Individual Assignment: Build a Small System Using Classes and Objects (10%)

CSC122: Introduction to Programming Lab

To practice **Object-Oriented Programming (OOP)** concepts by designing and implementing a small system using **classes and objects** in Java.

Instructions:

1. **Design a small system** (e.g., Library Management, Student Registration, Inventory Tracker, To-Do List, etc.) using **OOP principles**.

2. Your system should include:

   o At least **2-3 classes**

   o Attributes (properties) and methods (functions) for each class

   o **Object instantiation** and interaction between objects

3. Include proper code organization, comments, and meaningful naming.

4. Create a **UML class diagram** to represent your class design.

5. Submit your work in a Class & Object Assignment.

Evaluation Rubric (2.5 pts each):

1. Functionality: System runs without errors and performs the intended tasks

2. UML diagram: Clear, accurate representation of class relationships and structure

3. Creativity and Completeness: Thoughtful design and effort in implementation

4. Presentation: Clear and fluent and shows a working demo of the system with key features highlighted