

FPP1 — FPP1 TASK 1: CLASS ROSTER

SCRIPTING AND PROGRAMMING APPLICATIONS — C867

PRFA — FPP1

TASK OVERVIEW

SUBMISSIONS

EVALUATION REPORT

COMPETENCIES

4048.2.1: Introduction to Programming

The graduate applies fundamental programming concepts in a specific programming environment.

4048.2.2: Variables and Data Types

The graduate prepares code which declares, initializes, and assigns values to variables of appropriate types as part of the application development process.

4048.2.3: Control Structures

The graduate writes code that implements decision and loop constructs to control the flow of a program.

4048.2.4: Arrays

The graduate creates arrays in order to solve complex problems.

4048.2.5: Pointers and Memory

The graduate applies pointers to solve complex problems.

4048.2.6: Functions

The graduate writes code that creates and manipulates functions and files.

4048.2.7: Object-Oriented Paradigm

The graduate applies object-oriented programming concepts in order to create a basic application.

INTRODUCTION

Throughout your career in software development, you will develop and maintain new and existing applications. You will be expected to fix issues as well as add new enhancements or migrate existing applications to new platforms or different programming languages. As a software developer, your role will be to create a design of an application based on given business requirements. After the design is completed, you must implement the application based on the design document and provided requirements.

In this assessment, you will create a C++ application based on the scenario below. The skills you demonstrate in your completed application will be useful in responding to technical interview questions for future employment. This application may also be added to your portfolio to show to future employers.

This project will require an integrated development environment (IDE). Before attempting this assignment, it is recommended that you use one of the following IDEs: Visual Studio or Eclipse. Directions for accessing these IDEs can be found in the attached "IDE Instructions."

Your submission should include a zip file with all the necessary code files to compile, support, and run your application. The zip file submission must also keep the project file and folder structure intact for the Visual Studio IDE or Eclipse IDE.

SCENARIO

You are hired as a contractor to help a university migrate an existing student system to a new platform using C++ language. Since the application already exists, its requirements exist as well, and they are outlined in the next section. You are responsible for implementing the part of the system based on these requirements. A list of data is provided as part of these requirements. This part of the system is responsible for reading and manipulating the provided data.

You must write a program containing five classes

(i.e., `Student`, `SecurityStudent`, `NetworkStudent`, `SoftwareStudent`, and `Roster`). The program will maintain a current roster of students within a given course. Student data for the program includes student ID, first name, last name, email address, age, an array of the number of days to complete each course, and degree. This information can be found in the studentData table below. The program will read a list of five students and use function calls to manipulate data (see part F4 in the requirements below). While parsing the list of data, the program should create student objects using the appropriate subclasses indicated by the degree program. The entire student list will be stored in one array of students called `classRosterArray`. Specific data-related output will be directed to the console.

STUDENT DATA TABLE

Student ID	First Name	Last Name	Email	Age	Days in Course	Degree
A1	John	Smith	John1989@gm ail.com	20	30, 35, 40	SECURITY
A2	Suzan	Erickson	Erickson_1990@gmailcom	19	50, 30, 40	NETWORK
A3	Jack	Napoli	The_lawyer99yahoo.com	19	20, 40, 33	SOFTWARE
A4	Erin	Black	Erin.black@comcast.net	22	50, 58, 40	SECURITY
A5	Your first name	Your last name	Your valid email address	Your age	Number of days to complete 3 courses	SOFTWARE

The data should be input as follows:

```
const string studentData[] =
    {"A1,John,Smith,John1989@gm ail.com,20,30,35,40,SECURITY",
    "A2,Suzan,Erickson,Erickson_1990@gmailcom,19,50,30,40,NETWORK",
    "A3,Jack,Napoli,The_lawyer99yahoo.com,19,20,40,33,SOFTWARE",
    "A4,Erin,Black,Erin.black@comcast.net,22,50,58,40,SECURITY",
    "A5,[firstname],[lastname],[emailaddress],[age],
    [numberofdaystocomplete3courses],SOFTWARE"
```

You may not include third party libraries. Your submission should include one zip file with all the necessary code files to compile, support, and run your application. You must also provide evidence of the program's required functionality by taking a screen capture of the console run, saved as an image file or PDF.

Note: This assessment requires you to submit pictures, graphics, and/or diagrams. Each file must be an attachment no larger than 30 MB in size. Diagrams must be original and may be hand-drawn or drawn using a graphics program. Do not use CAD programs because attachments will be too large.

REQUIREMENTS

Your submission must be your original work. No more than a combined total of 30% of the submission and no more than a 10% match to any one individual source can be directly quoted or closely paraphrased from sources, even if

cited correctly. An originality report is provided when you submit your task that can be used as a guide.

