APS 105 – Computer Fundamentals

Project Part 3: Demonstration and Final Implementation Report

Fall 1999

To be completed *before* your lab period, week of November 29. The demonstration is worth 30% of the final project mark. The implementation report is worth 20% of the final project mark.

---

1 Demonstration

You will demonstrate your working project to your lab TA using the ECF workstations. Your marks will be based on correctness, how well you followed your specification, and whether you can make changes to your source code.

Your program must correctly implement the features you promised in your *requirements specification*. If you are running out of time and cannot finish everything, only do what you can. **It is far, far better to have a working project which achieves a few of the important requirements than a project which has all of the features but none of them work.** Make sure you get the simple things in your project working first.

Minor variances from your *design specification* are acceptable, but you should be prepared to explain why you had to make the changes. If you had to make major changes, you must have a very good reason why the approach given in your specification would not work.

Your TA will expect you to modify your project in some way. You must be able to recompile your project and run it again after having made the requested change. Be prepared to answer any questions the TA may have about your project, including how it works, or why you made a certain design decision.

Your project work must be made from your own efforts. We are aware that Java programs are available on the web and from this course in the past — but please note that we have very efficient programs to find and compare similar programs. Do not be tempted to submit work that is not your own. The penalties for copying are very severe — you will at least get zero on your project *and* **have 10% deducted from your final grade.**

2 Electronic Submission

You must electronically submit your project source code, the same way Lab 9 was submitted, so that we may reference it later during the final grading.

To submit your project, first prepare a short text file named `README`. In this file, list the names of each file you are submitting and describe its purpose. A short statement of how to run your program would also help. When you have done that, run the following command to submit all of the files required by your project:

- if your lab is on Monday,
  `submitaps105f 1 README FileA.html FileB.java FileC.gif`
- if your lab is on Tuesday,
  `submitaps105f 2 README FileA.html FileB.java FileC.gif`

- if your lab is on Wednesday,
  `submitaps105f 3 README FileA.html FileB.java FileC.gif`

Be sure to submit **ALL** the files required to compile and run your program. You may run the submit command more than once — only the latest version will be marked. Your deadline to submit is midnight at the end of your lab day. **If you fail to submit your source code, your project will not be marked.**

3 Implementation Report

Your implementation report is a document will be is used by the TA to remember your project and decide on your final project grade. The TAs will look at your final report during the demonstration and use it to ask you questions.

It is important to limit your report to only 2 pages: one page of typewritten text, and one page of pseudocode or (possibly handdrawn) figures. Additional pages will be ignored by the TA, so your report may be considered as incomplete.

Your TA will collect your implementation report, along with your proposal and specification report (if they had returned it to you previously). **Do not rewrite your proposal or your specification in this final report**, and do not include a printout of your source code unless your TA has already asked you to do so.

Instead, your final report should summarize the final results:

1. was your project, in your opinion, “successful”?
2. list what features work,
3. list the known bugs in your program (special cases that fail),
4. list the things that do not work at all,
5. describe what part follows your specification, and what part does not,
6. describe how the classes and files in your program are organized
7. describe what you would do differently if you had more time or if you had the chance to do it all over again knowing what you now know,
8. describe any novel or interesting algorithms, features, approaches you had to take to complete your project,
9. any special instructions on how to run and how to use your program.
10. properly acknowledge any code borrowed or used, other than standard Java API routines, that was written by somebody else.

Please remember to attach your proposal and specification documents if the TA did not collect them or returned them earlier.

Your final project marks will be decided upon by the TA after reviewing your reports and your source code. Once they have been graded and entered, the TA will make them available for pickup. **Please ask your TA how they wish to return the reports to you.**