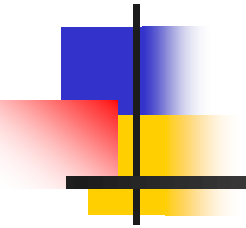


Project 6: New Venue

New Venue

- Based on the posted New Venue scenario
  http://www.csee.usf.edu/~turnerr/Object_Oriented_Design/130_Ticket_Booth_Scenarios.pdf

  create a class diagram for classes needed to implement the New Venue scenario.
  - It is OK to provide multiple diagrams if desired.
  - These classes should describe software vs. the real world.

- Your diagram(s) should be in the form of a file, so that you can submit it via Canvas assignments.
  - OK to draw by hand and scan or photograph
  - Be sure it is legible.

Venue Classes

- Be sure that there is a responsible class for each operation that the system must perform in the New Venue scenario.
- Be sure there is a home for each piece of information needed in order to perform the required actions.
- Show required associations between the classes.
- Avoid redundancy.
  - There should be *only one* class responsible for a given operation.
  - Each required piece of information should have *only one* home.

New Venue

- Write a program to implement the New Venue use case.
  - Classes from your class diagrams.
  - A main.cpp as a driver.

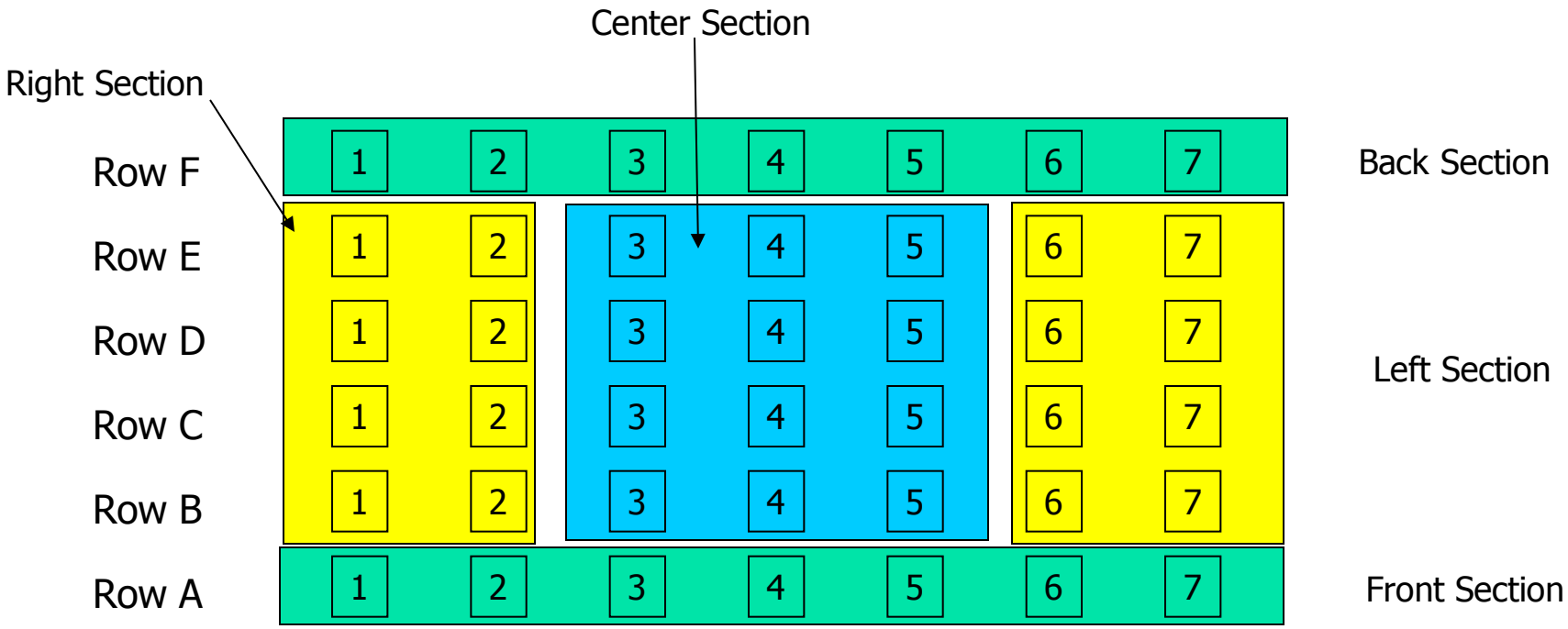
- Omit login and function selection.
  - Start at the beginning of the Add Venue operation.
  - Terminate upon completion.