You must use the rubric to direct the creation of your submission because it provides detailed criteria that will be used to evaluate your work. Each requirement below may be evaluated by more than one rubric aspect. The rubric aspect titles may contain hyperlinks to relevant portions of the course.

Create a program that converts the array of strings found in the `studentData` table to an array of student objects by doing the following:

- A. Modify the `studentData` table to include your personal information as the last item.
- B. Create a C++ project in your integrated development environment (IDE) with the following files:
 - `degree.h`
 - `student.h` and `student.cpp`
 - `networkStudent.h` and `networkStudent.cpp`
 - `securityStudent.h` and `securityStudent.cpp`
 - `softwareStudent.h` and `softwareStudent.cpp`
 - `roster.h` and `roster.cpp`

Note: There must be a total of 11 source code files.

- C. Define an enumerated data type `Degree` for the degree programs containing the following data elements `SECURITY`, `NETWORKING` and `SOFTWARE`.

Note: This information should be included in the `degree.h` file.

- D. For the `Student` class, do the following:

1. Create the base class `Student` in the files `student.h` and `student.cpp`, which includes *each* of the following variables:
 - student ID
 - first name
 - last name
 - email address
 - age
 - array of number of days to complete each course
 - degree types

Note: Degree type should be populated in subclasses only.

2. Create *each* of the following functions in the `Student` class:
 - a. an accessor (i.e., getter) for *each* instance variable from part D1
 - b. a mutator (i.e., setter) for *each* instance variable from part D1

Note: All access and changes to the instance variables of the `Student` class should be done through the accessor and mutator functions.

- c. constructor using *all* of the input parameters provided in the table
- d. virtual `print()` to print specific student data
- e. destructor
- f. virtual `getDegreeProgram()`

Note: Leave the implementation of the `getDegreeProgram()` function empty.

3. Create the **three** following classes as subclasses of `Student`, using the files created in part B:

- SecurityStudent
- NetworkStudent
- SoftwareStudent

Each subclass should override the `getDegreeProgram()` function. *Each* subclass should have a data member to hold the enumerated type for the degree program using the types defined in part C.

E. Create a `Roster` class (`roster.cpp`) by doing the following:

1. Create an array of pointers, `classRosterArray`, to hold the data provided in the `studentData` table.
2. Create a student object for *each* student in the data table by using the subclasses `NetworkStudent`, `SecurityStudent`, and `SoftwareStudent`, and populate `classRosterArray`.
 - a. Apply pointer operations when parsing *each* set of data identified in the `studentData` table.
 - b. Add *each* student object to `classRosterArray`.
3. Define the following functions:
 - a. `public void add(string studentID, string firstName, string lastName, string emailAddress, int age, int daysInCourse1, int daysInCourse2, int daysInCourse3, < degree program >)` that sets the instance variables from part D1 and updates the roster.
 - b. `public void remove(string studentID)` that removes students from the roster by student ID. If the student ID does not exist, the function prints an error message indicating that the student was not found.
 - c. `public void printAll()` that prints a complete tab-separated list of student data using accessor functions with the provided format: `1 [tab] First Name: John [tab] Last Name: Smith [tab] Age: 20 [tab]daysInCourse: {35, 40, 55} Degree Program: Security`. The `printAll()` function should loop through *all* the students in `classRosterArray` and call the `print()` function for *each* student.
 - d. `public void printDaysInCourse(string studentID)` that correctly prints a student's average number of days in the three courses. The student is identified by the `studentID` parameter.
 - e. `public void printInvalidEmails()` that verifies student email addresses and displays all invalid email addresses to the user

Note: A valid email should include an at sign ('@') and period ('.') and should not include a space (' ').
 - f. `public void printByDegreeProgram(int degreeProgram)` that prints out student information for a degree program specified by an enumerated type

F. Demonstrate the program's required functionality by adding a `void main()` function to `roster.cpp`, which will contain the required function calls to achieve the following results:

1. Print out to the screen, via your application, the course title, the programming language used, your student ID, and your name.
2. Create an instance of the `Roster` class called `classRoster`.
3. Add *each* student to `classRoster`.
4. Convert the following pseudo code to complete the rest of the `main()` function:

```
classRoster.printAll();
classRoster.printInvalidEmails();
//loop through classRosterArray and for each element:
classRoster.printAverageDaysInCourse(/*current_object's student id*/);
classRoster.printByDegreeProgram(SOFTWARE);
classRoster.remove("A3");
classRoster.remove("A3");
//expected: the above line should print a message saying such a student with
this ID was not found.
```

5. Call the destructor to release the `Roster` memory.

```
;gfsrghf;]
```

File Restrictions

File name may contain only letters, numbers, spaces, and these symbols: ! - _ . * ' ()

File size limit: 200 MB

File types allowed: doc, docx, rtf, xls, xlsx, ppt, pptx, odt, pdf, txt, qt, mov, mpg, avi, mp3, wav, mp4, wma, flv, asf, mpeg, wmv, m4v, svg, tif, tiff, jpeg, jpg, gif, png, zip, rar, tar, 7z

RUBRIC

A: PERSONAL INFORMATION

NOT EVIDENT

Personal information in the last item of the `studentData` table is not provided.

