

National University of Computer & Emerging Sciences FAST

Department of Computer Science

Course Number

CS118

Course Title

Programming Fundamentals SE&CS

Title of Course Work

Class Project (Fire-DP)

Time/ Duration Allowed

2.5 Weeks

Instructions to Candidates:

Total Marks: 10% (6+4) (Tentative)

Part-I

Your programming code must include the following contents. No advance topics and other graphic design methods are allowed to use.

Nested loops

Functions

Functions with default parameters

Arrays

Structures.

Use of Static.

Pointers (Bonus)

Part-II

Describe Problem Abstract (One paragraph)

Live Demo & Q&A

For this assignment/ project you will be supplied with:

Fireworks Drawings with Programming (Fire-DP)

Assessment

This project emphasizes on problem solving with team work efforts. Only core programming with given contents are allowed to use. Fancy and colourful appearances are not necessary to adopt. Do not use fractal.

CASE BRIEF

Introduction

There are various shapes of fireworks are available with different types such as fish, palm etc. One different shape/ type is given to each group. You need to draw and manage programming as you have done using asterisks (*) for making triangle, square boxes and pyramids (in class/ lab) without hard coding (Figure-4). You can use two-dimensional array to resolve issues of coordinates as shown in figure 2. Rough prototypes are shown in figure-3.

Produce problem abstract followed by Implementation.



Figure-1: Fireworks

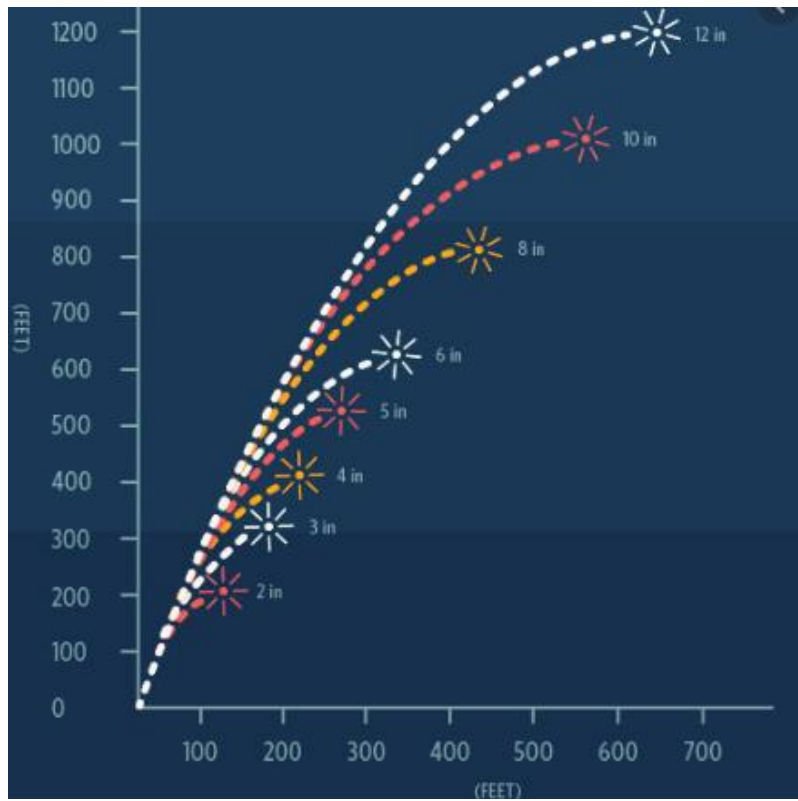


Figure-2: Curve graphs



Figure-4: Basic drawing

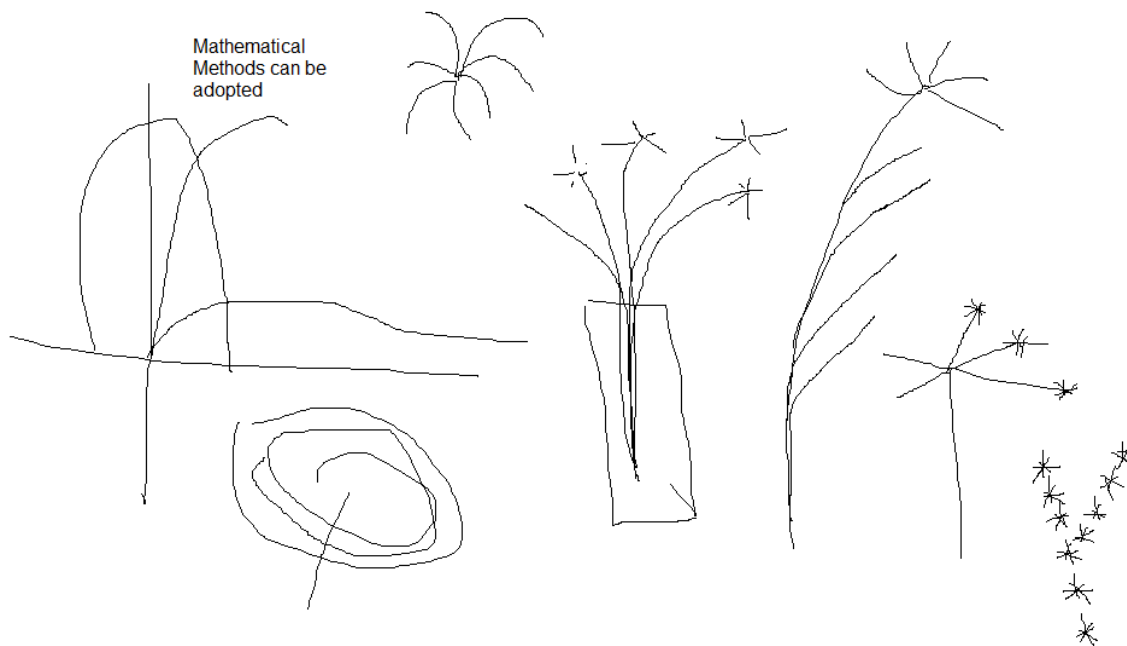


Figure-3: Rough prototypes of shapes