OBJECT ORIENTED VISUAL PROGRAMMING

Final Project Report

[PROJECT TITLE]

By:

[STUDENT NAME]

[STUDENT ID]

PRESIDENT UNIVERSITY

2023

Course Learning Outcome
CLO2: Able to create well-structured solutions by implementing appropriate programming methods in a variety of information systems cases that are related to Object Oriented Programming.
CLO3: Able to visualize information in order to deliver ideas in IT field

Grading Summary

CLO	Indicators	Grades
2	Student is able to create well-structured solutions using OOP approach	
	Student is able to implement OOP methods in a variety of information systems	
3	Students are able to visualize information in order to deliver project idea by implementing required GUI components in their project.	
Total		

I. Problem Statement

A problem statement is a statement of a current issue or problem that requires timely action to improve the situation. There are three main features or elements of a problem statement. They are:

1. The problem: Details of the problem you are presenting and why it's a problem that should be solved.
2. The proposed solution: Details of your proposed solution.
3. Why the solution fixes the problem and how it will be implemented: Details of why your solution fixes the problem and how you will implement the solution.

A minimum 3-pages high-level narrative about your project. The narrative should not be written from the developer's perspective, describing the features of the planned system. Rather, put yourself into a customer's role, and write your problem statement as if your imagined customer would write it! —Describe the problem that your customer is facing and his or her suggestions about how a software system could help.

II. Application Description

First impressions decide whether someone downloads your app or game or browses past to the next one. Potential customers read the app description. To help them decide whether your app is worth downloading your app description has to be enticing. There are 4 main elements of application description, they are:

1. What does your app do?
2. What problem do you solve?
3. What is unique about your app?
4. Why should someone download your app rather than something else?

III. Implementation of OOP

Show it in the report how you implement OOP pillars in your projects. In this section, you need to:

1. Define each of the OOP pillars, give example with your own words
2. Show how you implement those OOP pillars (you can add SS of your code)
3. Explain about the code of each OOP pillars in your application

IV. User Interface Design

In this section, you need to
1. SS the interface of your application, and the explanation of that interface design.
2. Each image/interface required to be explained at least in one paragraph, more detailed explanation the better.

REFERENCES
{if any}
- *References* should list ALL sources that you used for your project

REQUIREMENT
- Min pages is 10 pages
- Provide as much graphics as you can—not only diagrams, but any kind of diagrams and illustrations that will make it easier for us to understand and evaluate your effort. Graphics are always helpful, you have probably heard the saying "a picture is worth a thousand words"!
- Consistency, clarity, and correctness of the report are critical. The report must be complete, in the sense that it is *self-contained* and the reader doesn't need other materials to understand it. Anticipate what could be confusing to the graders and clarify every possible source of ambiguity or inconsistency.
- The report should have professional appearance; make sure that it is neat, easy to read and understand, with clearly labeled section headings, figure captions, pagination, and without grammatical and typographical errors. Also, check that diagrams and images are *readable when printed* (i.e., letters or symbols are not too small and illegible). If you are using colors in images and diagrams, check that they are discernable when printed in black-and-white/grayscale. Every figure/table must be referenced in the text and properly described.
- *Do not write your report as a collection of hints for which only you know the actual meaning.* Write your report from a third person's point of view. You know everything about your project so you do not need much information to understand what is in. A third person has only general knowledge of OOP and needs help in understanding how general principles are applied in your specific context.
- The report should be submitted to the lecturer before the final examination week ended in pdf and docx format
- The application should be submitted in the Gdrive
- Late reports will be levied a late penalty of 10% per day, up to 3 days late. After that, no credit will be given, unless you provide a written excuse from a physician. Since the deadlines are known well ahead, there will be no extensions for any of the deadlines. Please do not bother asking.