Programming in C++

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Lecture 1

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Projects

Just to make you happy!

Projects

- The exact structure and marking of the project will be slightly different than what was described in the first lecture

Projects!

- 30% of your mark for this course will come from a programming project (lower than the number in the introduction lecture)
- The deadline for this is 1200 mid-day Monday December 12th 2011
- You WILL lose marks if your project reaches my email inbox 1 second later than this

Projects

- Each student must do their own project
- The project is entirely about programming – no essay is needed
- I expect you to email me a zip file containing the files of your project. These should be C++ source and header files, along with the project files to build and run the program under either Visual Studio or Code Blocks

Projects

When you email me your project files:

1. The email subject line should contain your student number and the words 'C++ Project'
2. The name of the zip file should be your student number

If your student number is 11223344, your file should be called 11223344.zip and the subject line should be 11223344 C++ Project

3. Your program should be your own work. DO NOT COPY OTHER PEOPLE'S WORK, OR OFF THE INTERNET

The Program

- I will be looking for evidence of all the following things when marking your program:
- Remember the golden rule:
- **SHOW WHAT YOU KNOW**
- It is up to *you* to demonstrate that you understand and can use each of the following elements

The Program

- Basic programming
- Class hierarchy design
- Data hiding (encapsulation)
- Pass by value versus pass by reference
- Memory management
- Solving the problem
- Public interface documentation
- Use of multiple source files
- Use of C++ I/O
- Intelligent use of functions

The Program

- The simplified chess program we studied earlier is an example of the *standard* of coding that is expected
- The program you submit must be EXTREMELY neat and tidy