CSC 413 Project Documentation

Spring 2019

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CSC413.01

<https://github.com/csc413-SFSU-Souza/csc413-p1-nhannguyensf>

Table of Contents

[1 Introduction 3](#_Toc522827688)

[1.1 Project Overview 3](#_Toc522827689)

[1.2 Technical Overview 3](#_Toc522827690)

[1.3 Summary of Work Completed 3](#_Toc522827691)

[2 Development Environment 3](#_Toc522827692)

[3 How to Build/Import your Project 3](#_Toc522827693)

[4 How to Run your Project 3](#_Toc522827694)

[5 Assumption Made 3](#_Toc522827695)

[6 Implementation Discussion 3](#_Toc522827696)

[6.1 Class Diagram 3](#_Toc522827697)

[7 Project Reflection 3](#_Toc522827698)

[8 Project Conclusion/Results 3](#_Toc522827699)

# Introduction

## Project Overview

This section only explains the project in high-level. Pretend the audience is not well versed in programming.

## Technical Overview

When writing the technical overview, you can pretend the audience is an experience programmer.

## Summary of Work Completed

Work completed. Please discuss what you contributed to the assignment to get it working correctly. If you did not finish also list what was left not completed.

# Development Environment

a. Version of Java Used

b. IDE Used

# How to Build/Import your Project

Note saying things like hit the play button and/or click import project is not enough. You need to explain how to import and/or build the game.

# How to Run your Project

# Assumption Made

assume the operands are integers

Assumed operands were just positive numbers.

no float values when dividing with whole numbers? since operands are ints anyway?

cannot have negative inputs

# Implementation Discussion

a. Discuss design choice made while implementing your assignment.

b. Please include a UML diagram of your assignment. Files related to testing do not need to be included.

## Class Diagram

# Project Reflection

# Project Conclusion/Results