Advanced Programming Techniques (Laboratory)

FINAL PROJECT WEEKLY REPORT

Project Name:	MAPUAN TYPING MANIA	**Week No. and Date:**	WEEK 9 02-08-25
Program:	BSCPE	**Section:**	A161

Objectives:

This laboratory exercise aims to develop an application with Graphical User Interface to solve engineering computing problems.

1. Create a program using computer basics, GUI, and advance programming techniques.

Materials:

- Computer with Mac or Microsoft Windows operating system installed.
- Python, is a programming language. To download go to https://www.python.org/downloads/ and PyCharm, is a powerful IDE that makes developing Python code easier. To download go to https://www.jetbrains.com/pycharm/download/?section=mac.
- Microsoft Word
- One Drive or GDrive
- BlackBoard Learn LMS

Basic Principles:

This laboratory activity is to empower students to design and implement an application featuring a Graphical User Interface (GUI) that effectively addresses engineering computing challenges. By integrating foundational programming skills with advanced techniques, students will learn to create user-friendly software solutions that enhance problem-solving and facilitate interaction with complex engineering data.

Instructions:

Create a new folder in your One Drive /GDrive and name the folder based on your group number_, section_, course name_, and "FinalProj". For Example **Group1_A161_CPE003L_FinalProj**. Submit the link with a word document of the progress status of the group's final project. Note: One submission per group.

Contents:

1. Progress status of the project in general. *(What did the group focus/do during the week? - Ex. Created the pseudocode/Discussed the features of the project/Started to code, etc)*
2. Detailed contribution of each group member. *(What does each member do during the week? Ex. Requillo, Emmy Grace - was assigned to create the algorithm, pseudocode, and flow chart of the project. She was able to present the assigned task using Flowgrorithm.)*
3. Screenshots of your meetings and the progress of your project.
4. Link of your video Recordings during the group's meeting.

Checklist for grading:

1. Completeness of the contents
2. Python program, .py file
3. PDF file

==========

FINAL PROJECT WEEKLY REPORT

Contents:

Progress Status of the project

Prototyping
Campaign Realized
Algorithm Realized

Detailed contribution of each group member

Catan - Researched for Prototyping
Buling - Campaign staging
Hao - Algorithm procedure
Neil - Assigning

Screenshots of the progress of your project. (GUI or source code)

Nothing here for now

Link of your video Recordings during the group's meeting or the pictures