



## ADTP PROGRAM

### COMPUTER PROGRAMMING II (USCS22)

### C++ PROJECT

Students are assigned to create a game or system project using the C++ programming language that applies to syllabus Chapter 1 until Chapter 11. Here is a detailed explanation about your project:

1. Create one interactive application that can help the community around you such as:

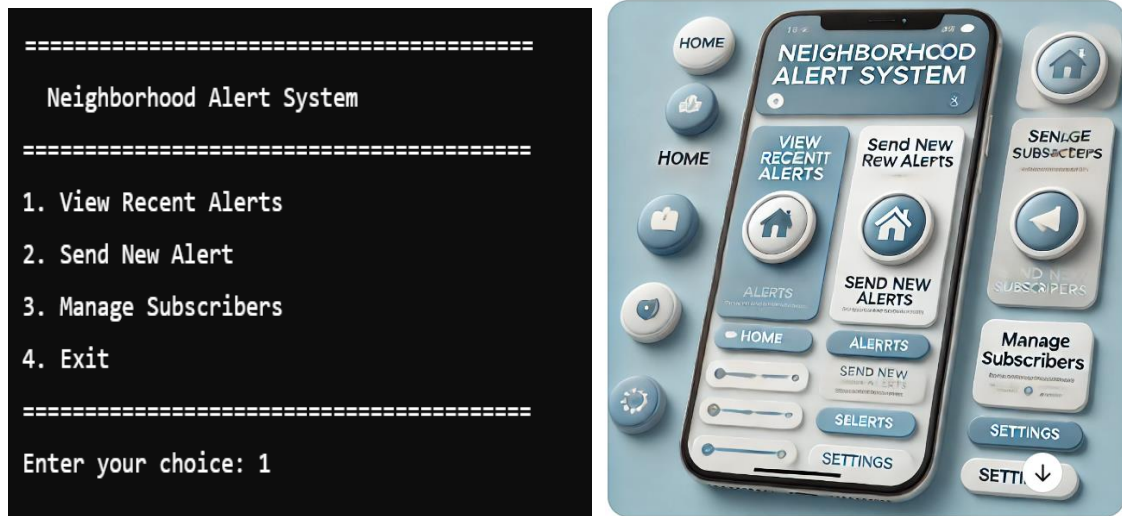
- Task Reminder Application to send reminders for upcoming tasks, completed, overdue tasks and deadlines.

Example apps

```
+-----+
|           Task Scheduler with Calendar           |
+-----+
| [Calendar View]                                |
+-----+
| Sep 2024                                       |
| Su Mo Tu We Th Fr Sa                       |
|  1  2  3  4  5  6  7                       |
|  8  9 10 11 12 13 14                       |
| 15 [Task: Study for exam]                   |
| 22 [Task: Submit report]                   |
| 29                                           |
+-----+
| [Add Task Button]                             |
| [View Task Details]                           |
+-----+
| (down arrow icon)                             |
+-----+
```

- Health and Wellness to help individuals and communities track their diet, exercise, and wellness goals.

- Neighborhood Alert Apps to send alerts and notifications to community members about important events like meetings, emergencies, or local news.



2. Do it in groups of 4 or 3.
3. Your project must be well designed and user friendly: Apply graphical user interface (includes color, picture, button, icon, menu, username, password, etc.).
4. Your project can read from/to text file: Can read previous and current data
5. Make sure your code run smoothly without any syntax, logic, and runtime errors.
6. Display well your output that meets your project needs.
7. Use comments to describe your program, as well as other details such as your name, program name, class name, explanation about your project and date due.
8. Save your project in a folder (group member) and submit the project folder to Google Classroom. Your folder contains:

Example: Project\_USCS22\_FALL2022(apps name)

- Report (Cover page, Table of content, Introduction, Help/user manual, and at least three examples of output)
  - Explanation in detail: 10-15 pages
  - Source Code.cpp (no need to put inside of the report)
  - Slide presentation: 10-15 slides
9. This project is worth 60 points (20%) and must be completed and last turned in 11.59PM on Sunday, 01 December 2024.

Plagiarism is strictly prohibited. Marks will be severely deducted if found guilty. Late submission will be penalized.

**RUBRIC: PROJECT (SOURCE CODE) (30%) (USCS22)**

CRITERIA	Very Poor (1)	Poor (2)	Good (3)	Very Good (4)	Excellent (5)
The ability to implement the code and simple GUI (Graphical User Interface)	Unable to write the coding tasks and it does not compile or run with limited success (< 40%).	Able to write the code, and used the compiler but cannot solve the problems with success ( $\geq 40\%$ , < 60%).	Able to write the code, used the compiler specified, run but has logical errors, some success ( $\geq 60\%$ , < 80%).	A complete solution is tested and runs but does not meet all the needs of the task with considerable success ( $\geq 80\%$ , < 100%).	A complete solution runs without errors. It meet all the specifications and work for all the input value, formulas, calculation, comment, output that relate with the task needs, and outstanding success (some part for GUI) (100%).

Criteria	Marks	Total marks
-Correct code and run smoothly -Correct output -Put comments -GUI	-10 marks -5 marks -5 marks -10 marks	30 marks

**RUBRIC: PROJECT (REPORT) (10%) (USCS22)**

CRITERIA	Very Poor (1)	Poor (2)	Good (3)	Very Good (4)	Excellent (5)
The ability to write a good report	Unable to write report, no ideas (< 40%).	Able to write the report with the limited idea to detail explanation (≥ 40 %, < 60%).	Able to write the report, get the ideas but limited evidence/resources. (≥ 60%, < 80%).	A complete the task but does not meet all the needs of the task with considerable success (≥ 80%, < 100%).	A complete the task. It meet all the specifications like content, detail explanation in introduction, put all the evidences, good explanation based on the user manual ,relate with the task needs, and outstanding success (100%).

Criteria	Marks	Total marks
-Detail cover page, and table of content -Detail explanation about project -Put all the output as evidence - Detail user manual -Submit on time	-2 marks  -2 marks  -2 marks -2 marks -2 marks	10 marks

**RUBRIC: PROJECT (PRESENTATION) (20%) (USCS22)**

CRITERIA	Very Poor (1)	Poor (2)	Good (3)	Very Good (4)	Excellent (5)
-Confident and Teamwork	A student not confident and not all involved	Low level of confident, limited explanation, and not all involved	Middle level of confident, limited explanation, and all team members involved.	All team members involved show the highest level of confident and not detail explanations.	All team members involved show the highest level of confident and good explanations.
-Content	Irregular and untidy content.	Not enough content	Detail but limited of content	Good content of presentation, source code, output, no summarization.	Good content of presentation, source code, output, summarization.
-Understanding	Student not understanding with their task.	Students displayed little to no understanding of the program used.	Students know the step of their task but with limited understanding.	The student was only partially skilled in the choice and use of the programming language. Students display an incomplete understanding of the programming language.	Student able to answer specific project questions displays mastery of programming used, explain analysis of alternative solutions to choose most efficient, and plus reasons.
-Creativity	Minimal levels of creativity shown in the project design.	Students display lower level of creativity in the design process.	Student displays middle level of creativity, not good in design process, presentation, and not well planned.	Student displays high level of creativity throughout design process, presentation, and not well planned	Student displays high level of creativity throughout design process and presentation. Unique, well planned and creative.

Criteria	Marks	Total marks
-Confident and Teamwork	-5 marks	20 marks
-Content	-5 marks	
-Understanding	-5 marks	
-Creativity	-5marks	