

LLA Prototype implementation (14%)

Use the MVC architecture for your implementation.

Show your file structure to the instructor and make the source code/web site available to the instructor on a downloaded .zip file (using, for example, WeTransfer.com).

The implementation must:

- Have at least five records per table installed in the database.
- Have at least five screens as part of the user interface.
- Perform input error checking.
- Conform to well-established UI guidelines.
- Allow the user to
 - Search for an item, or a group of items, in the database.
 - Add data to the database.
 - Retrieve data from the database and display it on screen and print it directly to a printer.
 - Change or update data in the database.
 - Delete data in the database.
- Produce at least one nicely formatted summary report of the database contents.

The instructor will attempt to use the prototype, posing questions to each member of the team, to verify their understanding of both the implementation and the various design decisions that were taken to produce the implementation. This will be done either from a downloaded .zip file (using, for example, WeTransfer.com), a web site, or a shared screen in a Teams meeting.

During the demonstration, the following elements will be examined:

- (2%) Accurate analysis of client requests and requirements, based on the following elements of the prototype:
 - UI Consistency
 - > 5 records/table
 - Search for item or group
 - Add data
 - Retrieve and display data
 - Print details
 - Change a record
 - Delete a record
 - Produce a formatted summary report
- (2%) Accurate analysis of the features of the computer equipment and applications, based on the following elements of the prototype:
 - Input error checking
 - Print details
 - Produce a formatted summary report
- (2%) Choice of application development standards, methods, and best practices, based on the following elements of the prototype:
 - UI Consistency
 - Source code submitted
 - Choice of standards and methods

- (2%) Assessment of the software and hardware components to be used, based on the following elements of the prototype:
 - UI Consistency
 - Input error checking
 - Choice of hardware, software
- (2%) Appropriateness of the design, solution, and implementation techniques, based on the following elements of the prototype:
 - MVC File structure and make changes immediately
 - Input error checking
 - Choice of techniques for design, solution, and implementation
- (2%) Compliance with application development standards, methods, and best practices, based on the following elements of the prototype:
 - MVC File structure and make changes immediately
 - Source code submitted
- (2%) Accurate drafting of unit, integration, functional, or acceptance test plans, based on the final report.

If you are not present for the demonstrations scheduled for your team and for the other teams in your class, you will receive a mark of 0 for the implementation.

¹ Phase: a part or step in a process: one part in a series of related events or actions, <http://www.merriam-webster.com>

² Stage: a particular point or period in the growth or development of something, <http://www.merriam-webster.com>

³ Step: an action, proceeding, or measure often occurring as one in a series, <http://www.merriam-webster.com>