Existing Classes

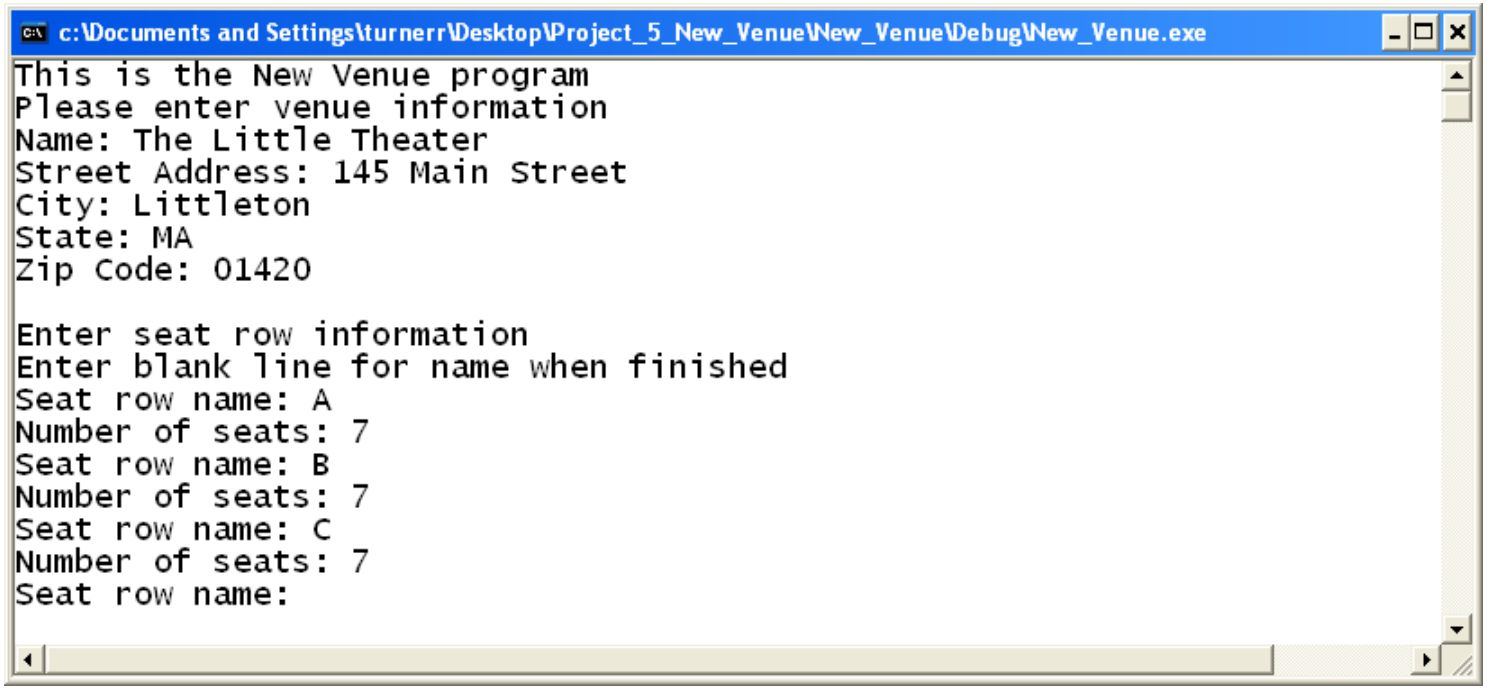
- Reuse class definitions from previous projects where possible.
  - Update them if necessary.

- New method in class Venue:
  - Display_All( )
    - Display seats and seating sections as well as name and address.

