

REQUIREMENTS – PROJECT OF END COURSE

The report contains (mandatory):

1. Title page;
2. Problem statement;
3. Description of the initial data of the problem;
4. Definition of all terms of the subject area used in the report;
5. Description of each implemented method;
 - name;
 - parameters;
 - return value;
 - description of the purpose of the method in words;
 - description of the implementation of the method in words;
 - highly desirable: block diagram;
 - full implementation or implementation of the main points of the method (program code);
6. Description of testing the developed solution;
7. Conclusion;
 - studied;
 - mastered;
 - implemented.

Report verification:

1. The first passerby, having looked at your report (problem statement, conclusion), should be able to promptly and correctly answer the questions "What was required in the work?" and "What was done?". No correct answers - the report is sent for revision.
2. The student must answer questions on the implementation of his/her solution using only the report. In response to the teacher's question on the implementation of the task, the student shows only a fragment of the text in the report containing the answer (without vocal comments). If there are no correct answers, the report is sent for revision.
3. Your classmate must understand the presented implementation using only your report. Your project and report will be given to your classmate. He/she will be given the task of making changes to the project (for example, immediately take the cards from the table if there is a three in the hand). Depending on the result, your report/coursework will be finally assessed.

Recommendations:

1. pay attention to the name of the discipline in which you are doing your coursework. It should be clear from the name of the discipline what it is devoted to; the name of the discipline should contain hints on the formulation of the problem and the results expected from you;
2. demonstrate the report to someone from your circle, check: is it possible to understand from your report what you did and did;
3. Write the report yourself. Any borrowing of the text without a link to the source will result in the assignment being replaced with a term paper. Using other people's reports/implementations will result in the assignment being replaced with a term paper for the entire group;
4. Do not allow "vague" wording in the text, such as: "the rules of the card game of Fool are known to everyone", etc.;
5. Do not use terms that are not defined. If the term "card" is defined incorrectly/ambiguously, we will assume that the game is played with outline cards for the 9th grade (this will require developing an application from scratch. The report will remain unchanged);
6. Do not use synonyms in the text (if you have defined and use the term "borscht" in the report, you do not need to use the term "beetroot soup");
7. Compare what you write with your results. If the report states that a player needs to be created, it will be necessary to submit a real player...
8. perceive all recommendations as mandatory requirements.