Assignment 4: Counting SLOCs

EE312 – The University of Texas at Austin – Spring 2016

Assigned: Friday, February 12
Due: Monday, February 22 11:59PM
Total Value: 10 points total (see *Deliverables* below for details).

Purpose
- Learning to read, understand and evaluate already written code
- Learning how to do modular design
- Learning how to use file IO commands
- Learning about string manipulation

Background

A software engineering professional produces high quality solutions on time and on budget. Meeting this professional obligation requires not only the ability to execute the task, but also the ability to produce good estimates. While many factors enter into the amount of time required to develop software, two important aspects are size and complexity.

Deliverables

This assignment focuses on design. There will be no coding for this assignment.
You will develop a flow chart of the code given to you in the assignment 4 folder. You will need to understand how the code works and what different functions do.
Then you will develop a flow chart that describes the program logic. The flow chart will need to include the following:
- The input to the program and the program output.
- The logic embedded in each function. (What each function does and how it does it).
- The connections between the different functions and main. (Who calls whom, and what the data is passed to and form each).

You can use any tool of your choice to do the flow chart. There are many free online tools you can use. One of them is Draw IO: https://www.draw.io/

You will submit the flow chart to Canvas. You do not need to submit anything on Assembla for this assignment.