

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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