Report on Coin Sorter Software program

Introduction/Brief

Our brief was to develop software in the Python programming language which sorted coins by certain currency and denominations. The program was split into three parts, Parts 1 and 2 were to be text menus and part 3 was a Graphical User Interface (GUI).

Background/Research

We had a couple of options in Part 3, regarding the GUI menus. Our research led us to select PYQT based on the subject material available and time required to complete the project. Software can be written using both a Desktop and a Web Application approach. This is a Desktop application which is far less common that Web applications currently but still used widely in industry, especially in legacy systems.

Project specification

The aim of the project was to deliver software that a complete novice could use without complex documemation and a deep understanding of programming and algorithms. The project required each step to be clearly set out and have flow until the outcome was reached.

Problem analysis and solution design

The functionality of the program will be broken down in the three parts showing each step. We include the python file to run with a report that gives a step-by-step guide.

Part 1

Part 2

Part 3

Implementation/Testing

One of the major issues with any software project is sufficient time in implementation and testing. The User Acceptance Testing (UAT) phase is critical in getting buy in from the client and the day to day users. We reviewed the flow of the menus to ensure that there was the ability to return to previous menus and the ability to quit completely. We also ensured that only the correct currency and formats could be selected.

Evaluation

We reviewed each step to ensure that all requirements were met and fully understood.

Summary

We submit this project in the believe that it meets the requirement outlined and the functionality delivers on the outcomes required. We look forward to your feedback and approval before we move to the next stage of production.