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Department of Computer Science
Faculty of Engineering, Built Environment & IT
University of Pretoria

COS110 - Program design: Introduction

Practical 0 Specifications:
Fitchfork Example Practical

Total Marks: 0

Contents

1 General instructions:

- This assignment should be completed individually, no group effort is allowed.
- Be ready to upload your assignment well before the deadline as no extension will be granted.
- You may not import any of C++'s built-in data structures. Doing so will result in a mark of zero. You may only make use of 1-dimensional native arrays where applicable. If you require additional data structures, you will have to implement them yourself.
- If your code does not compile you will be awarded a mark of zero. Only the output of your program will be considered for marks, but your code may be inspected for the presence or absence of certain prescribed features.
- All submissions will be checked for plagiarism.
- Read the entire specification before you start coding.
- Ensure your code compiles with C++98

2 Plagiarism

The Department of Computer Science considers plagiarism as a serious offence. Disciplinary action will be taken against students who commit plagiarism. Plagiarism includes copying someone else's work without consent, copying a friend's work (even with consent) and copying material (such as text or program code) from the Internet. Copying will not be tolerated in this course. For a formal definition of plagiarism, the student is referred to http://www.library.up.ac.za/plagiarism/index.htm (from the main page of the University of Pretoria site, follow the Library quick link, and then choose the Plagiarism option under the Services menu). **If you have any form of question regarding this, please ask one of the lecturers, to avoid any misunderstanding.** Also note that the OOP principle of code re-use does not mean that you should copy and adapt code to suit your solution.

3 Outcomes

The aim of this practical is to learn how to submit a C++ practical to FitchFork.

4 Introduction

Complete the task below. Certain classes have been provided for you alongside this specification in the Student files folder. You will have to craft your own main file to test your code. Submission instructions are given at the end of this document.

5 Task 1:

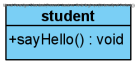

Figure 1: Class diagrams

Implement the student class in a file named student.h.
Implement the following function as follows:
sayHello(): void.
This function should print the following line where XXXXXXXX is your student number with a newline at the end of the line:

I uXXXXXXXX am a COS110 student. I pinky promise that I will work hard in this module and not cheat!!!

Implement this function in a file named student.cpp.

6 Submission

You need to submit your source files (student.h student.cpp) on the Fitch Fork website (https://ff.cs.up.ac.za/). All methods need to be implemented (or at least stubbed) before submission. Place the above mentioned files in a zip named uXXXXXXXX.zip where XXXXXXXX is your student number. There is no need to include any other files in your submission. Your code should be able to be compiled with the C++98 standard

For this practical you will have unlimited upload but for normal practicals you not have this luxury. Upload your archive to the Practical 0 slot on the Fitch Fork website.