Object Oriented Programming Assignment

16th Sep — 30th Sep, 2002 60% of CourseWork INDIVIDUAL Work

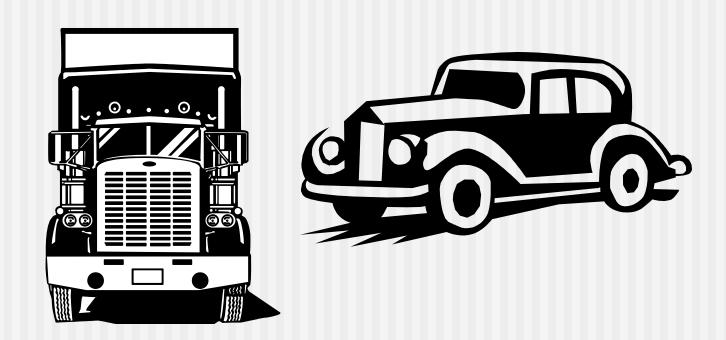
Assignment

Format: Programming (40%), Walkthrough (60%)

Deadline: Monday, 30th September 2002, 12.00 noon at School of ICT, Administration Counter, Block 31, Level 8

Penalty for late submission: <u>NO late submission</u> shall be entertained after the deadline.

XYZ Parking pte Itd.,-Simulator



Introduction

- XYZ Parking Pte Ltd has vast area to provide parking facility for the customers.
- The company wants to develop a computerised system that keeps track of the various activities involved in this business.
- The parking facility has an open space to be used for parking vehicles of type cars and trucks.
- The customers can rent the parking space to park their cars or trucks.

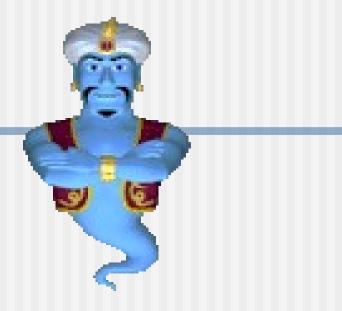
Basic Requirements

Basic requirements

- To Register a customer with customer details
- Find a customer
- Update customer
- To Register Vehicle with the vehicle details and record the lease details
- To compute the lease amount for the parking space.

Parking Charges

Vehicles	Daily Rental	Monthly Rental	Annual Rental
Truck	\$50.00	\$1200.00	\$14000.00
Car	\$25.00	\$650.00	\$7200.00



Additional Features

Additional Features

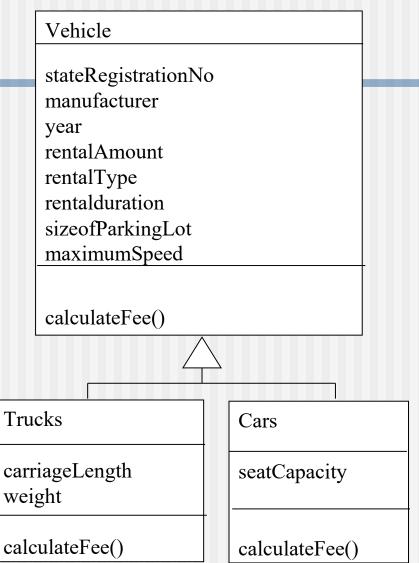
- To remove a customer from the customer list
- To remove Vehicle from the vehicles list
- To have the ability to modify the capacity of the car park, i.e., number of trucks and number of cars
- To indicate that the parking space is "Full" where there is no more free parking lot.
- To display the amount collected so far in each of the categories namely daily rental, monthly rental and annual rental.

The class diagrams

Customer

name address phoneNo nricNo

The class diagrams



Others...

- You can add meaningful attributes to the classes, if needed in addition to the attributes given in the class diagram.
- You are limited only by your creativity.
- You may consult your tutor.

Testing

- You are required to devise a suitable test plan for your programming work
- Test your program logic to make sure that it works. You must prepare test data to see that your program works correctly.
- All data entry in the GUI should be validated and illegal data entry should be informed to the user so that the user can enter correct data.

Testing (cont'd)

Calculate Annual Rental

Validate Year field

for Car

E.g.

1b)

E.g.

1c)

Test No.	Purpose	Test Shot/Data	Expected Result	Actual Result
E.g. 1a)	Calculate Daily Rental for Truck (\$50)	Enter No of Days leased Eg: 5	Lease Amount = 50 * 5	\$250

Click Annual

Enter a String

in "Year"

Textfield

lease Radio

Button

Amount

payable appears

Error message

displayed for

invalid data

entry

Amount

as \$7200

Message –

numeric"

appears

"Year must be

payable shown

Deliverables

- By Monday, 30th September before 12.00 noon, hand in the following to the School of ICT Administrative Office at Block 31, level 8:
- A copy of the printout of your .java file.
- A diskette labelled with your name, group, student ID. The diskette should contain
 ALL the necessary files to run your application.

Deliverables (cont'd)

- In your .java program, you are to include a blocked comment at the top stating:
 - Your name, student ID, tutorial group.
 - Assumptions (if any) or any deviations from the specified requirements.
 - Any features that you would like to highlight

Assignment Walkthrough

- Saturday 28thth September at 2:00 p.m.
- In the walk-through, you will be asked to give short, written answers to some questions about your program. These questions will assess your basic understanding of the code that you are handing in.

Grading Criteria

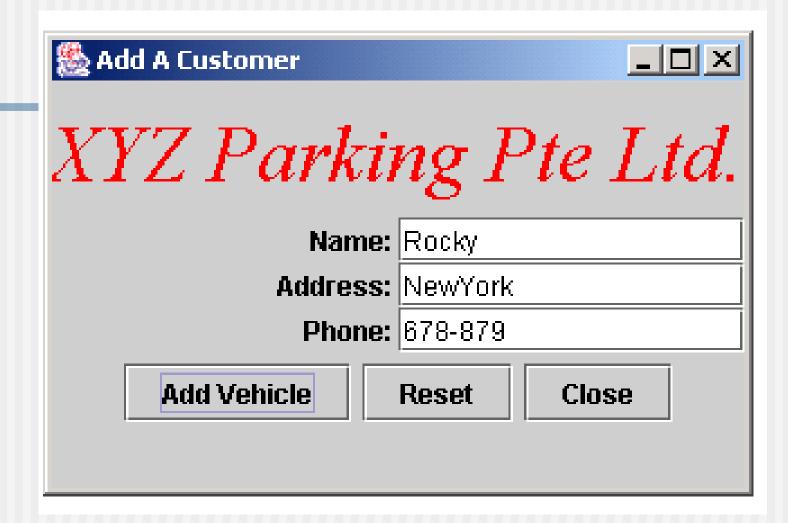
Correct & robust implementation of	40%			
basic features				
Additional features(at least three)	20%			
Programming style:	20%			
Program design				
Appropriate use of classes				
Proper use of encapsulation,				
information hiding and inheritance				
 Appropriate use of variables, methods, and parameters 				
 Proper usage of control structures 				

Grading Criteria (cont'd)

Good programming practice:	10%	
 Meaningful variable names 		
Proper indentations		
Useful and neat comments		
Adequate(black-box) testing:	10%	
 Suitably-designed test plan 	10 /0	

Sample Screen Shots











Happy Programming!