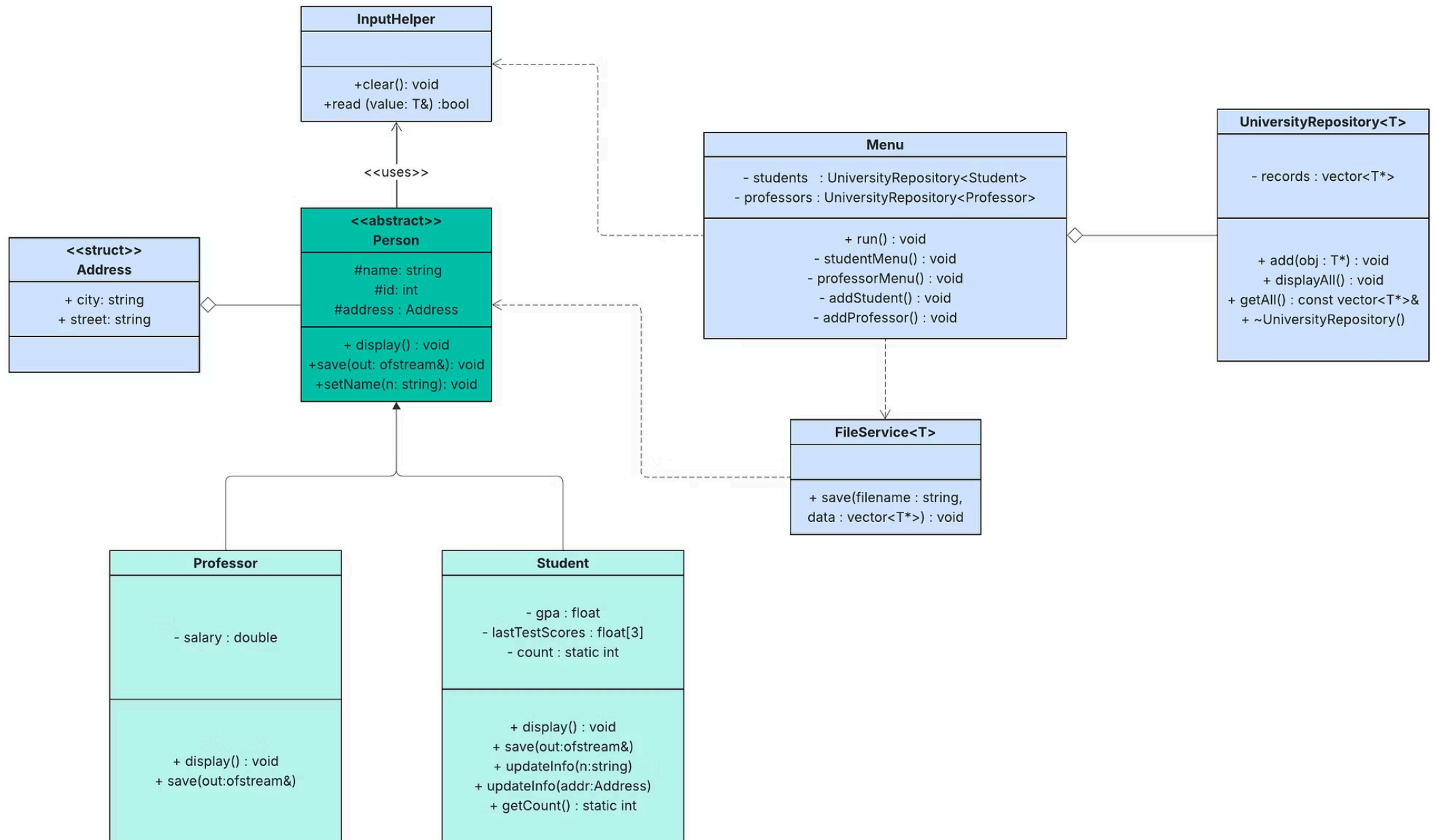
## Robust Handling

Integrated exception handling and input validation.

