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# About us

|  |  |  |
| --- | --- | --- |
| Name | Role | Grade |
| Veselina Varadeva | Scrum-trainer | 9V |
| Gabriela Encheva | Back-end developer | 9V |
| Teodora Skulieva | Back-end developer | 9V |
| Mariela Dimova | Back-end developer | 10G |
| Bilyana Badalova | Back-end developer | 10B |
| Stela Georgieva | Q&A | 10B |

# The idea of the project

The idea of the project is a console app with an educational purpose, focusing on teaching the C++ programming language. The project aims to create an interactive learning environment for C++ programming. Users will interact with a console-based appl designed to provide structured lessons, and quizzes. The application will cover fundamental concepts of C++ programming, including syntax, data types, variables, control structures and functions.

# Stages of work

|  |  |
| --- | --- |
| **№** | Stages |
| 1st week | *Assembling the team*  We gathered and distributed the roles, so each person can work on the field that is most competent with. We started thinking about an idea for the project |
| 2nd week | *The process of creating*  Every week we met and discussed how we were progressing with the project. Each member fulfilled their duties and if we fell behind with our project we helped each other. |
| 3rd week | *Finishing the project*  After we finished with the project and the documentation, we fixed some bugs and made the overall user experience a bit more pleasant. |
| 4th week | *Presenting the product*  After weeks of hard working and sleepless nights we finished the project and now it is ready to be presented. |

# Project realizaion

In bringing our educational C++ programming console app to life, we leveraged a suite of tools and platforms to facilitate efficient collaboration and effective development. Employing a blend of C++, C, and CLR (Common Language Runtime), we ensured versatility and efficiency in our project's implementation. C++ served as the backbone for our core logic and functionality, while C contributed to low-level system interactions. By harnessing the power of Visual Studio, leveraging the capabilities of C++, C, and CLR, utilizing Microsoft Teams for communication, and employing Figma for design collaboration, we successfully realized our educational C++ programming console app.

# Block diagram

A diagram of a lesson

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