

# OOP BIG EXERCISE

Date: April 4<sup>th</sup> 2017

Name: Hoang Nguyen, Thang Pham, Phuong Nguyen  
Renesas Electronics Corporation

# AGENDA

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- ❖ Introduction
- ❖ Requirement
- ❖ Explanation
- ❖ Pass/Fail condition

# Introduction

The aim of exercise:

- Instruct trainee how to develop simple plugin in Eclipse IDE (We don't require a perfect project).
- Having knowledge about Coding rules and Coding style.
- Having knowledge about MVC model for GUI program development.
- Having knowledge about Software Development Flow.

Schedule:

- Submit output: **April 13 (Before 5 pm)**
- Inform result: **April 14 (8:30 am)**

# Requirement (1/2)

**Functional requirement: Create a Caro game with human mode for 2 players**

No.	Requirement contents	Points
REQ_1	Game (application) can load caro board with default size 20 x 20 cells.	10
REQ_2	Size of board can be initialized by user (Minimum Width/Height is 10. Maximum Width/Height is 50).	10
REQ_3	When user clicks the cell, a chess-man appears.	10
REQ_4	User can change setting of win condition: whether to check boundary or not.	10
REQ_5	Check condition to win or draw (Notice: Check/Not-check boundary condition).	10
TOTAL	Total point for Functional Requirement	50

# Requirement (2/2)

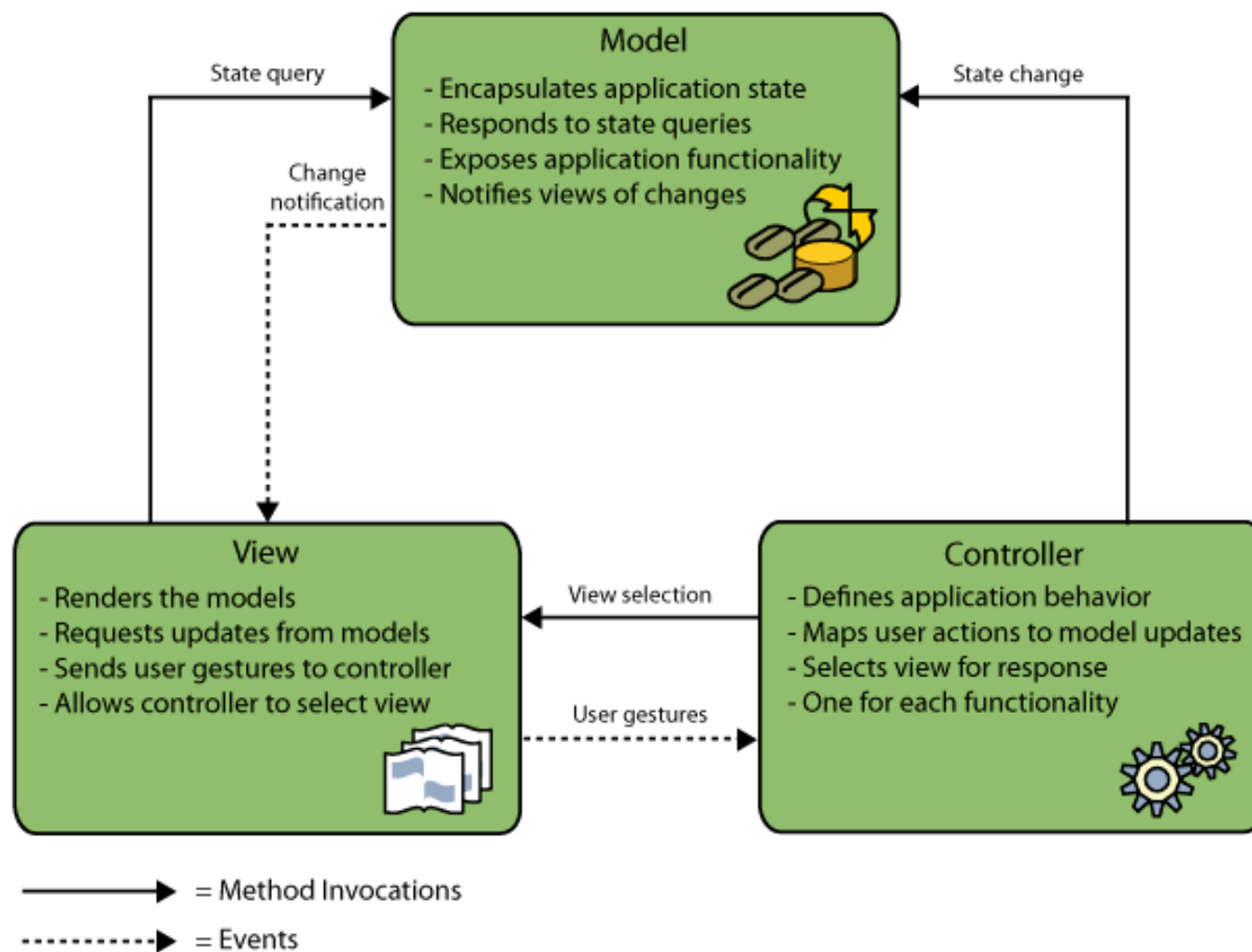
Output requirement: Provide enough document. Source code follows coding styles, coding rules

