

San José State University
Engineering Extended Studies

CMPE 202

Software Systems Engineering

Section 47

Spring 2024
Instructor: Ron Mak

Assignment #5

Assigned: Tuesday, March 26
Due: Friday, April 12 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
<ul style="list-style-type: none">• Description of proposed project:<ul style="list-style-type: none">○ What will it do?○ What will be some of its major classes?	<ul style="list-style-type: none">• 20<ul style="list-style-type: none">○ 10○ 10
<ul style="list-style-type: none">• Implementation of a key use case:<ul style="list-style-type: none">○ GUI-based user interface backed by working code.○ Describe what is happening.○ Instructions for the grader.	<ul style="list-style-type: none">• 60<ul style="list-style-type: none">○ 40○ 10○ 10
<ul style="list-style-type: none">• The grader is able to successfully run your use case.	<ul style="list-style-type: none">• 20