



College of Engineering, Construction and Living Sciences  
Bachelor of Information Technology  
ID511001: Programming 2  
Level 5, Credits 15  
**Project 1: Student Management System**

## Assessment Overview

In this assessment, you will design and develop a student management system **Console Application** using **C#**.

## Learning Outcomes

At the successful completion of this course, learners will be able to:

1. Build interactive, event-driven GUI applications using pre-built components.
2. Declare and implement user-defined classes using encapsulation, inheritance and polymorphism.

## Assessments

Assessment	Weighting	Due Date	Learning Outcomes
Project 1: Student Management System	35%	22-09-2023 (Friday at 4.59 PM)	1 and 2
Project 2: Pong	25%	10-11-2023 (Friday at 04.59 PM)	1 and 2
Theory Examination	30%	15-11-2023 (Wednesday at 12.10 PM)	1 and 2
Classroom Task: Unit Testing	10%	22-09-2023 (Friday at 4.59 PM)	1 and 2

## Conditions of Assessment

You will complete this assessment during your learner-managed time. However, there will be time during class to discuss the requirements and your progress on this assessment. This assessment will need to be completed by **Friday, 22 September 2023 at 4.59 PM**.

## Pass Criteria

This assessment is criterion-referenced (CRA) with a cumulative pass mark of **50%** over all assessments in **ID511001: Programming 2**.

## Authenticity

All parts of your submitted assessment **must** be completely your work. Do your best to complete this assessment without using an **AI generative tool**. You need to demonstrate to the course lecturer that you can meet the learning outcome(s) for this assessment.

However, if you get stuck, you can use an **AI generative tool** to help you get unstuck, permitting you to acknowledge that you have used it. In the assessment's repository **README.md** file, please include what prompt(s) you provided to the **AI generative tool** and how you used the response(s) to help you with your work. It also applies to code snippets retrieved from **StackOverflow** and **GitHub**.

Failure to do this may result in a mark of **zero** for this assessment.

## Policy on Submissions, Extensions, Resubmissions and Resits

The school's process concerning submissions, extensions, resubmissions and resits complies with **Otago Polytechnic | Te Pūkenga** policies. Learners can view policies on the **Otago Polytechnic | Te Pūkenga** website located at <https://www.op.ac.nz/about-us/governance-and-management/policies>.

## Submission

You **must** submit all application files via **GitHub Classroom**. Here is the URL to the repository you will use for your submission – <https://classroom.github.com/a/xIHtZr71>. Create a **.gitignore** and add the ignored files in this resource - <https://raw.githubusercontent.com/github/gitignore/main/VisualStudio.gitignore>. The latest application files in the **master** or **main** branch will be used to mark against the **Functionality** criterion. Please test before you submit. Partial marks **will not** be given for incomplete functionality. Late submissions will incur a **10% penalty per day**, rolling over at **5:00 PM**.

## Extensions

Familiarise yourself with the assessment due date. Extensions will **only** be granted if you are unable to complete the assessment by the due date because of **unforeseen circumstances outside your control**. The length of the extension granted will depend on the circumstances and **must** be negotiated with the course lecturer before the assessment due date. A medical certificate or support letter may be needed. Extensions will not be granted for poor time management or pressure of other assessments.

## Resubmissions

Learners may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are to be completed within a negotiable short time frame and usually **must** be completed within the timing of the course to which the assessment relates. Resubmissions will be available to learners who have made a genuine attempt at the first assessment opportunity and achieved a **D grade (40-49%)**. The maximum grade awarded for resubmission will be **C-**.

## Resits

Resits and reassessments **are not** applicable in **ID511001: Programming 2**.

## Instructions

You will need to submit an application and documentation that meet the following requirements:

### Functionality - Learning Outcomes 1 and 2 (50%)

- The application needs to open without code or file structure modification in **Visual Studio**.
- The application needs to contain the following **enums**:

```
public enum Position
{
    LECTURER,
    SENIOR_LECTURER,
    PRINCIPAL_LECTURER,
    ASSOCIATE_PROFESSOR,
    PROFESSOR
}

public enum Salary
{
    LECTURER_SALARY = 85000,
    SENIOR_LECTURER_SALARY = 100000,
    PRINCIPAL_LECTURER_SALARY = 115000,
    ASSOCIATE_PROFESSOR_SALARY = 130000,
    PROFESSOR_SALARY = 145000
}
```

