

Assignment Cover Letter

(Individual Work)

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Course Code	: COMP6502	Course Name	: Introduction to Programming
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Class	: L1BC	Name of Lecturer(s)	: Monica Hidajat
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Major	: CS
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Title of Assignment	:
(if any)	

Type of Assignment	: Final Project
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Submission Pattern

Due Date	: 20-11-2018	Submission Date	: 20-11-2018
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Signature of Student:

1. Marc Antonio

(Name of Student)

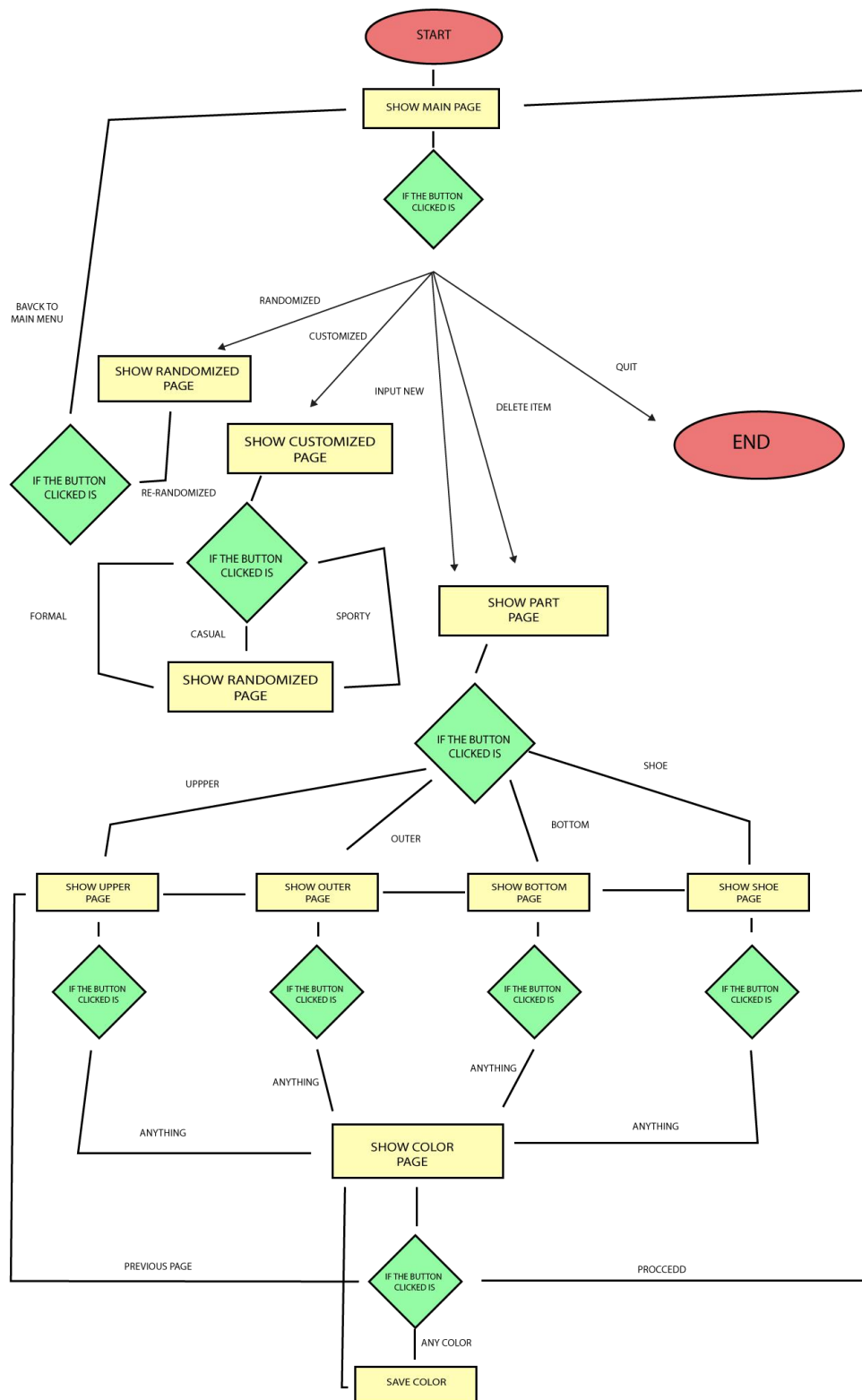
FASHIONISM FINAL PROJECT

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1. Description

Fashionism is a mobile app, a concept of it, that will help us humans to be able to efficiently pick our clothes. What it does basically is randomizing all the input-ed outfit, all from upper part, outer, bottom and of course, shoes. It is smart enough thanks to its ton of validation, to sort and print out not only new outfit of the day, but a matching and “fashion-ly” acceptable. The other thing that it does, is that the user can input and delete any item anytime they want!

2. Design solution



3. Discussion

This final project might be the one of the simplest out of all projects that are already been done before, due to its simple logic and the use of only two modules, Random and Pygame.

Pygame is a cross-platform set of Python modules designed for writing video games. It includes computer graphics and sound libraries designed to be used with the Python programming language. You might be asking, is this a mobile app or a video game? Well I used Pygame as its GUI and use its function to draw button and to draw images on the screen.

How the code works are relatively simple and easy to read, there are two python files, one is the main function and the other one is to initialize buttons. After it imports the module and the button class, It started with reading all the four txt file where I store all the existing cloth.

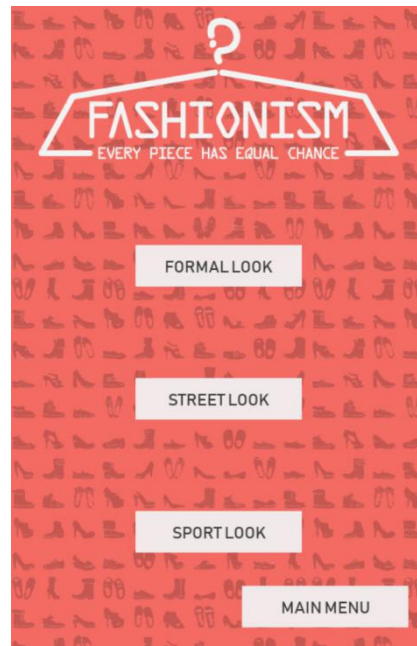
How do I store the objects? Do I have to make each type of cloth on each color? Of course no, I have my Cloth class where I can store the item as one object that are later be stored in a list, the class initialization are only it's type and color.

For the randomized logic, we uses the random module, we're using the randint, to randomized integer from 0 to the length of the part's list. The randint will later be the index in printing out each type of cloth. What the loop does is validating it's result, for example, the upper part is a shirt, if the outer part is a flannel or a sport jacket or a zipped hoodie, please re-randomize the outer part without changing the first pure randomized upper part. And same goes for the bottom and shoes part.

The randomized menu based on occasion also share the same logic, just with different validation, formal outfit won't be resulting sporty outdoorwear and no dress shoes would be found when choosing the sport look.

It's feature of "input new" and "delete item" are the features that ease it's user to have new stuffs on the list and also deleting it if item is no longer wanted to be worn. First, it will ask you what the user want to input? Is it upper, bottom, outer, or even shoes. Next, it will show all the existing list of type based on the previous page input. Its last page would be the color, it shows all the possible color, for now we have 18 different color and pattern that can be chosen, and with just 5 buttons, the user can already store a new item. No chance of input err

4. Evidence



5. Resources
