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| Problem Set: | Semester Project | Semester: | Spring 2019 |
| Points: | 10 | | |
| Date Set: | Jan 21, 2019 | Due Date: | End of term |
| Course: | CS217 Object Oriented Programming | Instructor: | Dr. Nauman |

1 Semester Project Description

You will be required to produce a working software based on the concepts studied in this semester. The primary requirement is that you have a real-world problem that your project solves. This can be from any domain you want.

The design of the software should be modular. You should follow proper object oriented programming concepts such as class design, inheritance, abstraction and encapsulation – these are part of the course contents so you don't have to worry about them at the moment.

You will be judged on the following criteria:

1. Project novelty
2. Program structure
3. Code clarity and style
4. User interface
5. Understanding of the code

You can work in a group of 2 or 3 people. A 2-person group is recommended.

2 Grading Criteria

The grading breakdown will be as follows:

| Milestone | Due | Weight |
|--|------------------------|--------|
| Forming a group | End of week 2 | 0.5 |
| Topic proposal | Day of first sessional | 0.5 |
| Program structure description (plain text) | End of week 8 | 1.5 |
| Class descriptions | End of week 9 | 1.5 |
| Basic prototype | End of week 12 | 2.0 |
| First submission | End of week 14 | 2.0 |
| Final submission | Start of week 16 | 2.0 |
| Demo and Q&A | "Last Day of Classes" | 10.0 |

3 Plagiarism Policy

No part of the project/code must be plagiarised. You may use third-party libraries for different tasks but you have to (a) cite what you have used and where and (b) understand exactly how your calls to the library work.