# COMP250 - Final Project Presentation

The Presentation of your Final Project has multiple purposes:

1. First off, it is time for you to show off your project that you hopefully enjoyed putting together
2. Secondly, it is time for you to present a technical implementation at an understandable level among your peers
3. Lastly, it is time for your peers to listen and present feedback to your implementation

## Presenter Expectation:

As the presenter, you are expected to present all of the elements that brought together your presentation. Key elements to address can include, but are not limited to:

* The problem set you are addressing. What did you implement? Why did you choose this problem set? Who would benefit from your solution?
* The initial pseudocode you presented. How did you initially intend/plan to attack the problem? Both at a humanistic and programmatic approach.
* The end result of your code. Were there any problems with your initial pseudocode? Where were some issues in your initial pseudocode that you had to address? Mistakes are part of growing as a developer! We like mistakes (*as long as they can be corrected*)!
* If you were not able to completely implement your entire design, this is the time to recover missing points, if applicable. The more you address in your missteps, the higher the recovery of points. **Recovery of Points will be subjective based on the quality of your presentation.**

## Attendee Expectation:

As a classroom attendee, you are expected to attend. Missing a presentation without prior notification **will affect your attendance grade.** As the attendee, you are expected to give your full attention to the peer that is presenting. If you interrupt the presentation by any manner, unless specifically noted prior to the peer’s presentation, you will be informed. Continuous interruption may **affect your attendance grade.**

## Presentation Outline:

The following is a template you may use in preparation of your presentation outline. You are more than welcome to implement your own template.

1. Introduction of Yourself - Who are you? What is your major?
2. Introduction of Your Problem - What was your problem? Why did you choose to resolve this problem? Who are the intended clients?
3. Presentation of Your PseudoCode - What were the steps you initially planned? Throughout development, where did adjustments need to be made? Why were adjustments made?
4. Source Code - Discuss the technical aspects of your code. Point out the relevant lines rather than discuss each line-by-line element of your program.
5. Conclusion - Are there any outputs you’d like to showcase? Outputs can include, but are not limited to:
   1. Initial Inventory
   2. Modified Inventory
      1. Edit fields of your Inventory items, Insert Inventory items, Delete Inventory Items
   3. Sorted Inventory
6. Q&A Section for your Peers or the instructor