Project: Part III

(May 23rd, 2017)

This is the last phase of your project. You are responsible to present a complete computer application by integrating interdisciplinary knowledge acquired in your studies. Your project is done in team of 2 or 3. Each group member is responsible to understand all parts of the project, including the algorithms, design and implementation.

The delivery of the phase III includes 2 parts: 1) **Oral presentation** and 2) **Written report**.

A. Oral presentation

You have to prepare an oral presentation for 20 minutes to explain your project and its design. You have to sell your project as much as you can. We will try to select the best project at the end of the presentations. The time for your presentation will be on the **23rd of May**. Make sure to submit your presentation with your written report on **LEA**.

B. Written report

You have to write a report to explain your project, its design and objectives. **Note:** You have to submit the soft copy of your report on LEA and the hard copy to your teacher.

You can use the following as a guideline for your report. Please feel free to add more details in your report. **Note:** your report has to be as complete and formal as possible.

1. CONTENT:

Considering the facts presented;

- Make sure that statements are correct
- Make sure that your conclusions reflect the work put into the project

2. STYLE:

Considering the reader;

- Make sure that the presentation of the document meets professional quality
- Make sure that the content is presented in a comprehensible and pleasant structure for the reader

3. Technical Report

- Remember: you are presenting your report and system to your teacher as your Supervisor or Customer.
- In general, you should navigate the problem, solution and results indicating the benefits or drawbacks of such system. Make sure you summarize the evaluation method and results, highlighting lessons learned from that experience
- The submission should be preferably on a spiral binder(s). Students are expected to have their own copy of the document for future references.

4. Overall quality of the submission (proper grammar, complete, etc.)

- Contains covers page, table of contents, logical sequence of the placement of pages in the documents, proper syntax, semantics of the language used in the document.

5. Report Body

I. Project Overview

- Story for your project. Talking about what the project is about, highlight its importance, etc.
- Description of the project
  - system objectives
  - project constraints and scope (at the start and at the end)
  - tools and methodologies used by developers
  - critical project events (what, when, steps taken to complete)

II. Project Design

- Analyzing, defining and understanding the problem.
- If you use a specific algorithm, write the algorithm for solving the problem and find the efficiency of the algorithm.
- Explaining your design and the reason behind it.
  - The explanation should include at least:
    - UML: each component, you should include explanations similar to http://docs.oracle.com/javase/8/docs/api/
    - GUI: (design of every single page in your project. For drawing your GUI, you can use any software).

III. Methods of Evaluation

- Describes how the development process and product were assessed; you just describe the methods and explain the results.

IV. Results: System Quality

- Developer perception: what do you like or dislike about your layouts and short comings of your coding.
- Objective measure: how do you measure quality of your system (number of transactions entered, amount of testing conducted at the various levels, etc.).
- Developer evaluation sheets checking expected outcomes of results, totals, calculations.

V. Project Management

- TimeLine, showing the actual times to accomplish all tasks by each individual and the team:

Task	Planned Date	Actual Date	Status	Assigned Person	Notes

VI. Conclusion

- Success on the assumed tasks, degree of completion (completed, construction, untested, etc.)
- Quantity, difficulty and quality of the tasks (learning experiences)

6. Manuals

I. System manual:

It is intended to assist personnel responsible for maintaining the final system:

- Installation instructions to be followed (very detailed and tested) Step by step. Including login information, directory names so I can run it in my machine. If installation of software is necessary all corresponding information should be there.

II. User documentation:

The purpose of the user documentation is to provide the end users with a detailed and highly organized description of how to interact with the system in the many scenarios and activities that may be possible.

- Procedures: The procedures help section focuses on providing assistance with performing a particular system task.
- General reference: is intended to provide the end user with a quick reference guide for such things as correct command syntax or available functions.
- Tutorials: is intended to instruct end users in the overall use of the major functions of the system by guiding them through a set of typical tasks or use scenarios

All submissions must be accompanied with the CD, USB, or any other media including source of the project.