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CS-172

Final Project Requirements and Specifications

Our project will provide the user with a studying tool through the use of virtual flash cards of two types: cards containing math problems and answers, and cards containing English (this could include cards meant to practice word definition and/or cards meant to practice word synonyms, etc.). The program lets the user input something for the face of the flash card and the back of it. After given one of the sides of the flash card, the user guesses what the other side is based on what’s given. The system will take input from the user as well as output to the user and the system will read to a specified file as well as read from it. An assumption we make is that the user will input either math or English topics.

The project will contain a main class that runs the study game. It will include a Student class which provides an object which defines the user and will allow the user to create a deck and will contain all the decks that the user creates. The program will include a Deck class which will be defined by a subject and will contain Cards. Decks will be able to be shuffled. There will also be a Card class which will have a face and a back for the user to input. The program will have Math and English classes which will be subclasses of the Card class. The Math class will prompt the system to add and subtract certain values while the English class will compare input values from the user. We will also have an Other class which will flip the flash card when the user is ready.