Class Project/CAT II (20%)

The class project is one of the key learning objectives of the Object-Oriented Programming II unit. It is supposed to test the OOP practical and solution-based skills of the learners by ensuring that each group comes up with a viable solution of a problem they have been able to conceptualize since the beginning of the semester.

The key requirements of the class project are:

- It should put in practice at least **four** of the topics learned in class throughout the semester
- It should be a practical solution for at least a problem identified in school or outside the school
- It should be a collaborative work of 4 group members
- It should be work that has not been presented as a coursework throughout the semester
- It should be creative and innovative

The ultimate result should be a working solution that can be demonstrated. However, in case this milestone is not achieved by the set deadline for submission, the effort, idea, creativeness, innovativeness, and extent of completion will be assessed.

Submission of this work should be done through elearning by a **video clip not lasting more than seven minutes**. Participation of presenting the project should be by **all 4 group members**, coordinated through the various video conferencing tools that we have learned so far. The 7 minutes (max) should be of a 2-minutes presentation of the idea (background, problem, and proposed solution) (not mandatory), and a mandatory 5-minutes demo of the solution created.

The deadline of submission is at **17:00 the 6th of September 2021**.

The class project/CAT II will have a weight of **20%.** The remaining 20% of the coursework assessment will be 10% for CAT I and 10% for the lab works.

ALL THE BEST!