

P10 / Sprint 4 - Exceptional Laptops and Supercomputers Always (ELSA) (Update 1)

4/18/2023

100 Possible Points

 Add Comment

4/11/2023

▼ Details




Update 1: Adds hints on creating the unified dialogs. You may ignore the hints if you prefer - the UnifiedDialog method is NOT required, but may reduce your coding and test time.

The Exceptional Laptops and Supercomputers Always (ELSA) store offers the coolest (ahem) deals in computing technology for the savvy computer geek and their lucky friends. Each computer can be hand-crafted to match the technologist's exact needs, with a growing selection of convenient predefined configurations already purchased by your discerning peers (and competitors). They now belatedly seek to automate their physical and online storefronts, replacing paper forms and ink pens with the miracle of modern computing technology. Your goal is to prove that you can implement their store management system and thus win the contract to build it, with all of the associated fame and cash.

This is Sprint 4 of 6 in which you add the placing of Orders (look - *income!*) as well as adding some simple unified dialogs. The "points" for this sprint are fewer (that is, the estimated amount of coding is less) than earlier sprints because the requirements were two days late.

As with all assignments, submit your solutions and Scrum spreadsheet via your cse1325 GitHub repository as specified in the requirements. Important details and a LOT of hints are in **the PDF requirements**.

  [SCRUM_Sprint_4.xlsx \(https://uta.instructure.com/courses/133447/files/25432555?wrap=1\)](https://uta.instructure.com/courses/133447/files/25432555?wrap=1) 
(https://uta.instructure.com/courses/133447/files/25432555/download?download_frd=1) (UPDATED)

   [P10_Requirements_rev_1.pdf \(https://uta.instructure.com/courses/133447/files/25442523?wrap=1\)](https://uta.instructure.com/courses/133447/files/25442523?wrap=1) (UPDATED)

Unlike stand-alone assignments, **please make the root of your project (where you build and run it) P10. Do NOT use full_credit, bonus, or extreme_bonus subdirectories.** (It's fine to have a separate build directory targeted by your build.xml if you like.)

As always, the requirements documents reveal all.