

Faculty of Engineering and Architecture Computer Engineering Department

COM 102 – OBJECT ORIENTED PROGRAMMING DURING LAB Assignment#10

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Assignment Management as Console Application

Student course assignments (e.g. prelab, postlab, homework and project assignments) are not easy to manage especially when the number of courses to be controlled by students increases. So, we need assignment manager software using which we can add new assignment record info, delete existing assignment records and update records with latest info about them. We need to keep track of course code (e.g. COM102), type of an assignment (including prelab, postlab, homework, project), assignment number (e.g. #2, #5), assignment date (dd/mm/yyyy), submission deadline (dd/mm/yyyy), submission type (e.g. via "e-mail", in "CD", as a "print-out") and teamwork info (i.e. "YES", if teamwork is allowed "NO" otherwise) about the assignments. To identify an assignment it is enough to know course code, type of an assignment and assignment number.

Design and implement Assignment Manager software that satisfies the above user requirements.

In your implementation, use good software engineering and object-oriented programming practices follow the UML Class diagram below reflecting your design before your implementation.

Also, you need to handle possible exceptions by yourself.

Use the following data file information given below for program testing purpose:

("COM104", "Homework", 2, "12/04/2014", "17/04/2014", "e-mail", "NO")

("COM102", "Project", 1, "22/04/2014", "27/05/2014", "CD", "YES")

("MATH101", "Homework", 1, "18/05/2014", "24/05/2014", "print-out", "NO")

("PHY102", "Prelab", 4, "02/03/2014", "03/03/2014", "hand-written", "NO")

("COM102", "Postlab", 6, "14/04/2014", "16/04/2014", "e-mail", "NO")