Introduction to Programming

Pass Task 8.2: Program Design

Overview

In this task you will produce a structure chart for your final music player task and explain what structured design principles are evident in your design.

You have been using structured programming to implement the programs you have created in this unit. We have also covered in lectures coupling and cohesion. In this task you need to express your understanding of these programming (i.e sequence, selection, and repetition) and design principles in relation to creating programs.

Purpose:	Demonstrate your ability to represent your program using a structure chart and identify and describe structured programming design principles.
Task:	Draw a structure chart for your final music player program (it can be neatly hand drawn or using a tool). Show modules with a representation of sequence, selection and iteration as well as coupling then write a short explanation to explain the structured programming design principles evident in your program.
Time:	This task should be commenced before the start of week 8.
Resources:	▪ Students' Guide to Program Design (2014), Lesley Anne Robertson, Newnes **(See the library for the above)**

Submission Details

You must submit the following files to Doubtfire:

- An image document with your design.
- A Word or PDF document of 250 – 500 words explaining the elements of your design.

Instructions

Make sure that your task has the following in your submission:

- Explanation should clearly demonstrate a good understanding of the structured programming design principles and how they relate to the development of software, specifically your music player program. Eg: where is there abstraction, good (or bad) coupling, good (or bad) cohesion, etc.
- The report is your work and expresses your understanding in your own words. Where ideas and descriptions are related to other people they are appropriate cited and referenced.