**PROJECT REPORT**

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**GROUP 3**

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[Company name] [Company address]

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

*Object – oriented Programming*

# Asignment of members

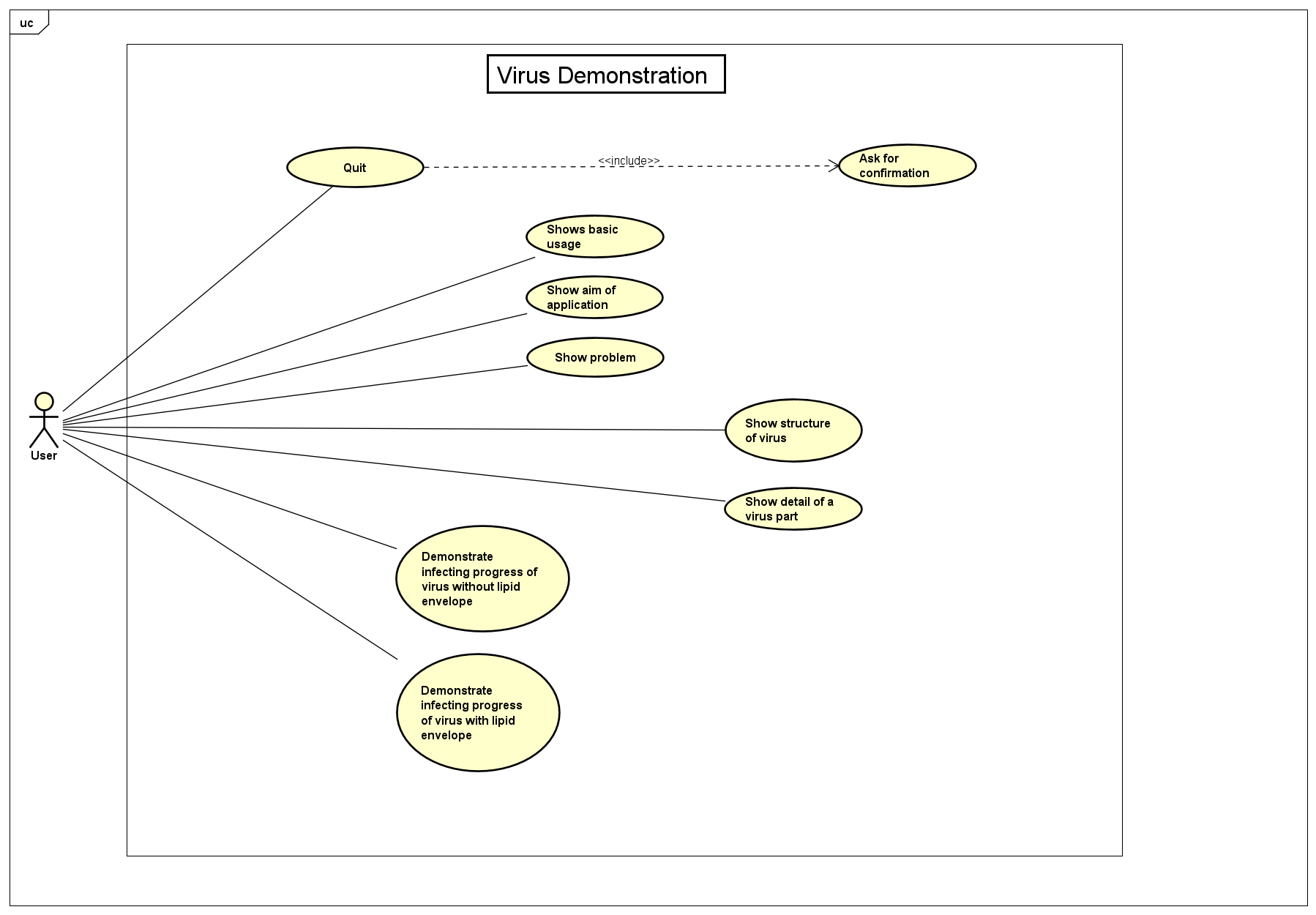
## Classes/methods:

