

## Assignment 5: Concept Location

This lab assignment is due 2/14/2017 5:30PM. See the syllabus for late penalties.

### Task (80 points):

Download easyPaint from Blackboard. It is a Qt project and creating GUIs directly in the code (so you cannot use Qt designer to change its GUIs). Use CMake to transform it into a Visual Studio project.

Select suitable strategies/techniques to do the concept location for the following concepts (you must do a dependency search for at least one concept):

- (1) Icons (20 pts)
- (2) Color palette (20 pts)
- (3) Fill tool (20 pts)

### Remarks:

- (1) The result can be a single file/class or multiple files/classes. You must list all of them to get full credit.
- (2) Every file in the original .zip folder belongs to source files, so find a way to keep them distinguished with those redundant files generated after running CMake or Visual Studio.
- (3) Each path of dependency search (depth-first) can stop at a library type (e.g. String, Qt types) or if there is no more supplier in that path.
- (4) Redundant files are not valid results for CL/IA. Review previous labs can help you distinguish those files.
- (5) If CMakelist.txt is changed, you also need to modify easyPaint.pro accordingly to complete the change.
- (6) Run easyPaint to be familiar with its existing capabilities.
- (7) If you do not understand a method, a good way is modifying that method, then executing the program to compare the difference.

Use the provided template to finish the report (give enough details in the report). (20 pts for correctly following the format of the report)

To turn in your assignment, name your report as **FirstName\_LastName\_Lab5.docx**. Then upload it to blackboard, download it yourself to make sure it was uploaded correctly. If your file is not upload correctly, you will be subject to the late policy.