## Generic Repository

Template-based pattern for flexible data operations.

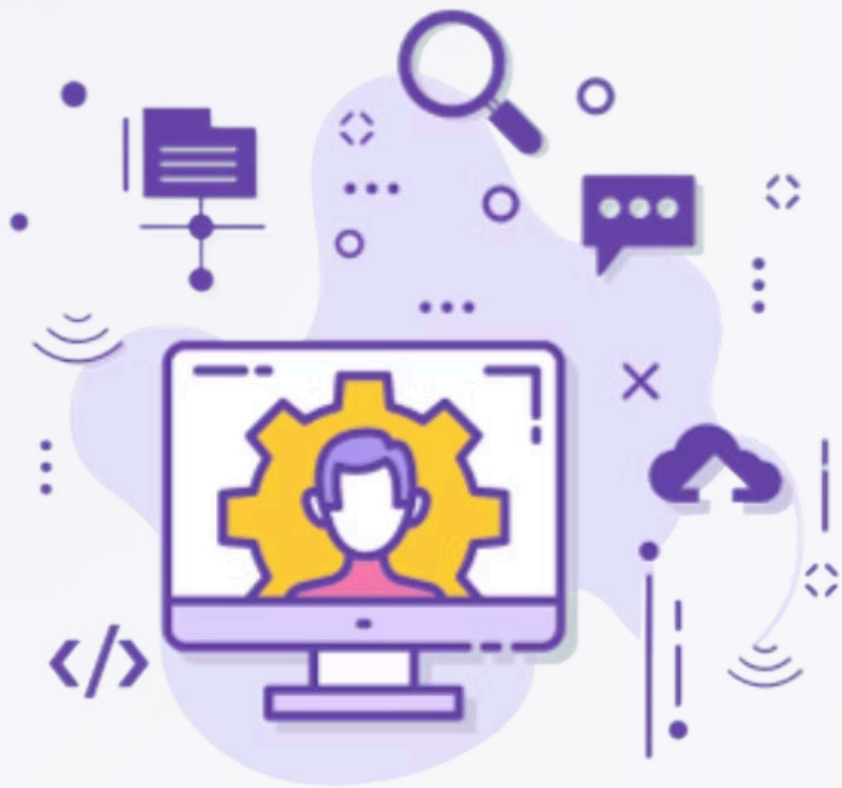




# System Architecture - Core Classes

## Utility Layer

- **InputHelper:** Safe and templated input handling.
- **Address (Struct):** Data structure for location information.



## Domain Model

- **Person (Abstract):** Base class with pure virtual methods.
- **Student:** Inherits Person, manages GPA and quiz scores.
- **Professor:** Inherits Person, manages salary details.

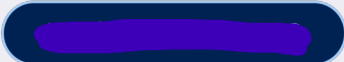


## Repository & Services

- **UniversityRepository:** Template-based data storage.
- **FileService:** Handles all file I/O operations.



These core components form the backbone of the University Management System, ensuring modularity, scalability, and maintainability.





