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**YAŞAR UNIVERSITY**

**FACULTY OF ENGINEERING**

**DEPARTMENT OF COMPUTER ENGINEERING**

**COMP4920 Senior Design Project II, Spring 2020**

**Advisor: Gizem Kayar**

**POF: Performance Optimized Fluid System**

**Code Organization**

**Revision 1.0**

**13.04.2020**

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# Revision History

|  |  |  |
| --- | --- | --- |
| **Revision** | **Date** | **Explanation** |
| 1.0 | 13.04.2020 | Initial Code Organization |

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# Introduction

This document gives information about code structure and organization. The purpose is giving detailed explanations about the code and describing the logic of the operations in the POF system.

# 2.0 Source Code and Executable Organization

* Structure and organization of source code, including related source code filenames. Source code main program/main object, any subprogram/object names together with their methods and interface parameters, including related filenames especially if in different files.
* Structure and organization of executables, main executable and DLL if any, including related filenames.
* Properties and structure of configuration files, if any.
* Description of any scripts to install, diagnose, analyze etc, including related filenames.
* Explanation of diversions from DSD, if any.

Additional Notes About Source Code/Executables Delivery:

* **You MUST NOT list your source code in this Product Manual**.
* Your source code MUST include COMMENTS in a professional manner…!
* Source Code and executables are to be delivered as soft-copy only. Your delivery should also include any log file detailing events related to your execution of software.
* Full source code, executables, test files and log files could be zipped/rar’ed as a **single file**, not **as multiple files**, where filename starts with your project code. You must organize all of your implementation files in a reasonable and self-explanatory directory structure.   
  Example: XYZAPP-Code-2020-05-15-Rev-1.0.
* You will upload the zipped/rar’ed single code file into COMP4920 area in sakai.yasar.edu.tr.

# References

1. Final Report revision 1.0
2. Requirement Specification Document revision 2.0 (RSD 2.0)
3. Design Specification Document revision 2.0 (DSD 2.0)
4. NVIDIA FleX manual

<<https://docs.nvidia.com/gameworks/content/gameworkslibrary/physx/flex/manual.html#manual>> (Last review: 4.4.2020)

1. Unity 2018.3 manual

<<https://docs.unity3d.com/2018.3/Documentation/Manual/index.html>>

(Last review: 4.4.2020)