

SUPPLEMENTAL CA SPECIFICATION:

Submission: 11/08/23 (late submissions won't be accepted).
Report (submissions without a report will not be marked) Understanding of the code will be evaluated based on a report written to explain your system. It should contain one page describing the project classes and its methods, one paragraph as a user manual, and one paragraph describing the difficulties and more challenging parts. You should also add a 5 minutes video demoing your project.
Submission Please submit your solution (Python files, any necessary external files, and report) via Brightspace. It is your responsibility to make sure you've uploaded the correct file as changes after the deadline won't be accepted.
Marking Scheme Correct functionality (70%), Layout and use of comments (10%), Report (20%).
Plagiarism Plagiarism will result in a zero mark (0%). You should make yourself familiar with the plagiarism policy of Technological University Dublin. You might be contacted by the lecturer to demo your code if the submission is believed to contain suspected plagiarism.

PROBLEMS DESCRIPTION:

For this assignment you will have some choices of problems. **Pick 1 to implement you have not worked on previously.**

LIBRARY MANAGEMENT SYSTEM:

You are asked to develop an application to manage library services, such as borrowing and returns activities. You should be able to **borrow/return** a **book**, an **article** in a journal, or **digital media**. All the library information should be stored in **four external files**:

`library.txt`, `items.txt`, `members.txt`, and `borrowing.txt`. It is up to you to define the structure of each file, but each member, item or transaction should have a unique ID.

Use Python classes to implement the library. Some of the functionality your system should provide includes:

- At least the following classes: Library, Items, Books, Articles, Digital Media, Members
- Books, Articles, Digital Media should be a **subclass** of Items.
- Each class should have an **`__init__`** and **`__str__`** methods. For each **`__str__`** method, think what information each class should provide when you print their instances.
- Persistent memory: when you start your system it should read the files `library.txt`, `items.txt`, `members.txt`, and `borrowing.txt` in the same folder as the python code and create all the necessary instances.

- Provide a command line interface for the user to:
 - Add/edit/delete instances belonging to each class,
 - Members browse library items and select items to borrow.
 - Members returning borrowed items.
 - Make sure to update the external files after any information is modified.

BANK MANAGEMENT SYSTEM:

You are asked to develop an application to manage bank services. An account is a general account class that contains **balance**, **deposit**, **transfer** (send money to another account in the bank) and **withdrawal** methods. Your bank should allow the creation of **two bank accounts types**. The two types of accounts should include:

- Savings accounts: these only allow one withdrawal or one transfer per month, and might also be opened by teenagers from 14 years old.
- Checking accounts: these are regular accounts that can be opened by customers who are 18 years or older. They can also have a negative balance to a specified credit limit.

All the bank information should be stored in three external files: `customers.txt`, `accounts.txt`, `accountsTransactions.txt`. It is up to you to define the structure of each file, but each customer, account or transaction should have a unique ID.

Use Python classes to implement the bank system. Some of the functionality your system should provide includes:

- At least the following classes: Account, Saving Account, Checking Account, Customer.
- Saving Account and Checking Account should be a subclass of Account.
- Each class should have an `__init__` and `__str__` methods. For each `__str__` method, think what information each class should provide when you print their instances.
- Persistent memory: when you start your system it should read the files `customers.txt`, `accounts.txt`, and `accountsTransactions.txt` in the same folder as the python code and create all the necessary instances.
- Provide a command line interface for the user to:
 - Customer creating a new account.
 - Customer viewing the transactions performed in one of his accounts and the respective balance.
 - Customer performing the operations allowed by its account type.
 - Customer deletes his/her account.
 - Make sure to update the external files after any information is modified.

GYM MANAGEMENT SYSTEM:

You are asked to develop an application to manage a GYM hall. The GYM should have equipment, trainers, customers, exercise plan, and simple customers subscriptions.

- An exercise plan consists only of a trainer, equipment and duration.
- A subscription contains a customer, a trainer, an exercise plan, a starting date and an end date.

Use Python classes to implement the Gym system. Some of the functionality your system should provide includes:

- At least the following classes: Customers, Trainers, Equipment, Exercise Plan, Subscriptions.
- Exercises Plan and Subscription should use aggregation or composition to contain relevant information about Customers, Trainers and Equipment.
- Each class should have an `__init__` and `__str__` methods. For each `__str__` method, think what information each class should provide when you print their instances.
- Persistent memory: when you start your system it should read the files `customers.txt`, `trainers.txt`, `equipments.txt`, `exercisePlans.txt`, and `subscriptions.txt` in the same folder as the python code and create all the necessary instances.
- Provide a command line interface for the user to:
 - Login as customer or trainer.
 - Customer/trainer creating a new account.
 - Trainer CRUD operations (create, read, update and delete) for his exercise plans.
 - Customer CRUD operations for his subscriptions.
 - Customer deletes his/her account.
 - Make sure to update the external files after any information is modified.

SCHOOL MANAGEMENT SYSTEM:

You are asked to develop an application to manage schools' services. These services include storing student information, reading and writing student information from files, computing final grades, printing a summary report to an output file, and so on. The school has students separated in three categories: English, History, and Math students. All grades are based on a 100 points scale. Each module is broken down in the following way:

- English: Attendance 10%, Final exam 60%, Quiz 1 15%, Quiz 2 15%.
- History: Attendance 10%, Project 30%, Exam 1 30%, Exam 2 30%
- Math: Quiz average 15% (there are 5 quizzes worth 15% each that need to be averaged), Test 1 15%, Test 2 15%, Final Exam: 55%.

