Presentation Outline

1. Introduction to our team (30 Seconds)
   1. Roles
   2. What we are presenting / Who is presenting
2. Demonstration of the program 3 – 5 minutes
   1. For those keeping track, we will demonstrate our program by running through a few scenarios and how they met the requirements for the project, you’re all familiar with the requirements you can ask questions about a specific one at the end.
   2. We chose a command line interface because we coded in C++. The C++ language made it a bit difficult to put in a nice form GUI. That would be on a later release.
   3. First we give the ability to open up the file by typing in the file name, this is for a patron list as well as a media list.
      1. Once we have our file open you can see that list of books and their status by printing the list.
      2. You can see the adult patrons books, and the children’s book, we can also display the media that is available
   4. Obviously the goal of the program was to change the status of these books and allow them to checked in / out, as well as keep the limits, there are both adult and children users.
      1. Lets run through a couple of those scenarios
         1. Check out a book
         2. Check the book back in
         3. Show an adult with 6 check out books that cannot have more
         4. Show a child cannot have more than 3
      2. Admin user can run lists
         1. All books and statuses
         2. Overdue books (this will illustrate out time)
         3. A patrons checked out book
         4. Advance the date
   5. Next we will have Scott Weber talk about the design of our project.
3. Design
4. Testing
5. Conclusion / Questions