

International School

SE-MIS Program

**LIBRARY MANAGEMENT**

**GROUP PROJECT**

**COURSE: Object-Oriented Programming C++ (Advanced Concepts in Computing)**

**Group 04 - Team members in class CMU-CS 311 EIS (2020-2021)**

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**GAMING CENTER MANAGEMENT**

# **I. Problem**

# Game center owners want to manage their employees and customers

# **II. Solution**

We need a Gaming center management system to manage our employees and customers. Employees and Customers can be search, add, update and deleted.

# **III. Implementation**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Criterions | | Highest grade | For the Students | | | For the Lecturer | | | |
| Project | Member | | Project | Member | | |
| Huy | Phong | 1 | 2 | 3 |
| Employee Management | Add | 0.5 | 0.5 | 0.5 | 0.5 |  |  |  |  |
| Sort | 0.5 | 0.5 | 0.5 | 0.5 |  |  |  |  |
| Delete | 0.5 | 0.5 | 0.5 | 0.5 |  |  |  |  |
| Search | 0.5 | 0.5 | 0.5 | 0.5 |  |  |  |  |
| Customer Management | Add | 0.5 | 0.5 | 0.5 | 0.5 |  |  |  |  |
| Sort | 0.5 | 0.5 | 0.5 | 0.5 |  |  |  |  |
| Delete | 0.5 | 0.5 | 0.5 | 0.5 |  |  |  |  |
| Search | 0.5 | 0.5 | 0.5 | 0.5 |  |  |  |  |
| Working with files | | 2 | 2 | 2 | 0 |  |  |  |  |
| UML Class Diagrams | | 2 | 2 | 2 | 2 |  |  |  |  |
| Features are working well | | 2 | 2 | 2 | 1 |  |  |  |  |
| Polymorphism and Abstraction | | 20% | 10% | 10% | 0 |  |  |  |  |
| GUI | | 20% | 0 | 0 | 0 |  |  |  |  |
| Total | | | 10  (10+10%) | 10  (10+10%) | 7  (7+0%) |  |  |  |  |