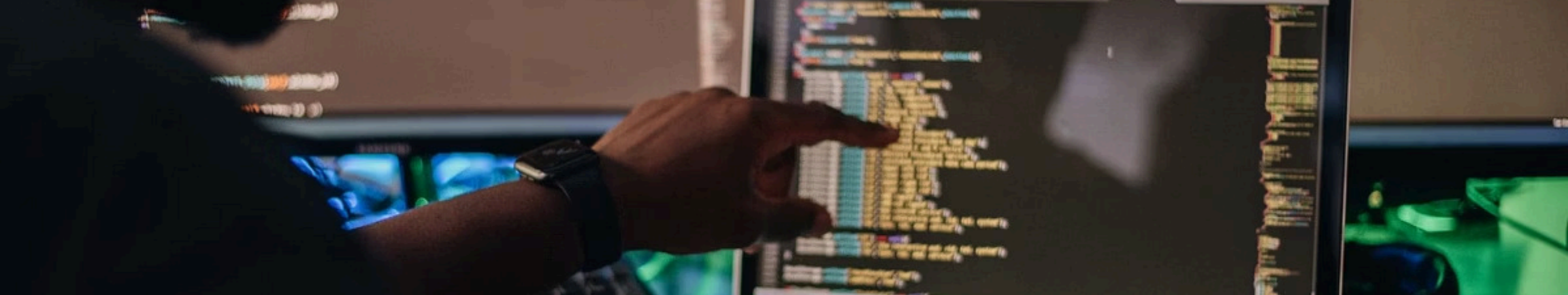


# OOP Concepts Demonstrated

- **Structs:** Used for Address to encapsulate location data.
- **Arrays:** Employed for managing lastQuizScores[3].
- **Pointers:** Utilized for dynamic memory allocation.
- **Classes:** Person, Student, Professor as core entities.
- **Constructors:** Default and parameterized for object initialization.
- **Destructors:** Essential for proper memory cleanup.
- **Static Members:** e.g., Student::count for tracking instances.
- **Inheritance:** Student and Professor extending Person.
- **Composition:** Person class owning an Address object.
- **Method Overriding:** Polymorphic display and save methods.
- **Method Overloading:** e.g., updateInfo with varying parameters.
- **Templates:** Generic Repository and FileService for type safety.
- **Exception Handling:** Robust validation and error management.

And more...





# Advanced Concepts - Self-Studied



## Version Control (GitHub)

Managed source code, tracked changes, and maintained a structured workflow.



## SOLID Principles Applied

Implemented Single Responsibility, Open/Closed, and Liskov Substitution principles.



## Advanced Input Validation

Developed InputHelper for custom validation, preventing runtime errors and repetitive logic.



## File Stream Operations

Utilized C++ fstream for external data persistence in .txt files, ensuring data integrity.



# Key System Features

## Safe Input Handling

Template-based validation with automatic error recovery.

## Data Persistence

Records saved to text files in a structured format.

## Memory Management

Automatic cleanup via destructors and RAII, preventing leaks.

## Polymorphism

Abstract base class design enabling runtime polymorphic behavior.

## Exception Handling

Robust validation for GPA range and file operations.





# User Interface Flow



## Main Menu

Choose between Student or Professor management.



## Student Menu

Add, View, or Save student records.



