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| **Object Oriented Programming Project 4 report**  : 학생들 학습 |

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| **과 목** | 객체지향프로그래밍 |
| **전 공** | 소프트웨어학부 |
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| 1. **How to compile and execute, system requirement for compilation and execution** 2. **Description on functionality of your software** 3. **How you implemented** 4. **The result of UML modeling for system design** 5. **Execution results** 6. **Explain how you applied object oriented concepts to the development for your project** 7. **conclusion** |

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