Use Python classes to implement the school management system. Some of the functionality your system should provide includes:

- At least the following classes: Student, MathStudent, HistoryStudent, EnglishStudent, School.
- The School class should use aggregation or composition to contain relevant information about students. MathStudent, HistoryStudent, and EnglishStudent should inherit from Student.
- Each class should have an `__init__` and `__str__` methods. For each `__str__` method, think what information each class should provide when you print their instances.
- Persistent memory: when you start your system it should read the files `school.txt`, `mathstudent.txt`, `historystudent.txt`, `englishstudent.txt` in the same folder as the python code and create all the necessary instances.
- Provide a command line interface for a school manager to:
 - Login in the system
 - Add/remove students from the system.
 - CRUD operations (create, read, update and delete) for student data.

- Print well formatted student reports for each academic term.
- Make sure to update the external files after any information is modified.

SHOPPING CART SYSTEM:

For this project you are asked to develop an application to manage a shopping cart, such as the usual ones found online.

Design a **shopping cart class** in Python. Think of what attributes and methods you have to include in your class and why. Use a **dictionary** to implement at least one attribute.

Design a **customer class**, with **two sub classes**, Loyal Customers and Bargain Hunters. Loyal Customers can buy exclusive products, while Bargain Hunters can buy any other products listed from low to high price.

Each class should have an **__init__** and **__str__** methods. For each **__str__** method, think what information each class should provide when you print their instances. Include in one of your classes at least two methods available in Python to **overload operators**. Demonstrate the use of such operators with different instances of your class.

Implement a command line menu with the following options:

1. Create a customer.
2. List products.
3. Add/remove a product to the shopping cart.
4. See current shopping cart.
5. Checkout.

Option 1 has to be performed before listing or adding any products to the shopping cart. Once a customer is created he/she should be able to see the products available to him/her, to loop over the options to add/remove products, and to see the current products in the shopping cart. The checkout is available once at least one product is added to the shopping cart. To perform the checkout, confirm that the customer is happy with the current items in the cart and the amount due. If it is confirmed, print a thank you message and exit the program.

HINTS AND GENERAL GUIDELINES:

- Start with the easy parts. Define only your constructors and add new functionalities one by one.
- Once a method has been coded test it before moving on to the next part
- Make sure you include any relevant **error checking** and handle unexpected input
- Make sure to use **function annotations**
- Once you have defined a class you can use its instances as any other type. Remember to use **composition, aggregation and inheritance** if applicable.
- The easiest way to update external files is likely to write content to a new file and replace the old file with the new file. To remove a file use the 'remove' function from the 'os' module.
- Think about which data structure is more appropriate to the pieces of information you need to store: list, string, dictionary, tuple, etc.

- Think if each attribute needs to be **private or public**. Remember to add **get/set** methods for private attributes that are accessed outside the class.
- Add **docstrings** to all your classes and methods
- After implementing a method and testing, see if it can be improved. You don't need to do an optimal solution in the first attempt. Most of the time you can reduce the number of lines and make an algorithm more elegant after an initial solution has been provided.

SAMPLE MARKING SCHEMES

Correct functionality (70%)

- Code compiles and runs with no problem.
- All required classes have been coded.
- Required functionalities work properly.
- Inheritance and composition/aggregation applied.
- Ability to handle files and deal with exception handling.
- Functions/methods are used correctly to break down the problem. They are all used for a single purpose or for a single task.
- Nice use of data structures such as dictionaries and sets.
- Command line menu is well implemented, and all its options work as expected

Layout and use of comments (10%)

Indentation and white space have been used appropriately. Code is easy to read, and naming conventions have been adopted. Code is well documented, and it is easy to understand.

Report (20%, **submissions without a report or without the mandatory parts will not be marked**)

Understanding of the code will be evaluated based on a report written by you explaining your system. It should contain:

- one page describing the project classes and its methods;
- one paragraph as a user manual;
- and one paragraph describing the difficulties and more challenging parts for completing the assignment. **(mandatory)**
- A short video (5 minutes max) demoing your project. You can submit the file on Brightspace or add a youtube link on the report. **(mandatory)**

RUBRIC

	Expectations Far Surpassed (100%)	Expectations Exceeded (75%)	Expectations Met (50%)	Expectations Not Met (25%)	Not Done (0%)
Functionality	All requirements are met. All deliverables included in submission without deviation from requirements.	Requirements met. Deliverables included without major and few minor omissions or deviations from requirements.	Basic requirements met. Deliverables included without major omissions or deviations from requirements	Basic requirements not met or deliverables deviate substantially from requirements	Not convincingly attempted
Layout and use of comments	Layout and comments are flawless. Function annotations and docstrings have been used throughout the whole code. Naming conventions have been adopted. Comments are meaningful and make the reasoning more clear.	Layout and comments are well implemented. Function annotations and docstrings used throughout most parts of the code.	Layout and comments are ok. The code is well organised and not difficult to understand.	Code is not well organised. The main scope is not linear and it is hard to follow. Few or no comments. The code is hard to understand and requires a lot of thinking to follow.	Not convincingly attempted
Report	Report is complete, well written and organised. It follows the appropriate length without being repetitive. Difficulties and challenges are well described and related to the solution delivered. User manual and class description are meaningful and help using and understanding the code. Video is well made, and clearly demonstrates the student's knowledge of the project.	Report is complete, well written and organised. Difficulties and challenges are well described. User manual and class description add relevant details. Video is well made and covers the main parts of the project.	Report contains all the sections. It describes all classes and adds values to the user. User manual is complete. Some challenges and difficulties are mentioned but could likely be expanded. Video could be improved with more in-depth information.	Report is incomplete. Significant parts are missing, such as classes documentation and/or user manual. Video is not present or does not demonstrate the student's knowledge of the project.	Not convincingly attempted