

OOP Final Project Presentation Announcement

Dear all,

This announcement provides the final instructions for your Object-Oriented Programming (OOP) Final Project Presentation. Please read all rules carefully, especially the updated repository submission and code review policies.

1. Presentation Date & Venue

- Location: EC 9002 Classroom
- Date: December 16, 2025
- Total Duration: 180 minutes (3 hours)

All teams will present using a three-station presentation system.

2. Presentation Format (Three Stations)

Station A – Main Projector Station

- Student laptop + optional portable monitor
- Location: Center front

Station B – Left Front Desk

- Student laptop + optional portable monitor
- Location: Left Front

Station C – Right Front Desk

- Student laptop + optional portable monitor
- Location: Right Front

Three teams will present simultaneously—one at each station.

3. Time Allocation per Team

Each team has 5 minutes total:

- 3 minutes – Project explanation, UML, OOP design
- 2 minutes – Code Review, Live demo or recorded demo

Presentations exceeding the time limit will be stopped.

4. Presentation Schedule

- 11 total rounds
- Each round: 3 teams (A, B, C stations)
- Time per round: 5 minutes

- Breaks every 4–5 rounds

A detailed round-to-team assignment will be announced separately.

5. Project Submission Requirements

5.1 GitHub Repository (Required)

Each team must:

A. Create ONE repository under the team leader's GitHub account.

Example: oop-finalproject-teamXX

Repository should be Public (or Private + grant access to instructor/TA).

B. Repository MUST contain:

1. Source code (organized and runnable)
2. README.md with:
 - Project overview
 - How to run
 - Dependencies
 - Contribution list (who did what)
3. UML diagrams
4. Reflection Report (A4, 1~3 pages, PDF)
5. Demo Slides (PDF)
6. Version history showing contributions from all team members

C. Due Date

The Reflection Report, Demo Slides and repository must be complete BEFORE presentation day.

5.2 Code Review Rules

Code will be reviewed according to:

✓ Code Structure & Organization

- Proper directory structure
- Modular design
- No dead code

✓ Application of OOP Principles

- Encapsulation
- Meaningful inheritance hierarchy
- Polymorphism
- Clear class responsibilities

✓ Readability & Maintainability

- Naming conventions
- Formatting and indentation
- Useful comments

✓ GitHub Usage Quality

- Meaningful commit messages
- Multiple commits from ALL team members
- Branch usage encouraged

✗ Prohibited:

- Hidden or missing source code
- Only one person committing everything
- Unbuildable or unexecutable projects

6. Evaluation Criteria

Part 1 will only have 1 point or 0 point condition.

For Part 2 and Part 3

- OOP Design Quality – 30%
- Code Quality & Repository – 30%
- Functionality & Demo – 20%
- Presentation Skills – 10%
- Team Contribution & Q&A – 10%

7. Team Assignment

A table specifying team order and station assignment will be released separately.

8. Attendance

Attendance for the entire session is mandatory unless approved by the instructor beforehand.

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