

CS 320 Course Project Final Report

for

C-Teaching-Website

Prepared by

Group Name: codeTeachers

|  |  |  |
| --- | --- | --- |
| Christian Galvez | 11590801 | christian.galvez@wsu.edu |
| Ethan Pongon | 11639010 | ethan.pongon@wsu.edu |
|  |  |  |
|  |  |  |
|  |  |  |

|  |  |
| --- | --- |
|  |  |
| Date: | December 16, 2020 |
|  |  |
|  |  |
|  |  |

Content

# Table of Contents

Contents ii

1 Introduction 1

1.1 Project Overview 1

1.2 Definitions, Acronyms and Abbreviations 1

1.3 References and Acknowledgments 1

2 Design 2

2.1 System Modeling 2

2.2 Interface Design 2

3 Implementation 3

3.1 Development Environment 3

3.2 Task Distribution 3

3.3 Challenges 3

4 Testing 4

4.1 Testing Plan 4

4.2 Tests for Functional Requirements 4

4.3 Tests for Non-functional Requirements 4

4.4 Hardware and Software Requirements 4

5 Analysis 5

6 Conclusion 6

Appendix A - Group Log 7

# Introduction

Our project is a website that is designed to allow users to learn about C programming and practice writing C code. The goal of our website is to allow beginners to get a head start in C programming.

*<TO DO: Please provide a brief introduction to your project.>*

## Project Overview

The C-Teaching-Website is a website where users can learn C by following several coding tutorials. Each tutorial on the website contains a field with lesson content, and a field for code entry. Right next to the code entry box is a submit button that allows the user to submit code to the server to be compiled and tested. After submitting code, the user is presented with a results screen showing the quality of their entered code. There are a total of 5 lessons on the website, each one building off of concepts from the last.

< A brief description of the project.

TO DO: Write 1-2 paragraphs describing the project. >

## Definitions, Acronyms and Abbreviations

<Define all the terms necessary to properly interpret the report, including acronyms and abbreviations.

TO DO: Please provide a list of all abbreviations and acronyms used in this document sorted in alphabetical order.>

## References and Acknowledgments

[1] A. Outman, "How to Cite References: IEEE Documentation Style," IEEE-DataPort, Help & Support. [Online]. Available: https://ieee-dataport.org/help/how-cite-references-ieee-documentation-style. [Accessed: Nov. 6, 2020].

<List any other documents or Web addresses to which this document refers. These may include user interface style guides, contracts, standards, system requirements specifications, use case documents, or a vision and scope document.

TO DO: Use the standard IEEE citation guide for this section.>

# Design

## System Modeling

< Update your UML diagrams in milestone 2, to reflect the real implementation of this software.

TO DO: Provide an updated version of the UML diagrams, including use case diagrams, sequence (or state) diagrams, activities diagrams, and class diagrams. If you don’t have an updated version, just mention: “our implementation strictly follows the design document (milestone 2)”. >

## Interface Design

<Provide several screenshots to illustrate your interface design.

TO DO:

For each subsystem, pick one or two representative screenshots and paste here.>

# Implementation

## Development Environment

<Describe the development environment you were using for the project.

TO DO: List the programming languages, IDEs, tools, etc.>

## Task Distribution

*<Describ how the implementation tasks are distributed among team members.*

*TO DO: For each team member, describe his/her main implementation tasks in this project.*

*If this is a one-person project, mention: “all the work presented here is done by \*\*\* (your name).” >*

## Challenges

*<This section is optional. Describe the challenges in the implementation, if there are any, and how you dealt with them.*

*TO DO: If you don’t have anything to fill in, just leave this section blank.>*

# Testing

## <*This section is a summary of your testing report>*

## Testing Plan

<Describe your testing plan for the project.

TODO: Give a list of items or functions you want to test, and also a schedule for performing the testing. >

## Tests for Functional Requirements

<Describe your test results for the functional requirements.

TODO: Provide a list of use cases or functions you have tested, as well as the testing results (whether or not the system passed the tests).>

## Tests for Non-functional Requirements

<Similar to the Section 4.2, but this section is for the non-functional requirements. >

## Hardware and Software Requirements

<Describe the hardware and software requirements for performing the tests. >

# Analysis

<In this Section you need to analyze the effort that has been put on this project.

TODO: Describe how many hours (approximately) each team member spent on the project, for each milestone, which milestone took the most effort and why. >

# Conclusion

<Conclude the document with what you have learned through working on the project.>

Appendix A - Group Log

< Describe how frequently the group members meet during the semester, and how effective the communication is. This is optional for one-person projects.>