APPROACHING COMPETENCE

Personal information in the last item of the `studentData` table is incomplete.

COMPETENT

Personal information in the last item of the `studentData` table is complete.

B: C++ PROJECT

NOT EVIDENT

A C++ project in the IDE is not provided.

APPROACHING COMPETENCE

The C++ project is incorrectly created in the IDE or incorrectly uses the given files.

COMPETENT

The C++ project is correctly created in the IDE and correctly uses the given files.

C: ENUMERATED DATA TYPES

NOT EVIDENT

The enumerated data types for the degree programs are not provided.

APPROACHING COMPETENCE

The enumerated data types for the degree programs are incorrectly defined.

COMPETENT

The enumerated data types for the degree programs are correctly defined.

D1: BASE CLASS STUDENT

NOT EVIDENT

The base class `Student` is not provided.

APPROACHING COMPETENCE

The base class `Student` is incorrectly created or incorrectly uses

COMPETENT

The base class `Student` is correctly created by correctly

one or more given variables.

including each of the given variables.

D2A:ACCESSOR

NOT EVIDENT

An accessor function in the Student class for each instance variable from part D1 is not provided.

APPROACHING COMPETENCE

The accessor function in the Student class for each instance variable from part D1 is not functional or incomplete.

COMPETENT

The accessor function in the Student class for each instance variable from part D1 is functional and complete.

D2B:MUTATOR

NOT EVIDENT

A mutator function in the Student class for each instance variable from part D1 is not provided.

APPROACHING COMPETENCE

The mutator function in the Student class for each instance variable from part D1 is not functional or incomplete.

COMPETENT

The mutator function in the Student class for each instance variable from part D1 is functional or complete.

D2C:CONSTRUCTOR

NOT EVIDENT

A constructor in the Student class is not provided or does not use any of the input parameters from the data table.

APPROACHING COMPETENCE

The constructor function in the Student class inaccurately uses one or more of the input parameters from the data table.

COMPETENT

The constructor function in the Student class accurately uses all of the input parameters from the data table.

D2D:PRINTING SPECIFIC DATA

NOT EVIDENT

A virtual print() function in the Student class is not provided.

APPROACHING COMPETENCE

The virtual print() function in the Student inaccurately prints specific student data.

COMPETENT

The virtual print() function in the Student class accurately prints specific student data.

D2E:DESTRUCTOR

NOT EVIDENT

A destructor function is not provided.

APPROACHING COMPETENCE

The destructor function is provided but does not release memory.

COMPETENT

The destructor function is implemented to release memory.

D2F:VIRTUAL GETDEGREEPROGRAM

NOT EVIDENT

A virtual `getDegreeProgram()` function is not provided.

APPROACHING COMPETENCE

The virtual `getDegreeProgram()` function is provided but not empty.

COMPETENT

The virtual `getDegreeProgram()` function is provided with empty implementation.

D3:THREE CLASSES

NOT EVIDENT

3 classes are not provided.

APPROACHING COMPETENCE

All 3 classes are provided, but one or more are not subclasses of the Student class or do not use the files created in part B. Each subclass does not override the `getDegreeProgram()` function. Each subclass does not have a data member to hold the enumerated types, using the types defined in part C.

COMPETENT

All 3 classes are a subclass of the Student class using the files created in part B. Each subclass overrides the `getDegreeProgram()` function. Each subclass has a data member to hold the enumerated type, using the types defined in part C.

E1:ONE ARRAY

NOT EVIDENT

An array is not provided.

APPROACHING COMPETENCE

The array of pointers created to hold the data provided in the `studentData` table is incomplete or incorrect.

COMPETENT

The array of pointers created to hold the data in the `studentData` table is complete and correct.

E2:STUDENT OBJECT

NOT EVIDENT

A student object for each student in the data table is not provided.

APPROACHING COMPETENCE

The student object for each student in the data table is incorrectly created or does not use each of the given subclasses. Or `classRosterArray` is incorrectly populated.

COMPETENT

The student object for each student in the data table is correctly created and uses each of the given subclasses. `classRosterArray` is correctly populated.

E2A:APPLYING POINTER OPERATIONS

NOT EVIDENT**APPROACHING COMPETENCE****COMPETENT**

Pointer operations are not populated.

The pointer operations are incorrectly applied when parsing each set of data listed in the studentData table.

The pointer operations are correctly applied when parsing each set of data listed in the studentData table.

E2B:ADDING STUDENT OBJECTS TO ARRAY

NOT EVIDENT

Each student object is not added to the classRosterArray.

