**PROJECT REPORT**

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**GROUP 3**

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**Demonstration of types of viruses and its mechanism**

*Object – oriented Programming*

# Asignment of members

## Classes/methods:

## Claim clearly if you copy/modify anysource:

# Mini – project description

# Describe in detail about mini-project requirement

Specifications:

**- GUI:** Design the GUI with your favor

**- Design:** the application must have these functions:

*+ On the main screen:* Title of the application, options to choose between virus with lipid envelop and virus without lipid envelop, help menu and quit.

• User can choose to investigate one of the two types of viruses in the main menu to start the application.

• After choosing the desired type, the application will show a variety of viruses in order for user to select.

• The help menu shows basic usage and aim of the application.

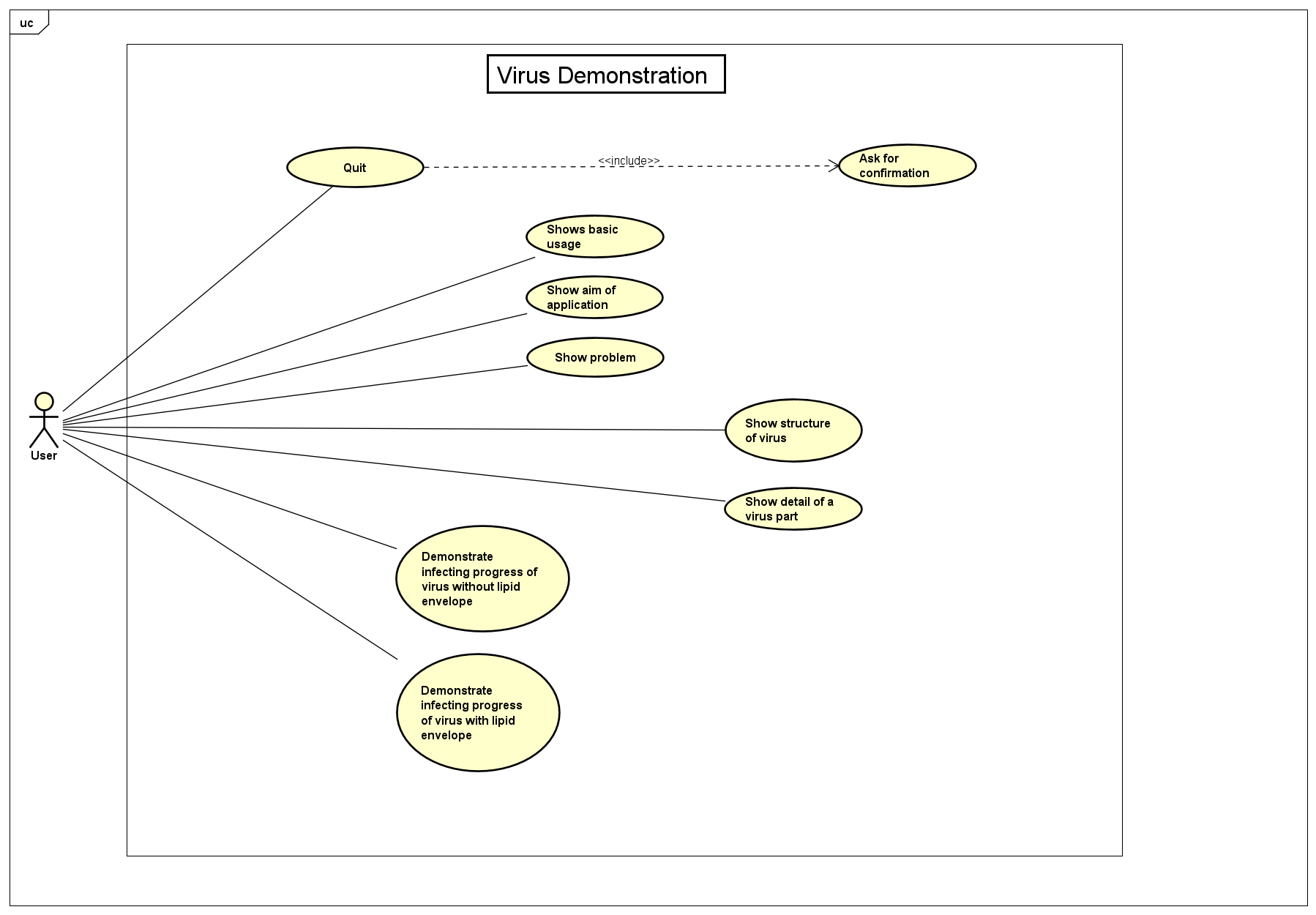
• The quit button exits the application. Be sure to ask for confirmation.

*+ In the demonstration:*

• Display the structure of the virus. Note that each virus has different structure, you should clearly display and explain them.

