***East West Universty***

***PROJECT***

***On***

University GPA Calculation

Course Title : Object Oriented Programming

Course Code : CSE 107

Section : 02

**Submitted By:**

**2.MD. Moniruzzaman khondaker**

**ID: 2012-2-60-056**

**Submitted To:**

Department of CSE

PROJECT TITEL : University GPA Calculation :

### CASE STUDY :

**PROJECT GOAL** : A software that will manage all the basic information of the students and other activities such as :

1.Individual profile

2.Total credit he taken

3.count the cgpa

4.totaal student result

5.and a search option

**Users:**

**1 .**admin

**2**.student

**2**.teachers

DESCRIPTION OF FUNCTION :

1. .Individual profile:here every student will have individual profile like as :

1. NAME

2. ROLL

3. DEPARTMENT

4. BATCH

5. total SUBJECT IN HIS/ HER EXAM HE/SHE ATTEND =

3.count the cgpa

It will calculet your gpa and show you your cgpa

4.totaal student result

You can find out the total student’s result

5.SEARCH :

You can get a student information..

### CLASS DIAGRAM :

MEMBER VARIABLE:

public:

char name[40];

char roll[10];

char dep[5];

char batch[5];

void get()

public:

char subname[10][20];

char subcode[10][20];

float gpa[10];

float credit[10];

float totalcredit;

float subg[10];

float total;

int i;

float grade;

char gradeno[4];

MEMBER FUNCTION:

void get();

public:

void getgpa();

void file();

void gra(float);

void cgpa::getgpa();

Start –int main()

Take input 1 to make a student file

Take input 2 to make a search

Take input 3 to show

Take input 4 to make logout

yes

no

If p==1

Call function by object n1 of class number 1

n1.makefile()

Go to slide 5“n1.make file()” details

Go to slide2

Take input 0 to put variable on file,or any number not to do anything to file

If x!=0

Call function by object n1 of class number 1

n1.put\_variable()

Go to slide6 “n1..put\_variable()”details

no

Take input 1 to add, 2 to delete, 3 to search, 4 to append and 0 to do nothing

If x==0

yes

no

return 0 program closed

If x==1

yes

no

Go to slide 3

Call constructor by object A “1,1)”

This will add something in txt file