

11-March-2010

EBT11: Introduction to Programming and Distributed Systems (English Version)

Mini-Project Guidelines

For the mini-project of EBT11, students can select between the two options: Option A and Option B.

Option A

Option A mini-project is designed for students with little-to-no prior programming experience.

Students utilizing this option will write individual min-projects of upto 10 A4 pages not including the code and design artifacts.

Students are required to :

1. Select TEN programming concepts/issues/aspects from Chapters 3-21 of the Learning C# 3.0 course textbook

2. For each of the TEN selected programming concepts/issues/aspects, write a one-page narrative that contains ALL of the following

2.1 Description of the concepts/issues/aspects in your own words

2.2 Solution to a selected exercise from the Learning C# 3.0 textbook chapter corresponding to that particular programming concepts/issues/aspects. For example, if you are discussing arrays then any one of the exercise 10-1, 10-2, 10-3, 10-4. You can discuss key code snippets in your narrative.

In the appendices, please include:

2.2.1 Design Artifacts (copies of your design work on paper, photos of your design work on a whiteboard etc)

2.2.2 Code print-outs

2.3 Observations and critical reflections on the design, analysis, coding, compiling, debugging, and testing phases of the exercises.

2.4 Critical reflections on the programming concept/issue/aspect

3. All executable code should be provided on a CD/DVD along with the mini-project report.

In summary, **Option A mini-project** will consist of (a) TEN pages of narrative, (b) appendices for the design and analysis artifacts, (c) appendices for the code print outs, and (d) CD/DVD with executable program code (.cs files)

Option B

Option B mini-project is designed for students with intermediate programming experience.

Students utilizing this option will write group or individual mini-projects of 15-10 A4 pages respectively not including the code and design artifacts.

Student(s) are required to :

1. Provide and discuss the title and description for a software project.
2. Students must use OOA & D and C# 3.0 for the software implementation. The project narrative must contain:

- 2.1 Project Description

- 2.2 OOA & D description and artifacts

- 2.3 UML diagrams are optional

- 2.4 Discussion of key code snippets

- 2.5 Observations and critical reflections on the design, analysis, coding, compiling, debugging, and testing phases of the exercises.

- 2.6 Critical reflections on the programming concept/issue/aspect

In the appendices, please include:

- 2.6.1 Design Artifacts (copies of your design work on paper, photos of your design work on a whiteboard etc)

- 2.6.2 Complete project code print-out

3. All executable code should be provided on a CD/DVD along with the mini-project report.

In summary, **Option B mini-project** will consist of (a) 10-15 pages of narrative (for individual and group projects respectively), (b) appendices for the design and analysis artifacts, (c) appendices for the code print outs, and (d) CD/DVD with executable project code.