• One button to start demonstrating the progress of virus infecting the host cell. Different viruses have the same basic mechanism of spreading with minor difference - remember to show that There is always return button for user to get back to the main menu at any time.

# Usecase and explanation

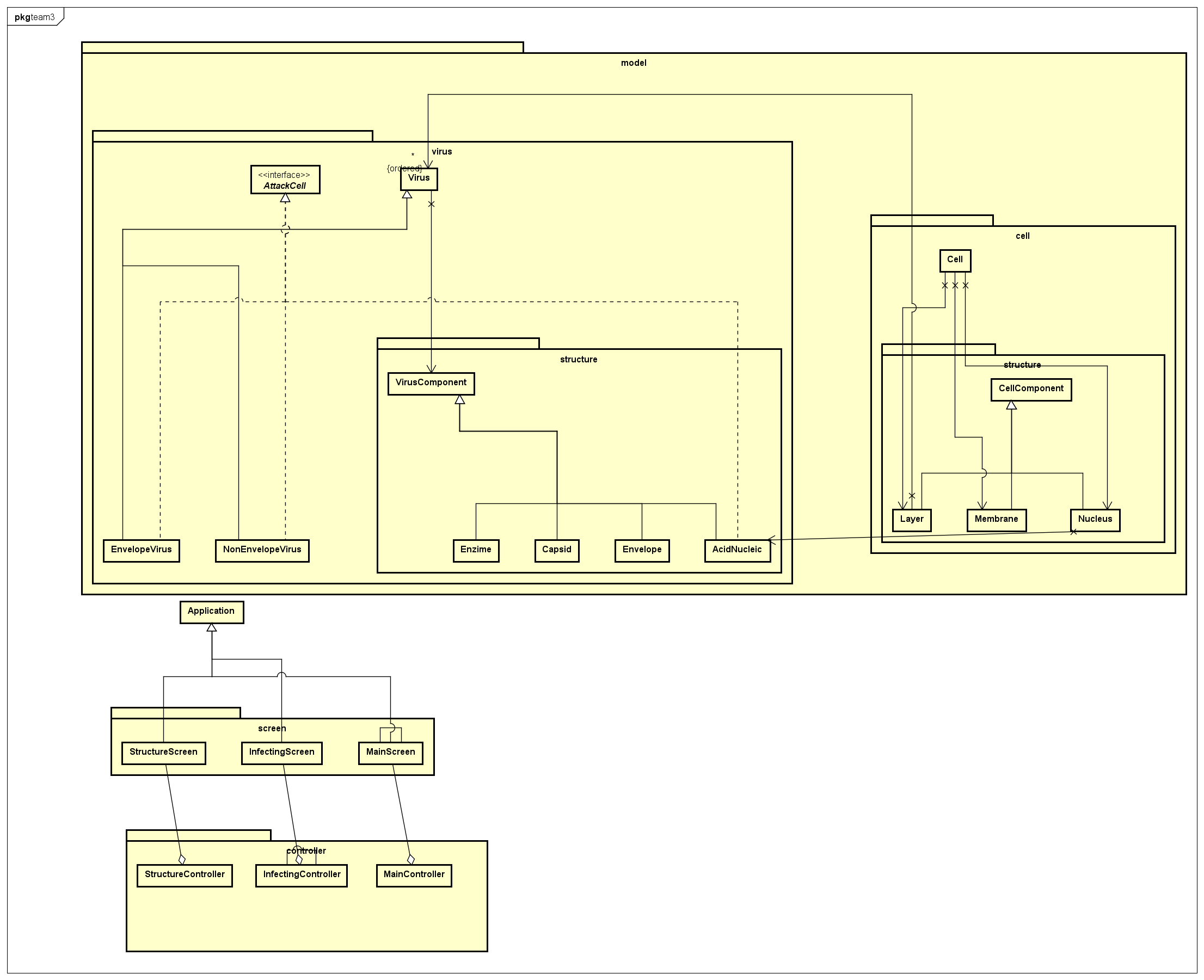


*Explaination:*

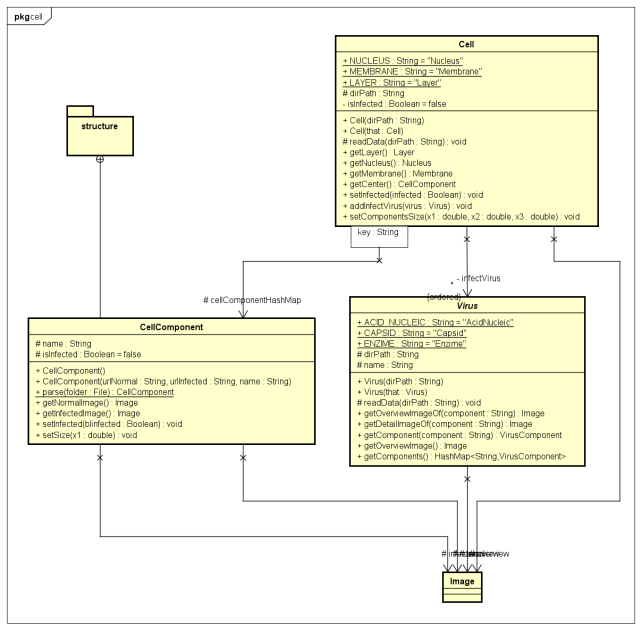
* First of all, our window always have a quit button with ask for confirmation.
* In the main screen, we has “Help” menu which contains “Usage”, “Aim of application” and “Problem” items on the top