Hướng dẫn Assignment - Advanced Programming

ASSIGNMENT 1

P1 Examine the characteristics of the object-orientated paradigm as well as the various class relationships.	 Examine 4 characteristics of OOP Abstraction Encapsulation Polymorphism Inheritance For each characteristic, you must include source code for demonstration and explanation in the slides
P2 Design and build class diagrams using a UML tool.	 You have to draw UML class diagrams for each characteristic of OOP in the slides
M1 Determine a design pattern from each of the creational, structural and behavioural pattern types.	 Give a brief introduction for each pattern type: creational, structural, behavioural For each type, pick at least one pattern of each and explain: What is it Why use it How to use it with source code demonstration in the slides

M2 Define class diagrams for specific design patterns using a UML tool.	 For each design pattern chosen in M1, draw class diagrams

ASSIGNMENT 2

- **P3** Build an application derived from UML class diagrams.
- **M3** Develop code that implements a design pattern for a given purpose.
- Choose one of the real scenarios that your team introduced about DP in the previous assignment
- Implement that scenario based on the corresponding class diagram your team created

P4 Discuss a range of design patterns with relevant examples of creational, structural and behavioral pattern types.	- Give a brief introduction of ALL design patterns of ALL design types: creational, structural and behavioral
M4 Reconcile the most appropriate design pattern from a range with a series of given scenarios.	 Explain why the chosen design pattern is most suitable for the scenario by comparing it with other design patterns

CÁCH TRÌNH BÀY

- Phải có front sheet
- Font chữ: Times New Roman
- Cỡ chữ: 11Spacing: 1.5
- Phải có Table of content
- Phải có Table of figure
- Phải có Table of table
- Mỗi phần đều phải được chia thành chương rõ ràng
- Hình ảnh phải được đánh caption
- Ảnh phải rõ, không được biến dạng, méo mó
- Phải có mục Reference nếu có dẫn nguồn => nếu không sẽ fail
- Dẫn nguồn chính xác nếu lấy nguồn bên ngoài