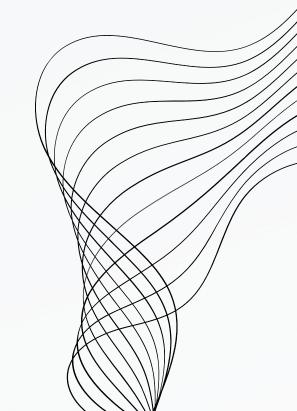


# OOP FINAL PROJECT

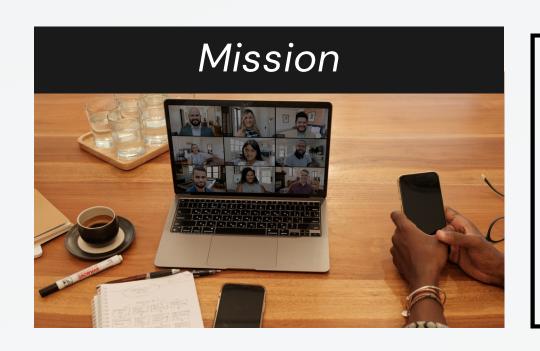
TEAM MEMBERS:
BEREKET YERGALI
ISLAM KHASSANGALIYEV
ASKAR ZHUMABAYEV
DANIYAL TUZELBAYEV



## INTRO

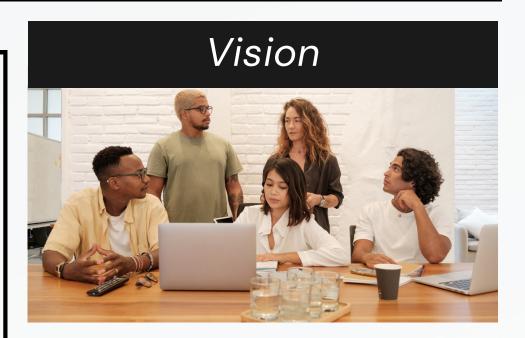
The primary objective of the project is to develop a university platform that facilitates various processes for users. Initially, we crafted diagrams to comprehend the fundamental structure of our project and specify methods for each class. Then we moved to coding or the creation of classes, employing diverse patterns and methodologies. While coding we also made minor changes in UML diagram.

# UNIVERSITY SYSTEM CAN



- + When registering a course in student class, the prerequisites and total credits are checked.
- + Research Journal have subscribers and notifies them

- +All methods of student work(we hope)
- +Also used comparators

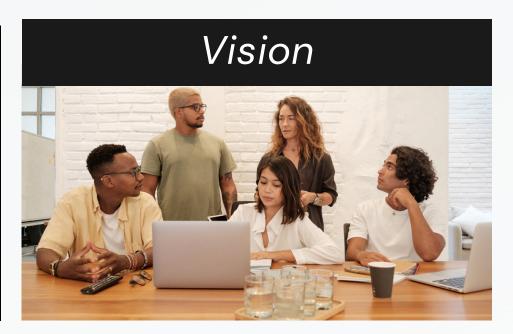


#### SYSTEM CANNOT

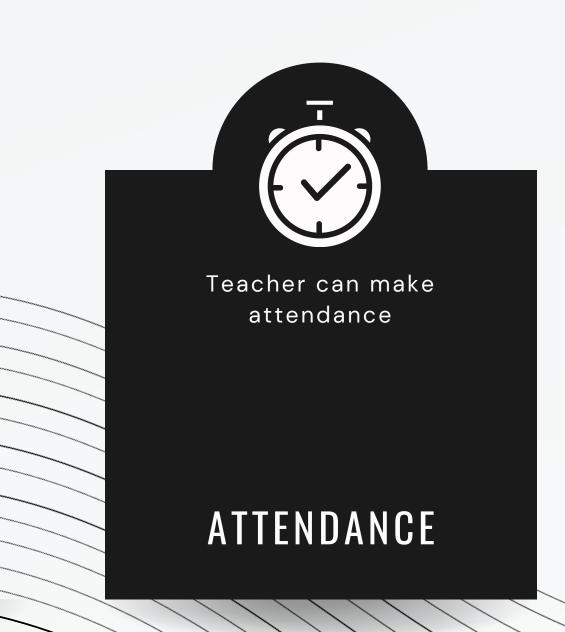


- -Did not use collections everywhere as effecient as it could be
- -Absense of schedule generation

-The system can not print top cited researcher of the school, of the year (among all schools).



# BONUS TASKS



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STRATEGY N°3

## CONCLUSION

Basic methods were implemented and some bonus ones. We realized that the main difficulties are often not in coding, but in working in a team (so that each member was effective). You need to negotiate everywhere starting with what to implement a set or list. + Learned to use github and other applications.

