

5COSC001W Object Oriented Programming – Coursework 1 (2019/20)	
Module leader	Guhanathan P
Unit	Coursework 1
Weighting:	50%
Qualifying mark	30%
Description	Object Oriented Programming and Design
Learning Outcomes Covered in this Assignment:	<p>This assignment contributes towards the following Learning Outcomes (LOs):</p> <ul style="list-style-type: none"> - LO1 Identify and justify good practices in the development of object oriented software; - LO2 Apply acquired knowledge of concepts, characteristics, tools and environments to adapt to new computational environments and programming languages which are based on object oriented principles; - LO3 Design, implement efficiently applications based on a OOP language, given a set of functional requirements. - LO4 Implement GUI interfaces using an OOP language;
Handed Out:	15 th October 2019
Due Date	Monday 2 nd December 2019 Submissions by 13:00
Expected deliverables	<p>Submit on Blackboard a zip file containing:</p> <p>A folder with all the UML documents and test case plan attached A folder with the developed project (IntelliJ Solution with your Java code) A report containing all diagram and code you wrote for each of the requirements given below to turnitin (should cover everything in the marking scheme)</p>
Method of Submission:	Electronic submission on BB via a provided link close to the submission time.
Type of Feedback and Due Date:	Written feedback within 15 working days and generic feedback during the demonstration.