HUA Tao

OOD2 project is a real practical for our project design and C# coding. This project is more complicated than what we have done in C# exercises and OOD1. It is a good chance for us to practice what we have learned and enhancing teamwork. We began our project with the URS, some primary design; in this part we decided the goal and main function of the program and some user cases. During User Requirements Specification assignment, we have learnt how to make a plan of a project. In the Design document we have discussed a lot about the class diagram. We had many versions but during the designing class diagram we have learnt the skills about the designing a project. We have learnt that if we start a project without designing we will miss many attribute, method and some classes. During implementation part, we discussed how we can implement with easy way. We had some trouble because of shortness of time, but we still did it without problem. Object Oriented Design class helps us learn how to start a project and which steps we have to follow during designing and implementing it by using the time efficiently.