APPROACHING COMPETENCE

One or more student objects are incorrectly added to the classRosterArray.

COMPETENT

Each student object is correctly added to the classRosterArray.

E3A:ADD FUNCTION

NOT EVIDENT

A public void add(string studentID, string firstName, string lastName, string emailAddress, int age, int daysInCourse1, int daysInCourse2, int daysInCourse3,) function is not defined.

APPROACHING COMPETENCE

The public void add(string studentID, string firstName, string lastName, string emailAddress, int age, int daysInCourse1, int daysInCourse2, int daysInCourse3,) function is incorrectly defined to set the instance variables from part D1 and update the roster.

COMPETENT

The public void add(string studentID, string firstName, string lastName, string emailAddress, int age, int grade1, int grade2, int grade3,) function is correctly defined to set the instance variables from part D1 and update the roster.

E3B:REMOVE FUNCTION

NOT EVIDENT

A public void remove(string studentID) that removes students from the roster by student ID is not defined.

APPROACHING COMPETENCE

The public void remove(string studentID) that removes students from the roster by student ID is incorrectly defined.

COMPETENT

The public void remove(string studentID) that removes students from the roster by student ID is correctly defined.

E3C:PRINT ALL FUNCTION

NOT EVIDENT

A public void printAll() is not defined.

APPROACHING COMPETENCE

The public void printAll() that prints a complete tab-separated list of student data uses incorrect accessor functions. Or the printAll() incorrectly loops through one or more of the students in the student list or incorrectly calls

COMPETENT

The public void printAll() that prints a complete tab-separated list of student data uses correct accessor functions appropriately. The printAll() correctly loops through all the students in the student list and correctly calls the print() function for each student.

the print() function for one or more students.

E3D:PRINT AVERAGE FUNCTION

NOT EVIDENT

A public void printAverageDaysInCourse(string studentID) that prints a student's average number of days in the 3 courses is not defined. Identification of the student by the student-ID parameter is not provided.

APPROACHING COMPETENCE

A public void printAverageDaysInCourse(string studentID) incorrectly prints a student's average number of days in the 3 courses by student ID. The student is not correctly identified by the student-ID parameter.

COMPETENT

A public void printAverageDaysInCourse(string studentID) correctly prints a student's average number of days in the 3 courses by student ID. The student is correctly identified by the student-ID parameter.

E3E:PRINT INVALID EMAILS FUNCTION

NOT EVIDENT

A public void printInvalidEmails() is not defined.

APPROACHING COMPETENCE

A public void printInvalidEmails() incorrectly verifies student email addresses or displays one or more invalid email addresses to the user.

COMPETENT

A public void printInvalidEmails() correctly verifies student email addresses and displays all invalid email addresses to the user.

E3F:PRINT DEGREE PROGRAM FUNCTION

NOT EVIDENT

A public void printByDegreeProgram(int degreeProgram) is not provided.

APPROACHING COMPETENCE

A public void printByDegreeProgram(int degreeProgram) incorrectly prints out students for a degree program specified by an enumerated type.

COMPETENT

A public void printByDegreeProgram(int degreeProgram) correctly prints out student information for a degree program specified by an enumerated type.

F1:SCREEN PRINT OUT

NOT EVIDENT

The course title, programming language used, student ID, and student name are not all provided.

APPROACHING COMPETENCE

The course title, programming language used, student ID, or student name is incorrectly printed at the top.

COMPETENT

The course title, programming language used, student ID, and student name are all correctly printed at the top.

F2:ROSTER CLASS INSTANCE

NOT EVIDENT

An instance of the Roster class called classRoster is not provided.

APPROACHING COMPETENCE

The instance of the Roster class called classRoster is incorrectly

COMPETENT

The instance of the Roster class called classRoster is correctly

created.

created.

F3:ADD STUDENTS**NOT EVIDENT**

Students are not added to classRoster.

APPROACHING COMPETENCE

One or more students are missing from classRoster.

COMPETENT

All students are added to classRoster.

F4:PSEUDO CODE CONVERSION**NOT EVIDENT**

Evidence of converting the pseudo code to complete the rest of the main() function is not provided.

APPROACHING COMPETENCE

Some of the pseudo code is incorrectly converted to complete the rest of the main() function or is out of order.

COMPETENT

All pseudo code is correctly converted to complete the rest of the main() function and is in order.

F5:DECONSTRUCTOR CALL**NOT EVIDENT**

Evidence of calling the destructor to release the Roster memory is not provided.

APPROACHING COMPETENCE

Evidence of calling the destructor to release the Roster memory is provided, but the destructor was incorrectly called.

COMPETENT

The Roster memory is released by calling the destructor.

SUPPORTING DOCUMENTS

[IDE Instructions.docx](#)