Comp271 Custom Project Proposal.

You will define, create, invent, program, test, and review a java program to do something you pick!

1. Teamwork: optional, you may be alone or teams of up to 4. Teams must do more work than individuals. If a team you will need to define how to divide the work at the time you make this proposal.
2. Project Name: you need a name.
3. Progress Reports: may be required during work time on the project.
4. Technical Requirements. Your finished project must include *at least* these items
   a. Multiple classes using built in or custom collections that interact. A good target is at least three classes beyond a main which should be just a user interface façade.
   b. Well structured code in all parts following the style used in class. Partition your code into suitable sized pieces using OO techniques, partitioning into sub functions (top down refinement, etc). Avoid long, unstructured code in any single method.
   c. Include full Javadoc comments in the code
   d. Provide adequate Junit testing for your code
5. While there is not a strict target on the size of your program, a individual project should be at least 500 lines of code (not counting comments and white space).
6. Documentation: you will also submit a final class diagram and sequence diagrams for at least two key use cases (a single interaction with your program). Although you will likely produce some of these at the start your final project will include UML that matches the final implementation.
7. You will present and demonstrate your finished project to the class. The presentation materials will include an overview of your system design / architecture, describing some key parts of the code, and your evaluation of how effectively you have tested the code (your prediction of the likelihood of remaining bugs).

What do you need to turn in to document your plan? See the outline below and include all parts of that in your project proposal. You can include more parts and ideas if you wish.

Project Proposal Outline

Complete these items for your project plan:

Project Title (make it interesting)

1. My project definition in one paragraph.
2. Three to five key use cases (a complete interaction with the system, sometimes thought of as a single “event”). For each use case you need to specify typical input and outputs expected in detail and give an overview of how the system will accomplish this work. The use case can be described in English. However, if helpful you can mention key java concepts that you will use to develop this use case.
3. Team or Individual
   If you plan a team, list all members and possible roles on such things as design, programming, team coordination, documentation, testing, final presentation creation.

4. Testing: How will you test your app? How will you generate any needed test data?

Grading

The key goal is to have your proposal make your project topic understandable and to show you have clearly thought through the work to be done. Turn in an appropriately named text file in one of the approved text file formats.

1. -10 points minimum for not following the outline or not providing all information specified
2. -10 points minimum for unclear or incomplete details, insufficient use cases, confusing materials.

CustomProjectProposal v1(Original)

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