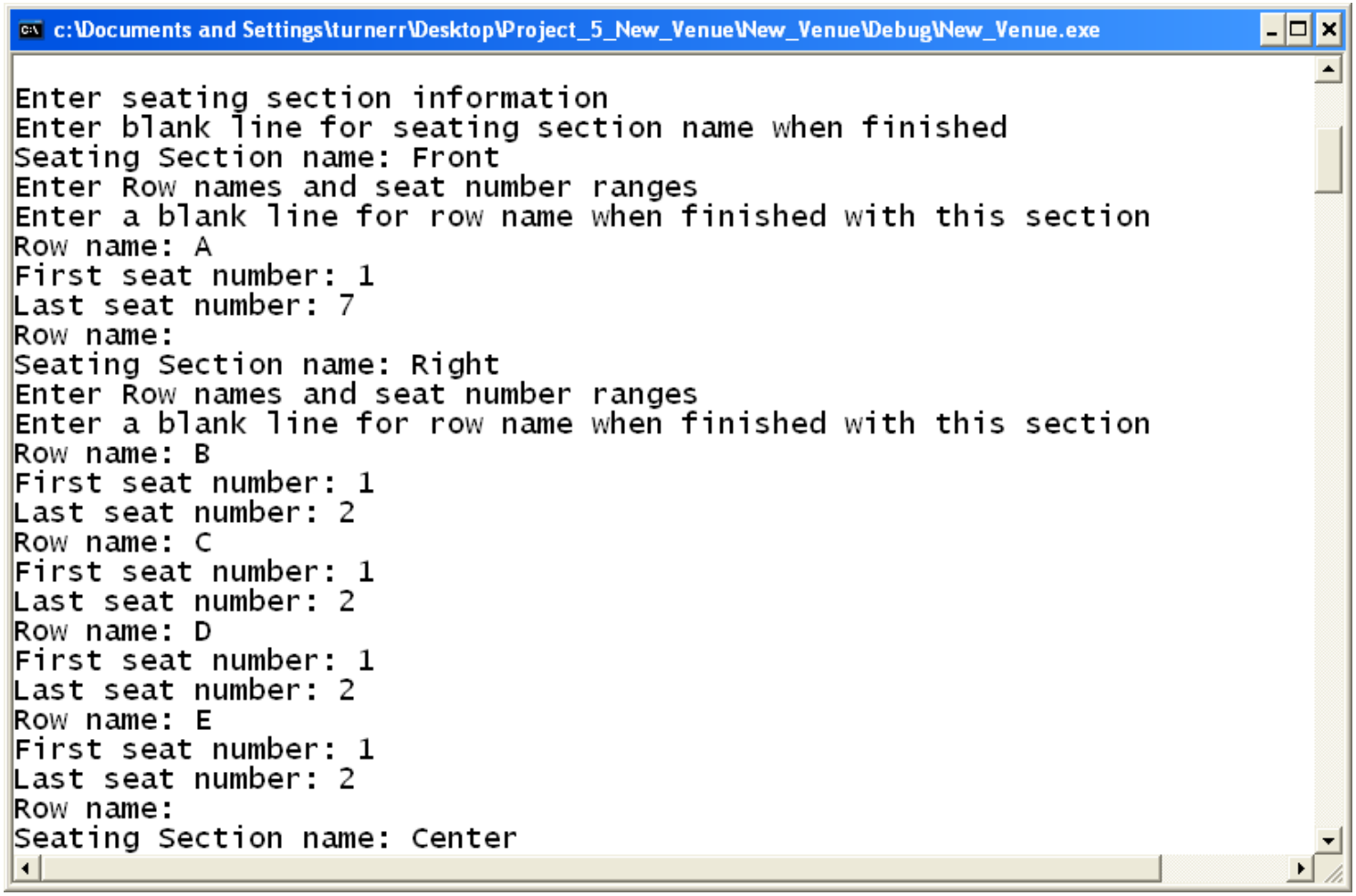
Seating Plan



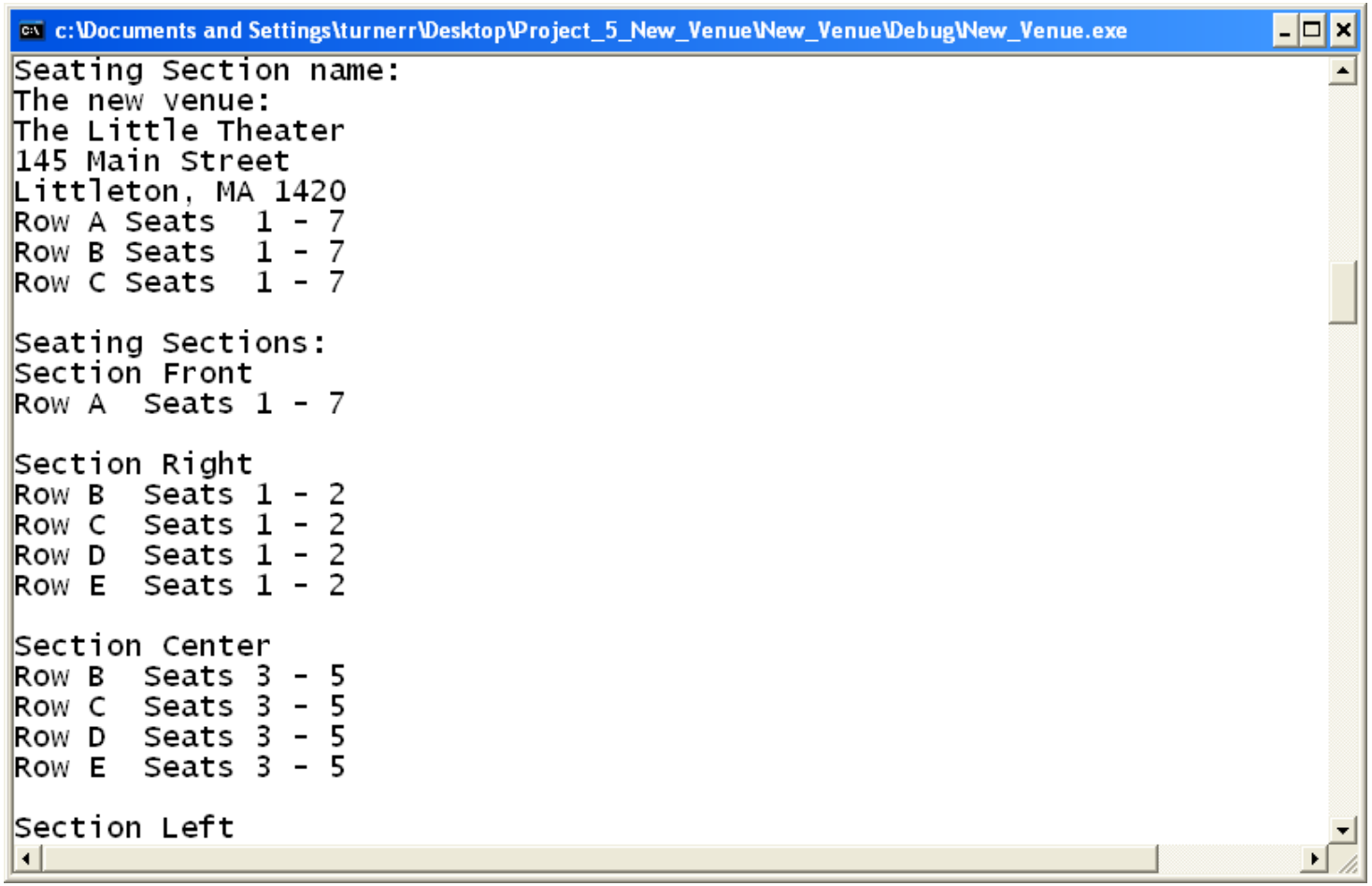
User Interface



User Interface



User Interface



Development Environment

- You may develop your program on any system you like.
- But you should test the finished program on Circe.

- The same source files should compile and run on *either Windows or Linux*.

Ground Rules

This is a team project.

- Discuss the requirements.
- Divide up the work.
  - Report back and discuss your results.
- Record notes from your team meetings.
  - Distribute to all team members.
  - Submit in Canvas.

Ground Rules

- Do not share your work with other students outside your team.
  - Before or after submitting the project.
  - OK to *discuss* the project.
- Do not copy any other student's work.
  - Don't *look at* anyone else's program.
  - Don't let anyone look at your program.

Ground Rules

Except for code posted on the class web site

- Do not copy code from the Internet
  - or any other source.

- Write your own code.

Submission

- Assignment is due by 11:59 PM, Thursday, March 31.
- Deliverables:
  - Notes from team meetings.
  - Class diagram(s).
  - Source code for the program.
    - Zipped project folder
- Put the zipped project folder and all other files into a folder and zip that folder for submission.
  - Submit a single .zip file.
- Use the Canvas Assignment to submit your work.
  - Only one submssion per team.
  - The team leader should do the submission.
  - Identify the team and members in a Canvas comment.