- The application needs to contain the following **classes/.cs files**:
  - **Institution.cs**. **public class Institution** has the following **private** fields: **name** of type **string**, **region** of type **string** and **country** of type **string**.
  - **Department.cs**. **public class Department** has the following **private** fields: **institution** of type **Institution** and **name** of type **string**.
  - **Course.cs**. **public class Course** has the following **private** fields: **department** of type **Department**, **code** of type **string**, **name** of type **string**, **description** of type **string**, **credits** of type **int** and **fees** of type **double**.
  - **CourseAssessmentMark.cs**. **public class CourseAssessmentMark** has the following **private** fields: **course** of type **Course** and **assessmentMarks** of type **List<int>**. Also, this class has the following **public** methods:
    - \* **GetAllMarks()** with the return type of **List<int>**. This method returns all assessment marks.
    - \* **GetAllGrades()** with the return type of **List<string>**. This method returns all assessment grades.
    - \* **GetHighestMarks()** with the return type of **List<int>**. This method returns the highest passing assessment mark(s).
    - \* **GetLowestMarks()** with the return type of **List<int>**. This method returns the lowest passing assessment mark(s).
    - \* **GetFailMarks()** with the return type of **List<int>**. This method returns the fail assessment mark(s).
    - \* **GetAverageMark()** with the return type of **double**. This method returns the average assessment mark rounded to two decimal places.
    - \* **GetAverageGrade()** with the return type of **string**. This method returns the average assessment grade.

For more information on how to calculate the highest, lowest and fail marks, refer to the **grade table** in the **Additional Information** section below.

- **Person.cs.** **public class Person** has the following **protected** fields: **id** of type **int**, **firstName** of type **string** and **lastName** of type **string**.
- **Learner.cs.** **public class Learner** inherits from **Person** and has one additional **private** field: **courseAssessmentMarks** of type **CourseAssessmentMark**.
- **Lecturer.** **public class Lecturer** inherits from **Person** and has three additional **private** fields: **position** of type **Position**, **salary** of type **Salary** and **course** of type **Course**.
- **Utils.cs.** **public static class Utils** has the following **public static** methods:
  - \* **SeedInstitutions()** with the return type of **List<Institution>**. This method seeds a **List<Institution>** with **three Institution** objects.
  - \* **SeedDepartments()** with the return type of **List<Department>**. This method seeds a **List<Department>** with **three Department** objects.
  - \* **SeedCourses()** with the return type of **List<Course>**. This method seeds a **List<Course>** with **three Course** objects.
  - \* **ReadLearnersFromFile()** with no return type and two parameters: **filePath** of type **string** and **learners** of type **List<Learner>**. This method reads the **learners.txt** file and populates the **learners** parameter. The **learners.txt** file contains the following information:

```
1,John,Doe,0,100,100,95,10,0
2,Jane,Doe,0,45,35,45,75,65
3,Grayson,Orr,1,50,60,75,80,55
4,Joe,Blogs,1,10,20,30,70,80
5,Bob,Brown,2,75,82,95,55,10
```

- \* **ReadLecturersFromFile()** with no return type and two parameters: **filePath** of type **string** and **lecturers** of type **List<Lecturer>**. This method reads the **lecturers.txt** file and populates the **lecturers** parameter. The **lecturers.txt** file contains the following information:

```
1,Graydon,Ore,1,100000,0
2,Aidan,Moscow,2,115000,1
3,Jon,Seena,0,85000,2
```

**Program.cs.** **public class Program** manages the business logic and user interface of the application. This class needs to account for the following functionality:

- \* Displaying course details. This needs to display the following details:
  - course **code** and **name** in this format - **code: name**
  - course **description**
  - course **credits**
  - course **fees**
  - institution **name**, **region** and **country** in this format - **name, region, country**
  - department **name**
- \* Displaying all marks. This needs to display the following details:
  - learner **id**
  - learner **first name** and **last name** in this format - **first name last name**
  - course **code** and **name** in this format - **code: name**
  - learner **assessment marks 1-5** in this format - **mark 1, mark 2, mark 3, mark 4, mark 5**
- \* Displaying all grades. This needs to display the following details:
  - learner **id**

