

# An Extreme Course Project: Quinterac, Queen's Old-Fashioned Interactive Banking System

CISC / CMPE 327 - Fall 2019

## Assignment #0: Choose Teams

### The Course Project

This year's course project will consist of six phases, designed to demonstrate some of the practices of eXtreme Programming that help yield high-quality results. The project will consist of implementing a simulated banking system called Quinterac.

The entire project will be carried out using one of the primary practices of eXtreme Programming: pair programming. In pair programming, all programming tasks are undertaken as a joint activity of two programmers, one of whom does the detailed coding, while the other keeps track of the relation of the code to higher-level design and requirements.

The project will involve implementing two parts: (1) a Front End that interacts with customers at banking machines, and (2) a Back End that processes, tabulates, and maintains a database of accounts and transactions. Both of these will be implemented as command-line programs (i.e., faceless programs without a graphical interface), which use terminal input/output and are run from a command line prompt given the names of the files they are to work with. For example,

```
c:/mystuff> myprog.exe infile.txt outfile.txt
```

in Windows, or

```
home/firstname% myprog infile.txt outfile.txt
```

in Linux or macOS.

The project can be implemented on Linux, Windows, or macOS, and using any of the programming languages Java, C++, C or Python, as long as it can be compiled to run from the command line. If you wish to use a different programming language, please contact the instructor; we will allow other languages **if** the course staff have the expertise to mark your code.

### Assignment #0

You are to form a small (three person) independent software company that will contract to produce a high-quality software product to meet the requirements of the project. You will be marked as a team, and all teammates will receive the same mark for assignments.

For now, the only thing you have to do is to form your company team, agree on a platform for development, choose a company name, and **choose a license**. Fill out this form, and either upload it to OnQ.

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**Assignment #0: Choose Teams**

We hereby agree to work together as a team on the course project in CISC / CMPE 327.

We understand and agree that our project work will be evaluated as a team and that we will share the team mark for all assignments of the project.

We each promise to make our best effort to insure that the team works together and that we equitably share the workload and opportunities for learning on all project phases.

Team Member #1:

Name: \_\_\_\_\_

Student Number: \_\_\_\_\_

Signature: \_\_\_\_\_

Team Member #2:

Name: \_\_\_\_\_

Student Number: \_\_\_\_\_

Signature: \_\_\_\_\_

Team Member #3:

Name: \_\_\_\_\_

Student Number: \_\_\_\_\_

Signature: \_\_\_\_\_

Company (Team) Name: \_\_\_\_\_

Development Platform and Language (you may choose to change this later):

Platform (circle one):      Windows                      Linux                      Mac OS X

Language (circle one):      Java                      Python                      C                      C++

Other (if you have received permission) \_\_\_\_\_