of scene. In the center has a split pane contain 2 list of virus (with and without envelope). Choose a virus to “show structure of virus”.
* In the StructureScreen, if you choose a part, screen will show the detail scene of that part.
* In the StructureScreen, you also can choose to demonstrate infecting process to move to InfectingScreen.
* Every Screen have “Back” button or “Quit” programme.

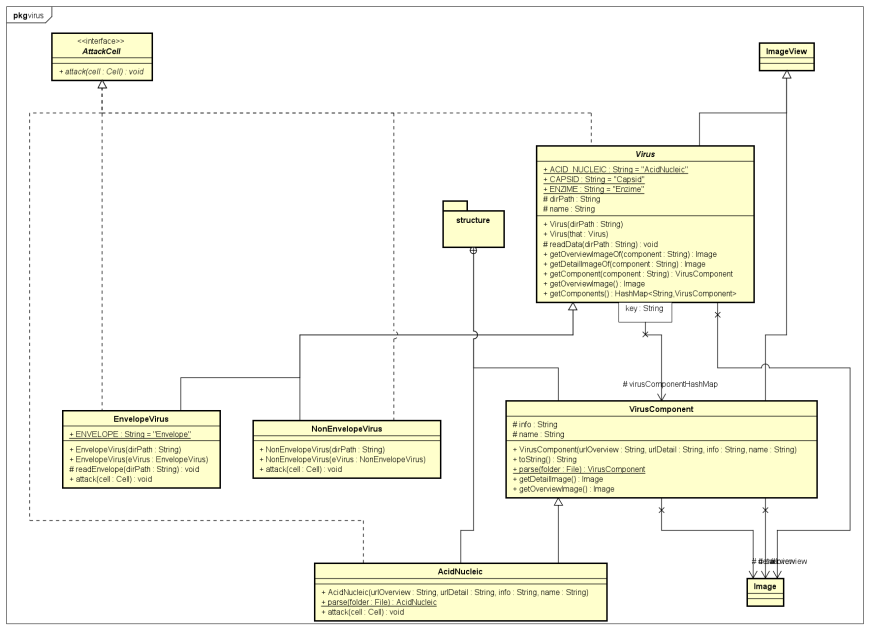
# Explanation of design ideas

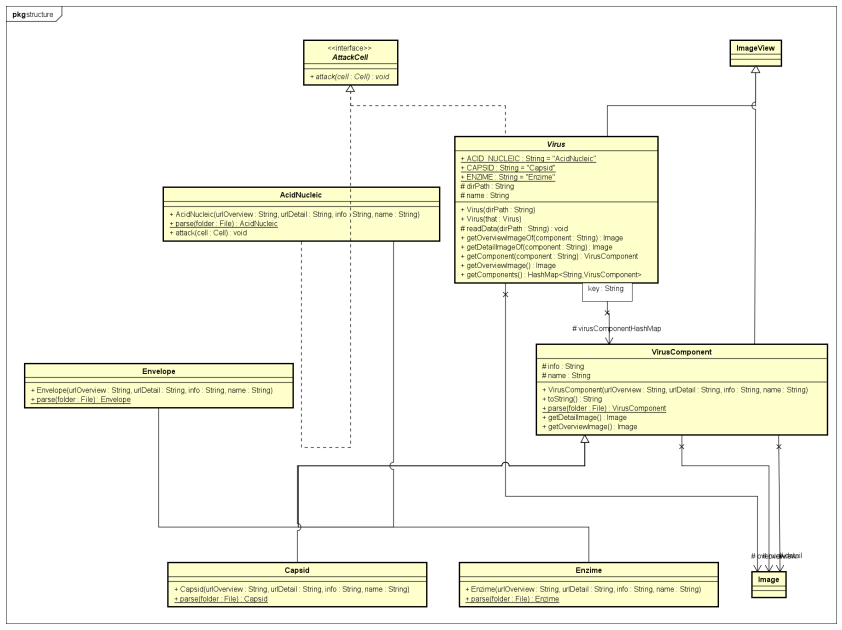
## *General class diagram*



## *Class diagram for each package*







## *Explanation*