- learner **first name** and **last name** in this format - **first name last name**
- course **code** and **name** in this format - **code: name**
- learner **assessment grades 1-5** in this format - **grade 1, grade 2, grade 3, grade 4, grade 5**
- \* Displaying highest marks. This needs to display the following details:
  - learner **id**
  - learner **first name** and **last name** in this format - **first name last name**
  - course **code** and **name** in this format - **code: name**
  - learner **highest assessment mark(s)**
- \* Displaying lowest marks. This needs to display the following details:
  - learner **id**
  - learner **first name** and **last name** in this format - **first name last name**
  - course **code** and **name** in this format - **code: name**
  - learner **lowest assessment mark(s)**
- \* Displaying fail marks. This needs to display the following details:
  - learner **id**
  - learner **first name** and **last name** in this format - **first name last name**
  - course **code** and **name** in this format - **code: name**
  - learner **fail assessment mark(s)**
- \* Displaying average marks. This needs to display the following details:
  - learner **id**
  - learner **first name** and **last name** in this format - **first name last name**
  - course **code** and **name** in this format - **code: name**
  - learner **average assessment mark**
- \* Displaying average grades. This needs to display the following details:
  - learner **id**
  - learner **first name** and **last name** in this format - **first name last name**
  - course **code** and **name** in this format - **code: name**
  - learner **average assessment grade**
- \* Adding a learner. When adding a learner, the **id** is auto-generated and unique. Prompt the user to enter the following details: **first name**, **last name**, **course** and **assessment marks 1-5**. Implement the following validation:
  - **first name** and **last name** are not empty or, contain numbers and special characters.
  - **course** is valid number.
  - **assessment marks 1-5** are between 0 and 100.If the validation is successful, add the learner to the **learners** list, write the learner to the **learners.txt** file and display a success message. Otherwise, display an error message.
- \* Removing a learner. When removing a learner, prompt the user to enter the **id** of the learner to remove. If the **id** is valid, prompt the user to confirm the removal. If the user confirms the removal, remove the learner from the **learners** list and **learners.txt** file, and display a success message. Otherwise, display an error message.
- \* Displaying lecturer details. This needs to display the following details:
  - lecturer **id**
  - lecturer **first name** and **last name** in this format - **first name last name**
  - lecturer **position**
  - institution **name**, **region** and **country** in this format - **name, region, country**
  - department **name**
  - course **code** and **name** in this format - **code: name**
  - lecturer **salary**

- \* Adding a lecturer. When adding a lecturer, the **id** is auto-generated and unique. The **salary** is calculated based on the **position**. Prompt the user to enter the following details: **first name**, **last name**, **position** and **course**. Implement the following validation:
    - **first name** and **last name** are not empty or, contain numbers and special characters.
    - **position** and **course** are valid numbers.If the validation is successful, add the lecturer to the **lecturers** list, write the lecturer to the **lecturers.txt** file and display a success message. Otherwise, display an error message.
  - \* Exiting the application
- If the user enters an invalid option, display an error message and prompt the user to enter a valid option.

## Code Elegance - Learning Outcomes 1 and 2 (40%)

- A **Visual Studio .gitignore** file is used.
- Appropriate naming of files, variables, methods and classes.
- Idiomatic use of control flow, data structures and in-built functions.
- Efficient algorithmic approach.
- Sufficient modularity.
- Each file has a header comment located at the top of the file.
- In-line comments where required. It should be for code that needs further explanation.
- Formatted code.
- No dead or unused code.

## Documentation and Git Usage - Learning Outcomes 1 and 2 (10%)

- Provide the following in your repository **README.md** file:
  - A class diagram of your application.
  - If applicable, known bugs.
- Commit messages reflect the context of each functional requirement change.

## Additional Information

- An exemplar is available in the **assessment** directory of the **course materials** repository.
- You may add additional classes and methods.
- Grade and mark range table:

Grade	Mark Range
A+	90-100
A	85-89
A-	80-84
B+	75-79
B	70-74
B-	65-69
C+	60-64
C	55-59
C-	50-54 (passing assessment marks)
D	40-49 (fail assessment marks)
E	0-39 (fail assessment marks)

- **Do not** rewrite your **Git** history. It is important that the course lecturer can see how you worked on your assessment over time.