San José State University
Engineering Extended Studies

CMPE 202
Software Systems Engineering
Section 47

Spring 2025
Instructor: Ron Mak

Assignment #5

Assigned: Tuesday, March 25
Due: Friday, April 11 at 11:59 PM
Team assignment, 100 points max

Project proposal and prototype
This assignment will get you started and make some definite progress on your semester project.

Proposal
Describe your proposed project in a few paragraphs.

- What will it do?
- What will be some of its major classes?

Prototype
Implement a key use case of your application.

- GUI-based user interface backed by working C++ code.
- Describe what is happening in a paragraph or two.
- Provide instructions for the grader to run the use case.

What to turn in
Make a zip file of your paragraphs and all your source files. Name the file after your team name.

Submit it into Canvas: **Assignment #5.** This is a team assignment. Each member of the team will receive the same score.

Rubric

Your submission will be graded according to these criteria:

Criteria	Max points

Description of proposed project:
   ○ What will it do?
   ○ What will be some of its major classes?
	20
	  ○ 10
	  ○ 10

Implementation of a key use case:
   ○ GUI-based user interface backed by working code.
   ○ Describe what is happening.
   ○ Instructions for the grader.
	60
	  ○ 40
	  ○ 10
	  ○ 10

The grader is able to successfully run your use case.	**20**