## Claim clearly if you copy/modify anysource:

# Mini – project description

# Describe in detail about mini-project requirement

# Usecase and explanation

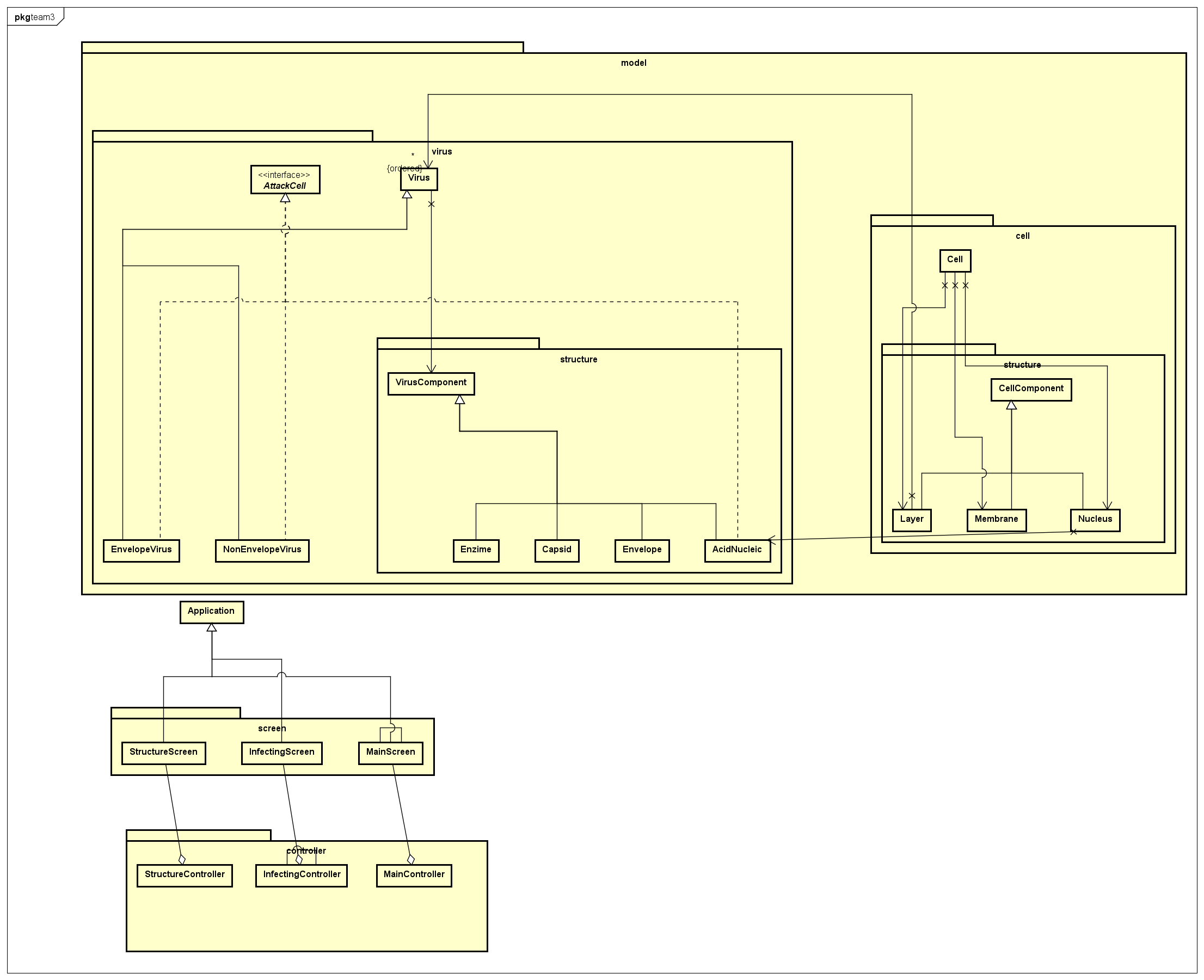


*Explaination:*

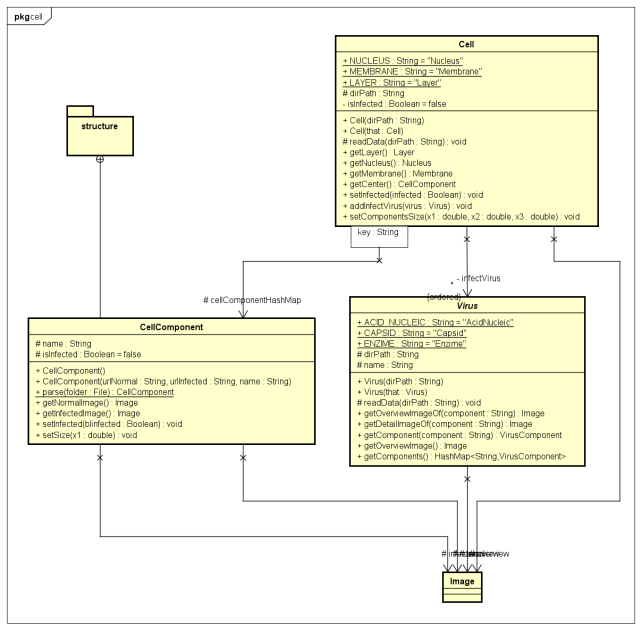
* First of all, our window always have a quit button with ask for confirmation.
* In the main screen, we has “Help” menu which contains “Usage”, “Aim of application” and “Problem” items on the top of scene. In the center has a split pane contain 2 list of virus (with and without envelope). Choose a virus 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.