## Professor Menu

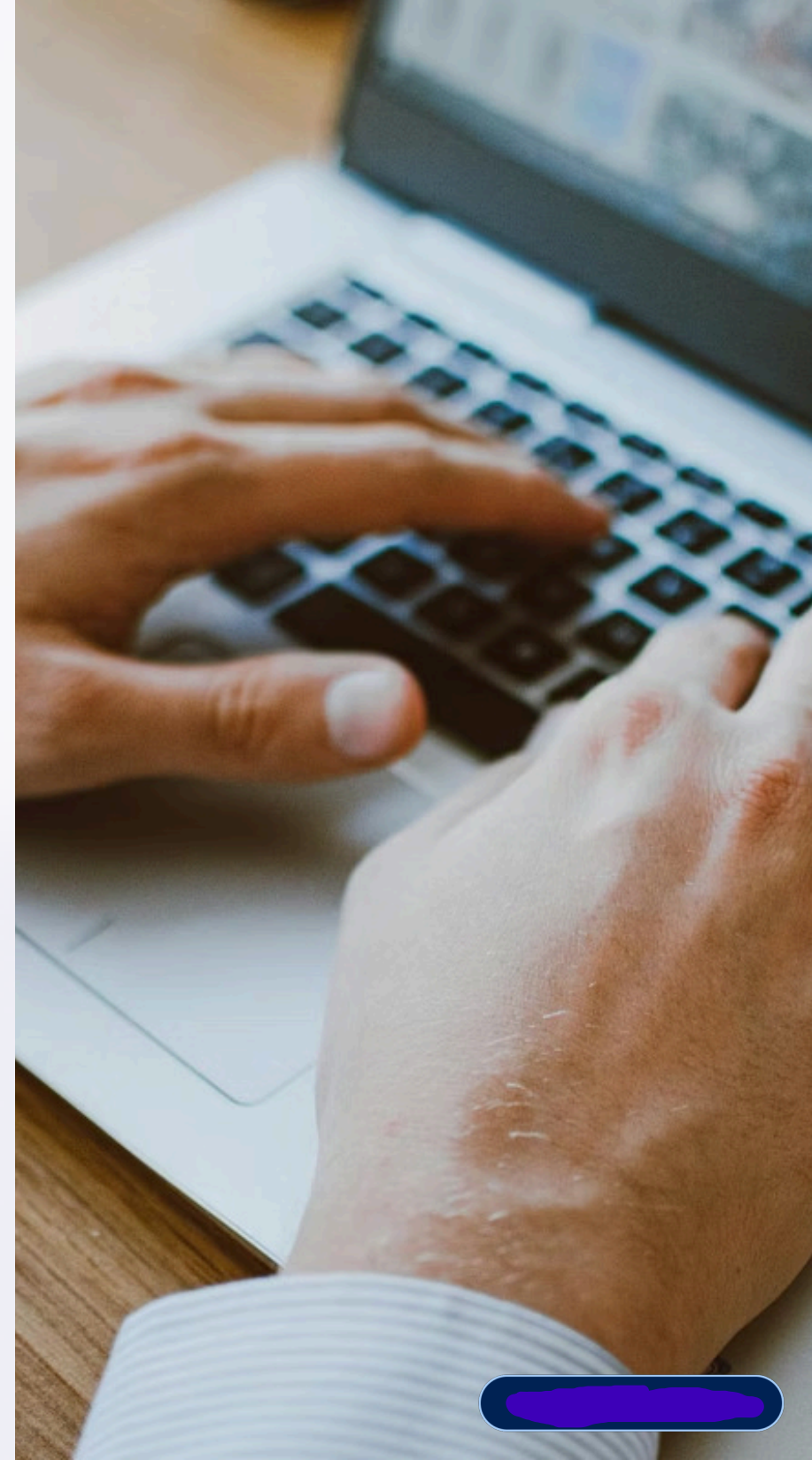
Add, View, or Save professor records.

## Key Features

- Input validation at every step.
- Comprehensive exception handling.
- Easy navigation with numbered menus.
- Clear user prompts and feedback.

## How to Use

1. Launch program → Main menu.
2. Select Student (1) or Professor (2).
3. Add records with validated input.
4. View all records on screen.
5. Save records to .txt files and exit safely.