No.	Requirement contents	Points
REQ_6	Program follows MVC model. At least, it must have 3 classes: - Model.java: Manage data of program, size of board, setting of user, score, etc. - Controller.java: Check win/draw, etc. - GraphicUI.java: Create board, etc.	20
REQ_7	Source code follows coding style: All functions, classes must have description	5
REQ_8	Having Detailed Design specification (describes main classes and functions)	10
REQ_9	Having User Manual (describes the functions of program, limitation, guide user how to play Caro with your application)	10
REQ_10	Having review minutes (Design, Coding, Test)	5
TOTAL	Total point for Output Requirement	50

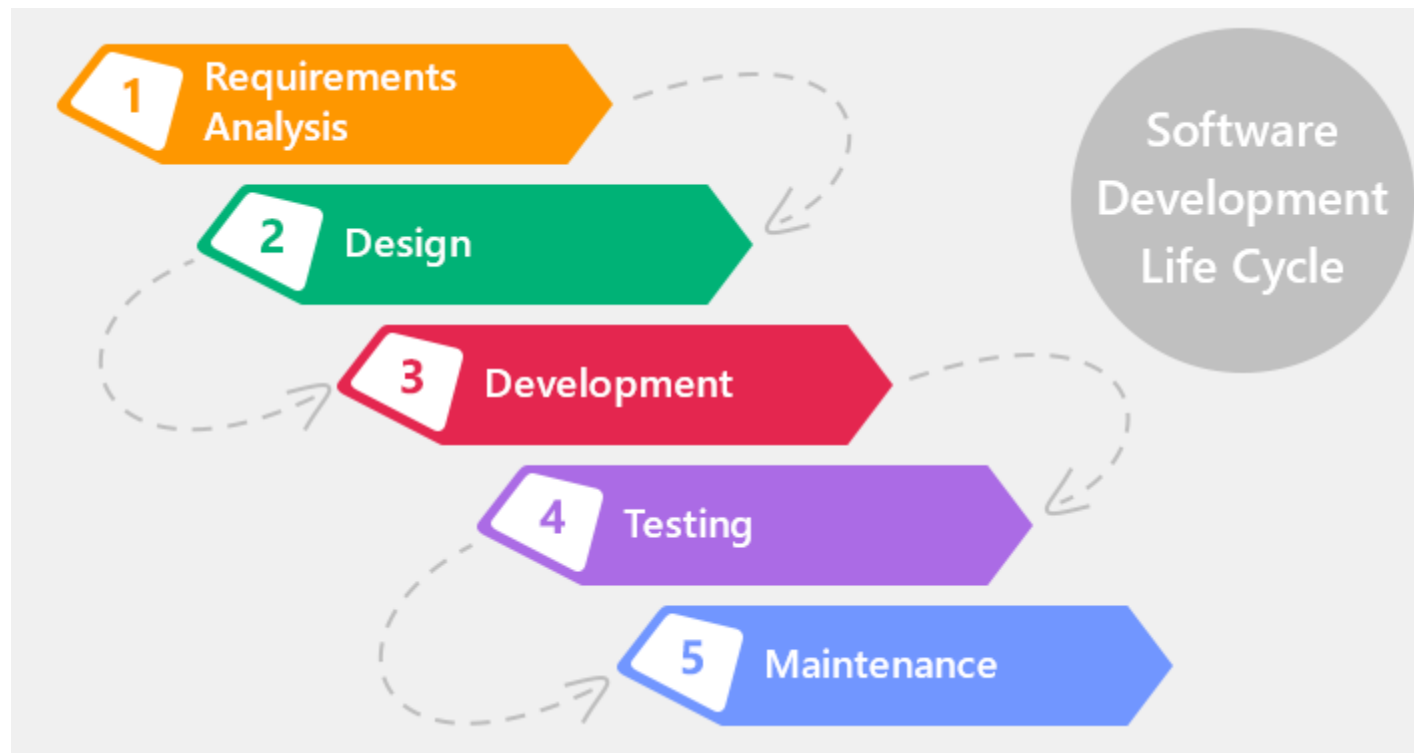
# Explanation

Items	Description
Detail specification	Document describe specification of project. Trainee only describe simple document about class, function, method in project. It inform what is created or implemented
Coding	source file (*.java). Trainee can use sample program to code in their source.
Integration test-report	Result of testing. Trainee only create test results with some test cases IT to follow sample
User manual	Document to instruct player how to play game. There is no standard for it.
Review minutes	Internal review of trainees which record actions, issue in running project

# Explanation



# Explanation





# Pass/Fail condition

- You can skip difficult items to continue your work. But you will lose the corresponding score.
- If you get **60 points**, you will PASS the course.

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