



UNIVERSITI TEKNOLOGI MARA
TERENGGANU

FACULTY OF COMPUTER AND MATHEMATICAL SCIENCE

CSC435: Object Oriented Programming
GUI Group Project: An Application System Development using JAVA Program
(Group project – 3 persons/group)

A. Project Description:

Assume that you have a company that need an application system that can manage any transaction or process happen in the company whether online or stand alone system for example managing inventory of the company, ordering product, ticket reservation etc. The system must has calculation process.

B. Project Requirements:

You need to develop an application system which can fulfill the company requirements based on system needs. The system should have three (3) modules as given below:

- a. Home (advertise company's profile – product or services)
 - Company name, logo and any other relevant information about the company
 - Display all information about the relevant system that had been developed for example the product(image, description, price etc)
- b. A Form
 - Create a suitable form based on system development for example ordering form should have date, name of product, image, quantity to order, price etc
 - Calculation for any suitable process for example total price that must be paid etc
 - Button - You should have atleast 5 operations. Example: Add data, delete, edit, display, print and calculation based on data.
- c. A Receipt or summary about the task
 - For example display receipt of purchase items with corresponding item price, total price etc.

C. System Specification:

Tasks
<ol style="list-style-type: none">1. Planning:<ol style="list-style-type: none">a. Each module can be design seperately using tab selection.b. Design all classes that will be used.2. Home: created to display product information. Use image, text, label appropriately.3. Form: create form appropriately that can store all information using array or text file or any other method4. Receipt : for example generate customer's order receipt by listing all item purchase and the total price. Information can be retrieve from the array or file created in Order Placement Module.5. Documentation



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D. Implementation (source codes)

Can use Netbeans, BlueJ or any other platform of Java program that applying GUI components:
Must include the **GUI** basic class components such as JFrame, JLabel, JButton, JTextField, JCheckBox, JRadioButton, and JPanel

May include JComboBox, JScrollPane, JList, JTextArea, and Jmenu

E. Proposal Report

Proposal report includes the following:

- Cover page – all info of your study, course, project title, members' details.
- Introduction – company profile
- Description of the system – Objective system, scope system.
- System design – Interface layout (screen design, characters include image, button, GUI objects etc).
- Reference use standard APA 7 format and citation
<https://www.scribbr.com/citation/generator/apa/>
- **Submit hard copy (black tape) report to my office Room 11, Block A.**

Dateline of the proposal report submission: Week 10, before 22nd December 2022 2:00 PM

F. Final Report:

All tasks need to be documented in a form of report that includes the following:

- Cover page
- Brief biodata about members in the group
- Page of content that includes page number for each item
- Introduction : based on proposal; company profile, and description of the system.
- Description about the design: list all classes and corresponding attributes (GUI objects) and methods used that applying in the implementation part.
- Interface: print screen all interfaces with little description.
- Reference
- Appendix : project source code
- 2 Submissions methods:
 - a. **Submit your report (in PDF) and presentation video through Google Drive (Link will be given later).**
 - b. **Submit hard copy (black tape) report to my office Room 11, Block A.**

Dateline of the final report submission: Week 10, before 26th January 2022 2:00 PM



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G. Assessment Criteria:

Marks will be given based on the following criteria:

- Project proposal (10%)
- Report Content – following the requirements and point delivery in F (15%)
- System Design of GUI objects using GUI class components. (20%)
- Creativity in designing the interface modules. (15%)
- Functionality of the system (verification of the input and output). (20%)
- Presentation (20%) (Powerpoint slides and system demonstration with recording, 2-3 minutes max every person)

Total Marks: 100% (Portion of 10% will be taken as part of course works)