Object-Oriented Programming Fall 2015

Project 4

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- Project Overview
- Programming Problems
- Requirements & Assumptions
- Deliverables, due-date and submission

Programming Problems 1

Problem 1
 Write a class management system

- It's a simple program to manage classes
- Class to implement
 - For classes
 - For students

Programming Problems 1

Class student

- Member variables for
 - student name
 - ID
- Interface functions (you choose the names)

Class class

- Member variables for
 - Class name
 - Instructor
 - Student list
 - An array pointer to store students of the class

Programming Problems 1

Class class

- Member functions
 - Withdraw
 - Input : student ID
 - Delete student from student list of the class.
 - Must use **delete** operator
 - Register
 - Input : student's name and student's ID
 - Create new student corresponding name and ID
 - Must use **new** operator
 - Display
 - Print information about the class
 - Name, instructor, number of registered student
- ** Extra Credit for overloading << to handle cout that does the same thing as the Display function

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First, Make a Class OOP with a class name and a professor name

Register 3 students and display all students in OOP class

Make a class 'Data structure' from a OOP class using 'operater =' and change a class name and a professor name

Make a class 'Network' from a OOP class using 'copy constructor'

```
int main()
   Class 00P("00P", "Kim");
   OOP.Register("Aisha", 2015123123);
   OOP.Register("Smith", 2015123124);
   OOP.Register("Jenny", 2015123125);
   OOP.Display();
   Class DATA=00P)
   DATA.SetClassName("Data Structure", "Yang");
   DATA.Withdraw(2015123123);
   DATA.Display();
   OOP.Display();
   Class Network(OOP);
   Network.SetClassName("Network", "Han");
   Network.Register("Esmay", 2015123126);
   Network.Display();
   OOP.Display();
```

Withdraw student 'Aisha' using student number and display it

Register student 'Esmay' and display it

계속하려면 아무 키나 누르십시오 . . .

Professor :Kim Class Name :00P Total number of students :3 Aisha 2015123123 Smith 2015123124 Jenny 2015123125 Class Name : Data Structure Professor :Yang Total number of students :2 Withdraw student 'Aisha' using student number Smith 2015123124 Jenny 2015123125 and display it Professor :Kim Class Name : 00P ------Total number of students :3 Aisha 2015123123 Smith 2015123124 2015123125 Jenny Professor :Han Class Name :Network ______ Total number of students :4 Aisha 2015123123 Register student 'Esmay' Smith 2015123124 Jenny 2015123125 and display it Esmay 2015123126 Class Name : 00P Professor :Kim Total number of students :3 Aisha 2015123123 Smith 2015123124 2015123125 Jenny

It does not change students member in OOP

It does not change

students member in OOP

```
⊟int main()
     Class 00P("00P", "Kim");
     00P.Register("Aisha", 2015123123);
     OOP.Register("Smith", 2015123124);
     00P.Register("Jenny", 2015123125);
     OOP.Display();
     Class DATA=00P;
     DATA.SetClassName("Data Structure", "Yang");
     DATA.Withdraw(2015123123);
     DATA.Display();
     OOP.Display();
     Class Network(OOP);
     Network.SetClassName("Network", "Han");
     Network.Register("Esmay", 2015123126);
     Network.Display();
     OOP.Display();
```

```
C:\Windows\system32\cmd.exe
Professor :Kim
                Class Name : 00P
-----
Total number of students :3
Aisha
        2015123123
Smith
        2015123124
Jenny
        2015123125
Professor :Yang
                 Class Name :Data Structure
______
Total number of students :2
Smith
        2015123124
Jenny
        2015123125
Professor :Kim
                Class Name : 00P
______
Total number of students :3
Aisha
        2015123123
Smith
        2015123124
        2015123125
Jenny
                Class Name :Network
Professor :Han
-----
Total number of students :4
Aisha
        2015123123
Smith
        2015123124
Jenny
        2015123125
Esmay
        2015123126
Professor :Kim
                Class Name : 00P
Total number of students :3
        2015123123
Aisha
        2015123124
Smith
Jenny
        2015123125
계속하려면 아무 키나 누르십시오 . . .
```

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Requirements & Assumptions

- Use dynamic memory allocation for the list of students (pointer array)
- The program must follow the 'Gang of Three Rule' (see lecture note Ch.10)
 - Class class should have
 - Copy constructor
 - Member assignment operator
 - Destructor
 - All the Classes should follow the Data Hiding Principle

- Reasonable comments in English. (Important!)
- Reasonable Indentation. (Important!)

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Marking Criteria and Plagiarism

Marking Criteria

- Score is only given to programs that compile and produce the correct output.
- Points are deducted for programs that produce compiler warnings. Hint: use the –
 Wall command-line parameter to eliminate all warnings.
- Points deductions on programming style: provide comments in your code and use proper indentation of lines.
- Please pay particular attention to the requested output format of your programs.
 Deviating from the requested output format results in points deductions.

Plagiarism (Cheating)

- All submissions are checked for plagiarism.
- Once detected, no score will be given for the lab to all students involved in the plagiarism incident.

Deliverables

This time, your are required to prepare following files for this project.

→ For programming the problem: project4.cpp

Warning: you will lose points if the file name is not proper!

Archiving the deliverables

Please zip the all files of your submission to a single archive:

```
$ tar -jcvf project4_<student_id>.tbz2 project4.cpp
```

 To make sure, you can extract the archive file with following command:

```
$ tar -jxvf project4_<student_id>.tbz2
```

- Please note that in the above command, all must be typed in on a single line!
 - The shell will wrap-around the text for you

Submitting your archive

- You are asked to upload your archive on YSCEC.
 - project4_<student_id>.tbz2
- Due date: Nov 4, 2015. 11:55pm
- For instructions on how to upload a file on YSCEC, please see Lecture Note 2

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