



PROGRAMMING TECHNIQUE II (SECJ 1023/SCSJ 1023)

SEMESTER 2 2020/2021

GROUP PROJECT

WRITE YOUR PROJECT TITLE HERE

PART I

PROGRAM DESIGN

MEMBER 1'S NAME (STUDENT ID)

MEMBER 2'S NAME (STUDENT ID)

MEMBER 3'S NAME (STUDENT ID)

1SCSD <XXXXXX>

SECTION 09

Lecturer:

DR. NUR EILYAH WONG

XX JUNE 2021

SECTION A: PROJECT DESCRIPTION

In this section you need to provide the description of your project which include the following information.

Synopsis:

Describe the synopsis and general concept / aim of the project you are going to develop. Also, you may want to describe how the project work. It is highly recommended that you support your description with pictures.

Aim:

Describe the aim of the project you are going to develop.

i.e., Management Information System (MIS)

The goal of this project is to develop an effective Management Information System (MIS) to provide selected decision oriented information needed by management to plan, control and evaluate the activities of the corporation. It is designed within a framework that emphasizes profit planning, performance planning and control at all levels easily.

Objective:

Describe the mission / objective of the project. When accessing the system, what the user try to achieve.

i.e., Management Information System (MIS)

- ✓ *to provide quick and timely information to the management.*
- ✓ *to control costs by giving information about idle time, labour turnover, wastages and losses and surplus capacity*
- ✓ *to compare of actual performance with the standard and budgeted performance, variances are brought to the notice of the management by MIS (reporting).*

Significance / contribution of the Project:

Describe what is the significance / contribution of the end product.

Provide description about the screen here. The description may include the purpose of the screen, when the screen appears, etc. Start and continue from here

SECTION B: SCREEN DESIGN

In this section you need to provide the screen design of your project. The screen design serves as a way to present how your project might be looking. You may want to use sketching or computer software to create your drawing. You should also accompany each of your drawing with descriptions.

Main Screen:

Provide description about the screen here. The description may include the purpose of the screen, when the screen appears, etc. Start and continue from here

Screen XYZ:

Provide description about the screen here. The description may include the purpose of the screen, when the screen appears, etc. Start and continue from here

Screen XYZ:

Provide description about the screen here. The description may include the purpose of the screen, when the screen appears, etc. Start and continue from here

SECTION C: CLASS DIAGRAMS

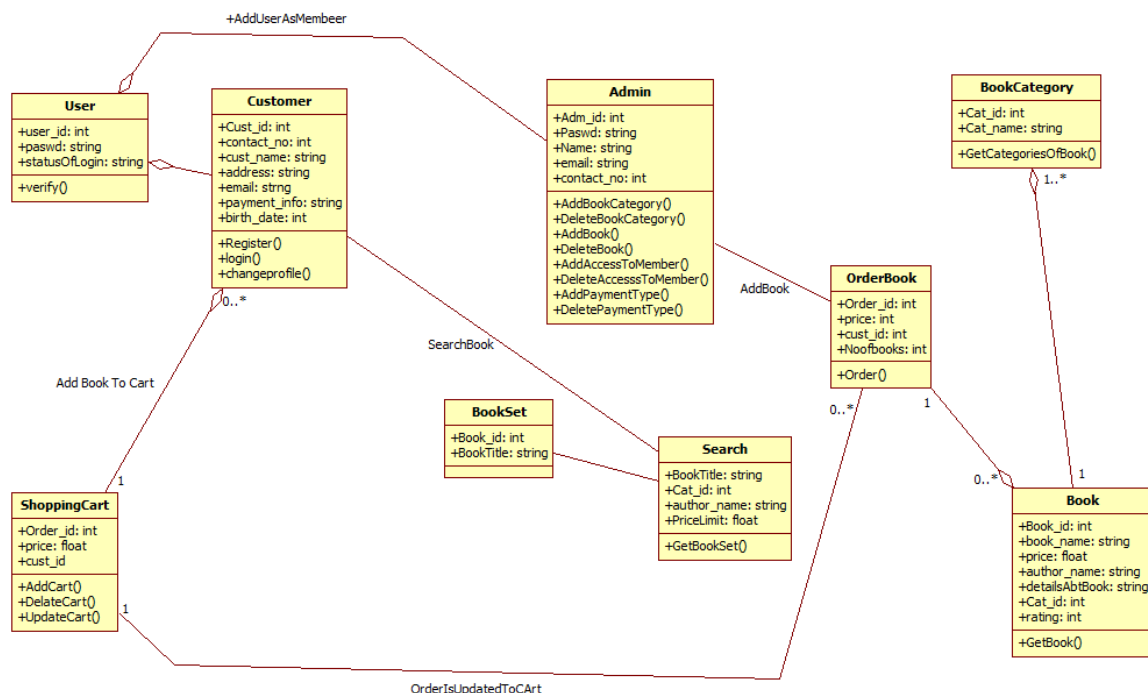
In this section you need to provide the class diagram of your project. The class diagram shows the classes (together with their attributes and operations) and relationships between classes in the project. You can use Microsoft Visio to create your class diagram. You are also required to include description for the attributes and operations of each class (see example for class User below)

Notes on Microsoft Visio:

The installation can be found at <ftp://ftp.fsksm.utm.my/pub/Microsoft/Software/>

For drawing, you can use UML Diagram Stencils

The following diagram shows an example of class diagram for Online Book Management System.



Class User:

Attributes	Description
user_id	Insert / create User Id from user
paswd	Insert / create password from user
StatusOfLogin	Acknowledge user of its current status: new /regular user
Methods	Description
verify	To authenticate the true or fake user: correct /invalid paswd @ user_id