Date

C:\Program Files\Microsoft Office\MEDIA\CAGCAT10\j0297707.wmfCISC 205 – OOPS

Professor Larry Forman

Telephone: 619.388.3666

E-Mail: [LForman@sdccd.edu](mailto:lforman@sdccd.net)

Mail Box: Room A-8

Office: BT-210-G

**PROJECT#3TT: TEAM TUTORIALS WITH CLASS**

**=== DUE ===**

**============== (4 GRADES)**

**TASKS:**

**0 –** First, read this Task Sheet!

Second, put a check mark by each Task number and letter when you complete it.

**1 –** **READ**: **TDB/TBB, appropriate web sites (like www.cplusplus.com), etc.**

**2 –** **PROJECT OBJECTIVES**

• Design and develop TWO informative digital handouts on features of/in classes

• Conduct a “lecture” that clarifies the topic through your handouts via Share File

• Work together in a 2-3 person team to create the handouts and conduct the “lecture”

**3 –** **SPECIFICATIONS**

**GRADES – 4: HANDOUT (2), HANDOUT PRESENTATION (2)**

**(NOTE: Each person’s grades based on his/her own percent contribution)**

1. Form a 2-3 person team – **Any changes must be made 1 week before due-date**
2. Select as many of the following features of classes to focus on:
3. Unified Modeling Language (UML)
4. In-line member functions
5. Array of class objects
6. Pointers to class objects
7. Destructors and dynamically allocating class objects
8. Smart pointers for dynamically allocating class objects
9. Overloaded constructors
10. Copy constructors
11. Static member variables and functions
12. Friends of classes
13. **STAR: Operator overloading . . .**
14. **STAR: Special topic of your choice, like inheritance, templates, iterators, linked-lists, etc.**

**STAR: Integrate more than 1 of the above topics into your handouts.**

**NAME TOPIC NUMBERS**

**Ati**

**Chris C**

**Chris M**

**Eddie**

**Eduardo**

**James**

**Jeffrey**

**Jim**

**Nils**

**Quentin**

**Rafa**

**Rick B**

**Rick S**

**Robert**

1. Get resources – books, websites, tutorials, etc. – to learn about your topic
2. Prepare 2 C++ programs as your handouts to clarify the topic as follows:
3. Include an engaging title and team name with the usual information of ID INFO, DESCRIPTION, CREDITS . . . plus STARS.

* In the ID INFO, indicate the number of hours and difficulty separately for each team member.
* In the CREDITS, list resources used, such as books – with author, title, page numbers – as well as tutorial web sites, etc. Feel free to **adapt, but NOT ADOPT**, ideas from your readings! However, the final product must be your own work!
* In the STARS, identify what STARs completed and by whom

1. Introduce the new concept(s) in a clear and simple way before introducing the more complex features of the concept(s)
2. Use LOTS of comments in your C++ code to clarify what’s going on
3. In each function, show the name(s) of the team member(s) who wrote it
4. **Additionally, expand Handout #2.1 by embedding/infusing your topic into the CardClass – which will represent the “second” program/handout**
5. As a team, each member will participate in conducting the “lecture” using your team’s handouts to teach us about the topic. Plan to engage and excite us!

**4 – STARS (Amounts can vary)**

1. Augment your lecture with a PowerPoint presentation (NOTE: Anyone presenting the PowerPoint also needs to contribute to the writing and presenting of the C++ program handout)
2. Add pizzazz to your handout/presentation (and describe what you did)
3. Add links to a website tutorial that addresses your topic and walk us through it
4. Prepare a meaningful “quiz” (with answers) that addresses the essential features of your topic. Successfully answering the quiz questions would reveal a basic understanding of the concepts your team covered. Avoid true/false, etc. questions
5. Prepare a TA Task Sheet for an assignment based on your lecture and handout
6. Create the program from the previous STAR
7. At the end of the handout, add an appropriate quotation
8. Participate in an additional team presentation (4 grades + 1 or more STARs)
9. Additionally, do your deed in a managed (GUI) environment
10. Connect your topic/handout with the theme and features of any of our programming assignments

**“Great things are not done by impulse,**

**but by a series of small things brought together.”**

**Vincent Van Gogh**

****