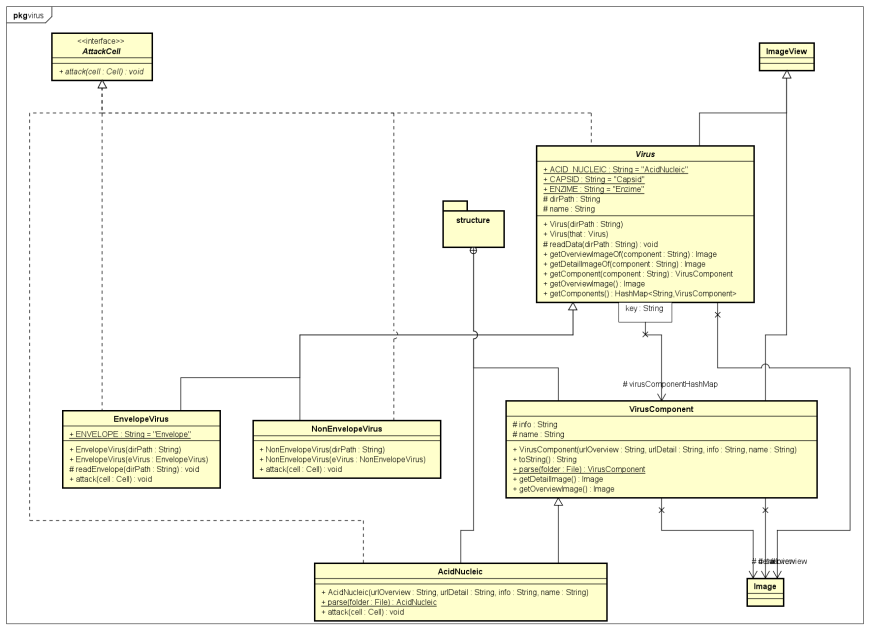
# Explanation of design ideas

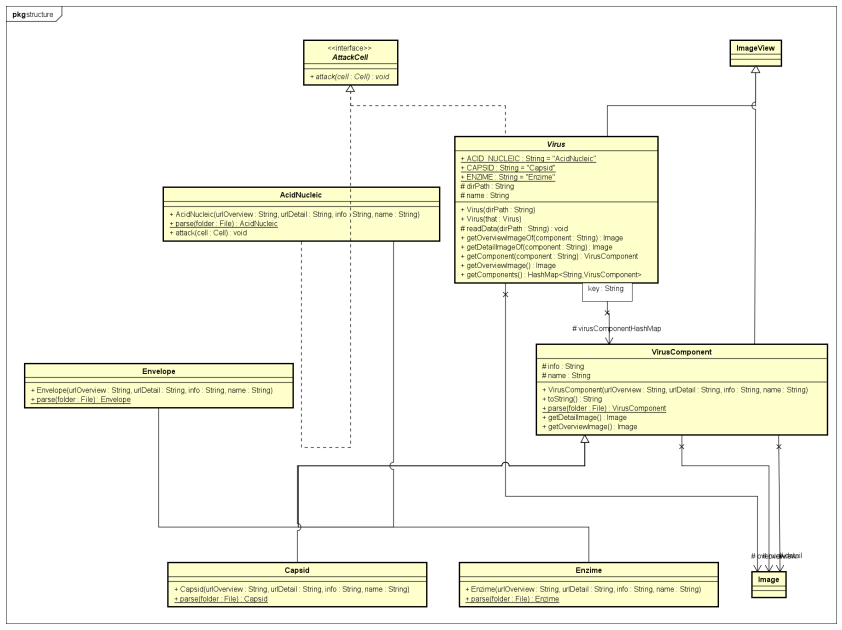
## *General class diagram*



## *Class diagram for each package*







## *Explanation*