# Code Quality Standards & Best Practices

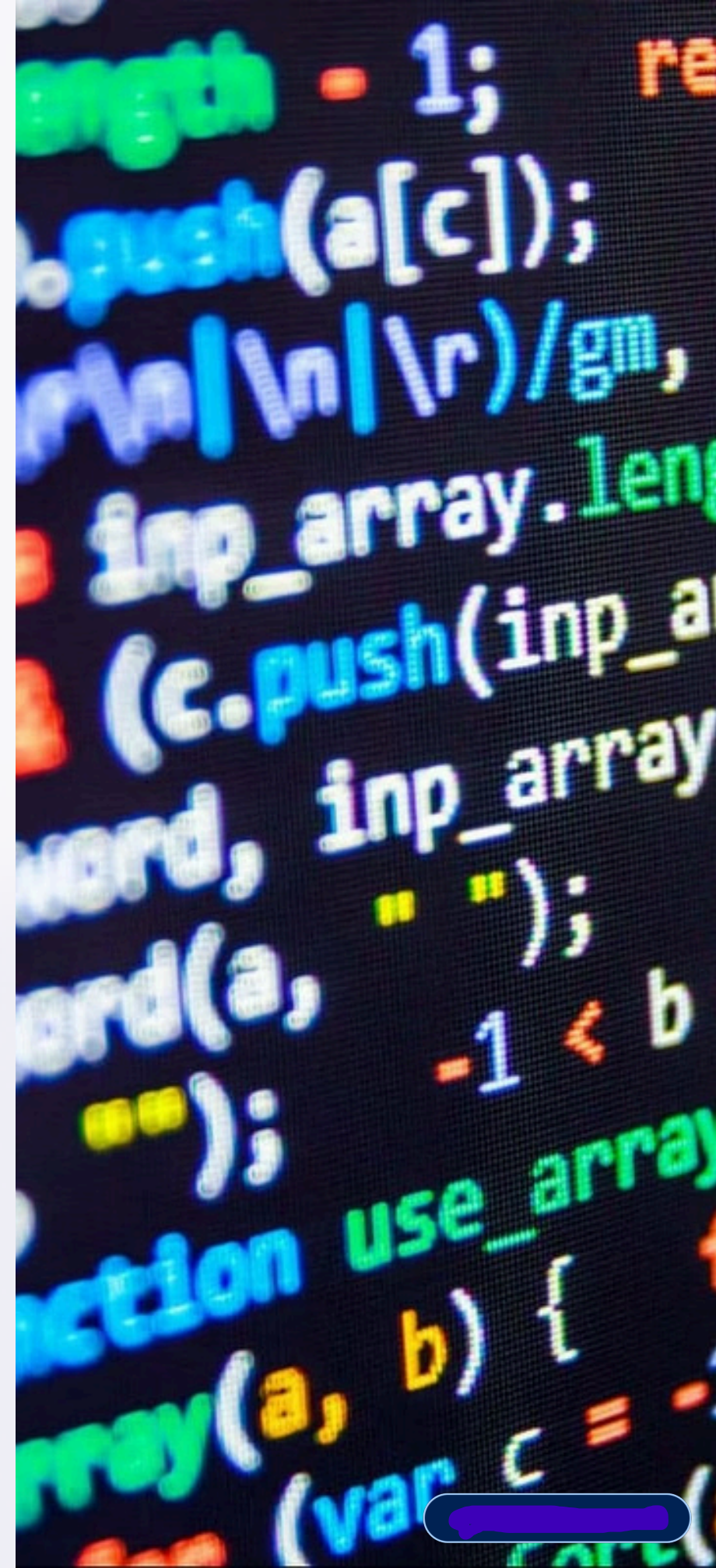
## Design Patterns Applied

- **Repository pattern** for abstracting data access logic, ensuring data persistence is independent of business logic.
- **Template method pattern** for generic operations like `CrudOperations` to define algorithms with deferrable steps to subclasses.
- **Abstract factory pattern** to create families of related or dependent objects without specifying their concrete classes (e.g., `Student` and `Professor`).
- **Strategy pattern** implemented for different validation rules, allowing easy extension of input validation.



## Error Handling

- Robust try-catch blocks for all potential runtime exceptions, including file I/O and user input parsing.
- Comprehensive input validation at every entry point (e.g., type checking, range validation, format validation), ensuring data integrity.
- Graceful recovery mechanisms to prevent application crashes and maintain a stable state after an error.
- Error messages that guide the user on how to resolve issues, instead of technical jargon.



# Conclusion & Demonstration

## 1 Key Achievements

Successfully implemented all required OOP concepts and created a functional, error-free system.

## 2 Advanced Application

Applied SOLID principles, design patterns, and comprehensive documentation.

## 3 Extended Learning

Self-studied advanced concepts beyond course scope, demonstrating initiative.

# Ready for Live Demonstration!

