



Course Project
First Semester-2024
Session 1442/1443 AH

Student #1 ID:	Student #1 Name:
Student #2 ID:	Student #2 Name:
Student #3 ID:	Student #3 Name:
Group No.	
Project Title: Custom WinForms Application	
Department:	Department of Computer Science
Course Code:	COCs 307
Course Name:	Programming III
Deadline:	Sunday, November 26, 2023
Time:	14:00

Signature: _____

Examiner: Shroog Alghamdi
Maryam Alsulami

Students?	S1	S2	S3
Outcome-1 (2 Marks)	/2	/2	/2
Outcome-2 (8 Marks)	/8	/8	/8
Outcome-5 (10 Marks)	/10	/10	/10
Total Marks (In Figure)	/20	/20	/20

Outcome 1

Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.

Total Marks: /2 Marks

Outcome 2

Design, implement and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.

Total Marks: /8 Marks

Question 1:

In this assignment, students have the creative freedom to design and implement their own WinForms application. They can choose the type of application they want to create, such as a game, utility, productivity tool, or any other software that interests them. The assignment encourages students to apply the WinForms concepts they've learned and explore new features and functionalities.

Requirements:

Choose a specific type of application that you want to create.

1. Design and implement a graphical user interface (GUI) for your application. [2.1. /2 marks]
2. Use various WinForms controls like buttons, text boxes, labels, and others as needed. [2.2 /2 marks]
3. Employ the core functionality of the application based on your chosen concept. [2.2 /2 marks]
 - ? This might involve user input, data manipulation, calculations, or game logic, depending on the application's purpose..
4. Evaluate the application thoroughly to ensure that it is user-friendly, responsive, provides feedback to the user as needed ,works as intended and fix any issues or bugs. [2.3 /2 marks]
 - ? Include appropriate error handling and validation for user inputs, where applicable.
 - ? Add additional features or enhancements to make the application more interesting and functional

Question 2:

Evaluate your application by running multiple test cases. Show the test cases with the output. [1.1: /2 marks]

Outcome 5

Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline. **Total Marks: /10 Marks**

Question 3:

Use the following schedule to assign your team tasks. [5.1: /2 mark]

#	Task	Assigned to	Date of completion

Question 4:

Evaluate your program as a team to justify the solutions of the given problem. [5.2,5.3: 8 marks]

Grading Criteria:

Students will be graded based on the following factors:

1. The chosen application concept and its complexity.
2. The quality and user-friendliness of the GUI design.
3. The correctness and completeness of the application's functionality.
4. The application's responsiveness and error handling.
5. The level of creativity and any additional features added.
6. The clarity and completeness of the provided user guide or documentation.
7. This assignment encourages students to apply their WinForms skills in a practical, self-directed manner. It also allows them to explore and experiment with different aspects of WinForms programming and user interface design.

General Instructions

1. Every group should have unique idea. Duplicate ideas between groups are NOT allowed.
2. Do not copy the work of another student. Plagiarism is a very serious matter.
3. Discussion between students is to be encouraged – copying is an academic disciplinary matter.
4. Hand your submission in on time. There are penalties for late submission.
 - ❓ In case of late submission “After 24 hours of the due date” will receive a 25% deduction,
 - ❓ After 48 hours of the due date” will receive a 50% deduction"
5. If I cannot read your submission, I cannot mark it. It is your responsibility to ensure that the presentation of your submission is appropriate for a University student.
6. If you do not understand the brief, you can get help at the lab sessions.
7. For the code, make sure to add your name / ID / Section / course name, as comment at the beginning of each C# file.

Report Submission

1. For the report file use the same **cover page** of this assignment, write your names and IDs on the cover page.
2. Provide a user guide or documentation explaining how to use the application.
3. Appendix: The full listing of your code. Please do *not* spend too much time trying to make this look pretty. Just make sure that lines aren't too long and the font size is at least **11pt** and **fixed-width**.

Deliverables:

You should submit two files:

1. One ZIP file containing your project folder (Code).
2. **One** Word file containing the report.(Report.doc)

- The Two files should be zipped in a file named exactly as specified Project_Student1FirstName_... Student5FirstName.

Example: LabAssignment_Reham_Suha_Yasmeen_Reem_Fadia.