C2P Projects 2025

**Project Hand-Up Date: Thursday, 27th March, by 4pm**

The final deadline is **Thursday 27th March 2025**. Project ends on that date. There will be no project classes / workshops / tutorials after that point.

**Intermediate deliverable**

There is an opportunity to submit and be assessed on part of your individual allocation as an intermediate deliverable. The first screen that you code (possibly an Add) may be assessed by a Project supervisor. Deadline to avail of this is **February 27th at 5pm**. If you have it completed in advance of this time, it can be assessed then.

If you achieve full marks at this stage, you will not have to demo this screen in the final demo. Otherwise, you will get guidance on your errors and ommissions to help you to improve this and subsequent screens. Also, you will have an opportunity to demo the updated version at final demo stage and achieve a higher mark.

This has proved very useful to students in the past, in ensuring that all of the screens are of a good standard and meet the Project expectations.

Marking scheme (sample):

|  |  |  |
| --- | --- | --- |
| Correct fields included- not including e.g. Delete flag, balance etc. | | 1 |
| Validation | Required fields | 3 |
| Numeric |
| Listboxes |
| etc. |
| Database updated correctly (with new primary key) | | 2 |
| Confirm Y and N | | 1 |
| Helpful Error Messages | | 1 |
| Attractiveness | | 1 |
| Linked to main menu, other extras | | 1 |
| Total |  | 10 |

#### Final Submission and Assessment of Project

The submission and assessment of your Project will be explained under the following headings:

#### Project Manual

#### Code

#### Demos

#### Project Manual (both Hard & Soft copy)

#### One Project Manual must be produced, printed, bound and submitted in hard copy format. You are also required to submit the Manual online for external assessment purposes.

You should email the soft copy of the manual your Project tutor and to [catherine.moloney@setu.ie](mailto:catherine.moloney@setu.ie) (Software) and [aine.byrne@setu.ie](mailto:aine.byrne@setu.ie) (IT Mgt)

The Project Manual should be laid out as follows:

* Cover Page
* Table of Contents with clickable entries
* User Interface (\*\*)

A description of the interface that was used for each of the following types of screen (a separate description for each):

* + Add screens
  + Delete screens
  + Amend/View screens
  + Report screens
  + Menus

Each description should explain the layout, alignment, background, border, logo, font and font size, text colour, headings, position of buttons and other elements (e.g. drop-down list box, fieldset and legend, radio buttons, ....) on that type of screen.

Use a separate page (*Ctrl-Enter*) for each type of screen.

* System Layout (\*\*)

#### A one-page block diagram giving a high level overview of the structure of the project.

* Database Tables (\*\*)

For ***each table*** in the database, two screenshot snips are required:

* + Snip of the table structure
  + Snip of the table populated with sample data

Four or five records per table is sufficient. Please take the time to populate your tables with realistic data.

Use a separate page (*Ctrl-Enter*) for each table. Put the structure snip in the top half of the page and the populated version underneath.

* Next comes the group work (i.e. the menu and any CSS files developed by the group). This section should be labelled ‘Group Work’ on the divider.
* The remaining four sections contain the work units of individual team members. Each section should be labelled with the individual’s name on the divider.

(\*\*)

The name / initials of the team member reponsible must be attached to each item in these sections. This helps us assess how much work was done by each student and whether the work was fairly balanced.

As a guide, we would expect an individual student to be listed **on their own** for at least two of the populated table snips (e.g. Stock Table and Supplier Table), and for at least one of the interface descriptions (e.g. Delete screens).

In some cases, more than one team member will be listed. For example, all team members may be listed for the System Layout - provided that all team members assisted with its production.

#### Code

Your printed code appears in your individual section of the manual, following the Divider marked with your name. For each of your four screens, a screenshot must be included, and this is followed by the code for the screen and the completed AI disclosure document.

On the Plesk Project account, your code and the AI disclosure document should be placed in a subfolder labelled with your name.

**Note about Plagiarism**

You are **solely responsible** for the screens allocated by your tutor.

**You must code your allocated screens independently of anybody else and the work submitted must be entirely your own.**

If you experience difficulty with code, please **ask your tutor** for help, or study your Web Development notes. You may also use W3Schools and other sources such as books, forums, etc, but:

1. You must fully understand and be ready to explain such code.
2. Any such code must be edited and tailored by you.
3. **The assistance must be acknowledged by means of a comment in your code.**
4. **Assistance of AI technologies must also be disclosed on the AI Disclosure documents for each code unit.**

#### Coding Guidelines

The following guidelines should be followed:

* Every file (html, javascript, php, css) should have **header** documentation showing:
* Name of screen
* Purpose of screen
* Student ID, name and date written (month and year)
* You should insert a comment everywhere the database is updated, at the start of every function (Javascript or PHP), and wherever else they are needed.
* Code should be properly indented. It should be obvious at a glance which section of code goes with the *true* outcome and which goes with the *false* outcome.
* The body of loops should also be properly indented.
* Replication

The same code should not appear in several places. If appropriate, it should be written as a function and called when required.

* Tidying Up

Any lines of code, which you experimented with and eventually commented out, should be removed. They are a give-away that your coding was a matter of trial and error.

#### Demos (Mandatory)

The Demo is a mandatory part of the assessment process. It also serves as an opportunity for us to ask questions about your work. You cannot pass Project without it.

You will demo your work without the other team members present. You will be in the driving seat throughout the demo, but we will direct you by telling you what to input and what to click.

We will check that your screens have all the features described in the Project Specification. We will also assess the ‘look-and-feel’ of your screens and whether they match the interface descriptions given in the Project Manual.

There are a few requirements that are common across all Projects. Here are a few examples:

1. Is there some way of abandoning each screen without altering the database? (a ‘Cancel’ button)
2. Is Confirmation required before adding, deleting or amending a record? (‘Are you sure?’). Confirmation is required for all changes to tables, even if not explicitly mentioned in your spec.
3. Is there appropriate Validation of input fields? (‘xyz’ should not be allowed as input for a numeric field).
4. Can a Primary key be changed? (this should never be possible).