

ASSIGNMENT / PROJECT SUBMISSION FORM

PROGRAMME :
SEMESTER : Jan / Apr / Aug 2025
SUBJECT : WEB 2202 Web Programming
DEADLINE : 26 FEBRUARY 2025 23:59 MYT

INSTRUCTIONS TO CANDIDATES

- This is a(n) individual / ~~group~~ project.

IMPORTANT

The University requires students to adhere to submission deadlines for any form of assessment. Penalties are applied in relation to unauthorized late submission of work.

- Coursework submitted after the deadline but within 1 week will be accepted for a maximum mark of 40%.
- Work handed in following the extension of 1 week after the original deadline will be regarded as a non-submission and marked zero.

Lecturer's Remark (Use additional sheet if required)

List down the name of the group members and the student IDs here.

I..... (Student's Name) (Student ID)
received the assignment and read the comments.

..... (Signature/Date)

Academic Honesty Acknowledgement

"I(Student's Name) verify that this paper contains entirely my own work. I have not consulted with any outside person or materials other than what was specified (an interviewee, for example) in the assignment or the syllabus requirements. Further, I have not copied or inadvertently copied ideas, sentences, or paragraphs from another student. I realize the penalties (*refer to page 16, 5.5, Appendix 2, page 44 of the student handbook diploma and undergraduate programme*) for any kind of copying or collaboration on any assignment."

..... (Student's signature / Date)

Data Protection

The protection of personal data is an important concern to Sunway University and any personal data collected on this form will be treated in accordance with the Personal Data Protection Notice of the institution.

http://sunway.edu.my/pdpa/notice_english (English version)

http://sunway.edu.my/pdpa/notice_bm (Malay version)

1. Introduction

[Provide a brief overview of your chosen topic, highlighting its purpose, and importance.]

2. Project Goals and Objectives

[Define the main objectives of the web project and highlight the key features/ functionalities it aims to deliver.]

3. Project Scope

[Clearly outline the boundaries and limitations of your project, specifying what it will and will not cover.]

4. Timeline and Deliverables

[Break the project into phases, such as design, development, and testing, and provide an estimated timeline for completing each phase.]