CSC 128 INCREMENTAL PROJECT DESCRIPTION

In a group of **three(maximum)**, design a program using algorithm and then write the program in C++. Your program will be evaluated by your CSC128 lecturer.

PROJECT REQUIREMENT

1. Proposal

- Each group is required to submit a proposal (less 10 pages) to your CSC128 lecturer on Wednesday, 9th July 2014 during laboratory session.
- You are free to choose any topic.
- Your proposal must include the following information:
 - a) Group member information
 - > Student ID
 - > Student name
 - b) Program name
 - > State the name of your program.
 - ➤ E.g. Student Information Management System SIMS, Academic Record System - ACROSYS
 - c) Introduction
 - A summary of what you try to develop.
 - > Briefly explain the scenario of the system
 - d) Objectives
 - > Objective of the development
 - ➤ E.g. To record..., To print..., To calculate..., To count..., To find the highest...,
 - ➤ Refer to project implementation (Requirement no.4-Implementation).
 - e) Flowchart design and IPO table.
 - f) Initial source code (until topic 2).

2. Analysis

- Determine the input, process and output of the system.
- Represent the analysis in IPO table.

3. Design

Represent the program design in the form of pseudocode or flowchart.

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4. Implementation

- Apply the three control structures (sequential, selection and repetition) and function in the program.
- GOTO statement are NOT ALLOW in the program.
- Implement at least <u>5 functions</u> in your program. Functions **MUST** be written in the form of:
 - a) Function return value without parameter
 - b) Function return value with parameter
 - c) Function not return value without parameter
 - d) Function not return value with parameter
 - e) Function with parameter passing (by reference).
- Students MUST include the following processes in your program :
 - a) Calculation/Formula/Algorithm related base on project title (E.g. discount, tax)
 - b) Summation/Total and Average
 - c) Counter-loop
 - ***used of array/ maxmin/ searching/ sorting are optional and will be allocate in bonus mark
- Include comments at any particular part of your program that is necessary for indicating the purposes.

5. Documentation (Final Report)

- Consist of project requirement 1 4.
- Provide sample input and output.
- Include softcopy (burn in a CD) in your final report.
 - a) Completed program (source code)
 - b) Final report
- Final report guidelines
 - a) Cover page must be in PEACH basic colour. The cover should contain:
 - University Logo
 - Course code and name of subject (CSC128 Fundamentals of Computer Problem Solving)
 - Course Group (E.g. JCS1101A)
 - Project Title (E.g. Student Information Management System SIMS)
 - Group members name with student ID.
 - ➤ Lecturers name (CSC128 & CSC118 lecturers).
 - Submission date.
 - b) Must have table of content and page number.
 - c) Format Content:
 - 1.0 Name of Program
 - 2.0 Introduction
 - 3.0 Objectives
 - 4.0 Analysis
 - 5.0 Design
 - 6.0 List of Functions *
 - 7.0 Source Code
 - 8.0 Testing: Sample Input and Output
 - 9.0 CD pocket
 - *List the functions used in the program and describe each function.
- Report must be written in Arial font, size 11,1.5 line spacing.
- Report must be RING bound.
- Submission final report is during presentation. (week 14)

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6. Presentation

- Use slide presentation to present your introduction and objectives of the system.
- Program demonstration.
- Formal attire presentation.
- Presentation is done in front of your CSC128 & CSC118 lecturer on week 14.
- Evaluation will be done base on the rubric provided.

GUIDELINE CODING MILESTONE

Note: W-week

Task To Do	W	W	W	W	W	W	W	W	W	W	W	W
	3	4	5	6	7	8	9	10	11	12	13	14
Form a group and get project title												
Submit proposal												
Sequential & Selection Phase												
Repetition Phase												
Function Phase												
Viva Presentation												

IMPORTANT DUE DATES!!

PROPOSAL	9th July 2014				
FINAL REPORT	Week 14				
PRESENTATION	Week 14				

NOTE!!!! Plagiarism is unforgiveable. Those who found guilty will be severely punished by giving them 0 mark.

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