Project 3, SCS
Phase 2 (Implementation) Description

Due: 8:00AM on 12/1 (Tuesday)

Project 3 Phase 2

- Implement your design in C# (complete the SCS Project solution)
  - You need to submit (1) approved object and class diagrams and (2) code (You do not need to submit a sequence diagram)
  - You must use a drawing tool to draw an object diagram (hand-drawing is not acceptable)
- Your program must be implemented in the solution in SCS_Project.zip
- In the solution, I provide you with only boundary subsystems, consisting of
  - Console and ConsoleController
  - Till and TillController
  - ListDialog (this is included in the boundary subsystems. Do not draw this in your class diagram or object diagram)
  - Note: ConsoleController and TillController may be classified as separate control classes (in such a case, draw them in your object and class diagram), or as a part of boundary subsystems (in such a case, do not draw them In your class or object diagram)

Project 3 Phase 2 (cont)

- Unlike the Vending Machine code, where all boundary classes are assumed to be very low level, such as interrupt handers and device drivers written in assembly code, Console, ConsoleController, Till, and TIllController are assumed to be implemented on computers. So you may add any logic (methods) to these classes.
- You must perform all GUI I/O operations in the boundary classes (only in Console and Till, not even in ConsoleController orTillController) by invoking the methods provided in Console and Till
  - Do not access any raw GUI components, such as TextBox and Button.
- You may access disk files either in Control or in ConsoleController
- The StockControlSystem project contains file ListDialogDemo.cs
  - The file is to explain how to use ListDialog and its related functions implemented in Console.
  - Sample driver code is found in the bnLoadSuppliers_Click handler in Console.
  - After you understand how to use ListDialog, delete the sample code in the bnLoadSuppliers_Click handler and the ListDialogDemo.cs file.

Project 3 Phase 2 (cont)

- You can change/add any constructors in the classes provided in the project solution.
  - Note that TillController and ConsoleController may need to share some information. To do so, you may need to change/add their constructors
- You must use lambda expressions at least once to search and delete items in lists.
- Your code must perfectly match your design (class and object diagrams)
- Write code as cleanly as possible

Project 3 Phase 2 (cont)

- How to submit your work
  1. Submit your work through VSO
     - Create a directory under your program solution directory, and put your class diagram (.uml file) and object diagram (only ppt(x), jpg, and pdf formats are acceptable), in the directory
     - Issue a request for review to your TAs
  2. In addition, submit your work in KSOL
     - create a submission directory after your LastName_FirstName (e.g., Mizuno_Masaaki in my case)
     - Put your (1) object diagram, (2) class diagram , and (3) solution directory (after deleting the obj and bin directories) in the submission directory
     - Zip the submission directory
     - Submit the zip file to KSOL
- **Notes**:
  - This is strictly an individual project. You are not allowed to discuss the project with other people, except for me or Vijay. Read “AcademicHonesty.html”.