SCSJ1023 Programming Technique II

School Computing, Faculty of Engineering

Universiti Teknologi Malaysia

**Semester 1, 2018/2019**

## **Individual Report for the Group Project**

***Notes:*** *This report is to be submitted individually.*

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| **Student’s Name** | WAN NUR KHALISHAH BINTI MASRY |
| **Group Project Title** | **SEE & SPELL GAME** |

1. **Implementation of Classes**

*Describe the class (or classes) you implemented for the project. Give the estimate percentage of how much you did on the class. For example, if you did all the code for the class, then you write 100%. Also, give the location of the code you did.*

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| --- | --- | --- | --- | --- |
| **Class Name** | **Percentage of contribution** | **Location** | | **Remarks** |
| **File** | **Line Numbers** |
| SHAPE | **100** | Shape.hpp | **8-62** |  |
| BOX | **100** | Shape.hpp | **64-117** |  |
| ALPHABET | **100** | Shape.hpp | **120-264** |  |
| BOMB | **100** | Shape.hpp | **265-366** |  |
| LIFE | **100** | Score.hpp | **41-80** |  |

1. **Implementation of OOP Concepts**

*Describe the concept (or concepts) you implemented for the project. Give the estimate percentage of how much you did on the concept. Explain why the concept is needed in your project, and explain the general idea of how you implemented it.*

*The concepts to be described here include* ***Association, Inheritance and Polymorphism****. Note that, each member of a group is not necessarily to implement all the concepts.*

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| --- | --- | --- | --- | --- | --- |
| **OOP Concept** | **Percentage of contribution** | **Location** | | **Why is this concept needed?** | **General idea of the implementation** |
| **File** | **Line Num.** |
| POLYMORPHISM | 100 | Shape.hpp | 8-264 | to implement multiple methods within the same class that use the same name but a different set of parameters | The three classes BOX, ALPHABET and Bomb  have a common superclass, SHAPE, to call different methods and draw different shapes as it is executed over and over again. That is, each class’s draw method draws a different shape and move differently. |
| INHERITANCE | 100 | Shape.hpp | 120-366 | To override certain methods from the parent class. It inheritedits methods from without changing the parent class itself. | The class BOMB inherit part of the behavior from ALPHABET class, setAlpha |

1. **Other Implementations (Optional)**

*This part is only to be filled in should you have other things you did for your project but have not been mentioned in Part A and B.*

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| **Things / Code Done** | **Percentage of contribution** | **Remarks** |
| MAIN & END SCREEN DESIGN | 100 |  |
| CHARACTER DESIGN | 100 |  |
| MAIN AND END SCREEN CODE | 100 |  |
| MAIN CODE | 80 | The keyboard code was given by Wa’ad.  The readimage file code was given by Farah. |