Final Project

Overview
The goal of the final project is to allow you to show your programming development over the past 10 weeks. The problem is entirely of your choosing, as long as it involves material covered in this course. You may use any language, tools, libraries, etc., assuming that you’ll be able to demonstrate your project to the class and your section lead at the end of the quarter. You’ll also be able to have groups of up to 3 people (must be from your section). It is expected that a group with multiple members will develop a more involved project. Project ideas should be submitted to your section lead by November 13 for approval.

1. Proposals due by email to tutor on November 13 @ 11:59pm
Your proposal should consist of:
   1. Team members (members must be from your section)
   2. The goal of your project
   3. Potential challenges you could see in the development of your project

Your tutor will let you know if the project is beyond the scope of the class or if they feel like it’s not challenging enough.

2. Final projects due on last day of class. Dec 2nd @ 11:59pm. No slip days are allowed.

You’ll have the opportunity to present your final project to the rest of the class during the last lecture on Dec 2nd. I’m working on getting a room reserved at the PriceCenter so that we’ll have enough room for everyone to walk around and see each other’s projects. At the end of the class, we’ll vote on the best final project and the winning team will get a 100% on the final.

Grading of your project will happen during your final section meeting with your team. You will give a short demo to your tutor and to your section. The tutor will be looking for:

- Correctness
- Scope/difficulty
- Design
- Style (same requirements we’ve had throughout the whole quarter)
**Turnin Instructions**

Remember the deadline to turn in your assignment is Wednesday, December 2, by 11:59pm and no slip days are allowed.

Make sure the program works correctly on the ieng6 linux servers. Because there is flexibility in the file names that you use for your program, you’ll need to create a README file that outlines how to compile and run your program on the ieng6 servers.

```
$ cat README
@Authors: Student 1. Student 2
To compile: javac Final.java
To run: java Final
```

When you are ready to turn in your project, type in the following command and answer the prompted questions:

```
# this is a comment, i.e. don’t enter lines w/ a ‘#’
$ cd ~/Final
# remove any files you don’t wish to submit, e.g. *.class
$ rm *.class
# package up the entire Final directory
$ cd ../
$ tar cvf Final.tar Final/
$ bundleFinal
Good; all required files are present:

    Final.tar

Do you want to go ahead and turnin these files? [y/n]y
OK. Proceeding.

Performing turnin of approx. 6416 bytes (+/- 10%)
Copying to /home/linux/ieng6/cs8b/turnin.dest/cs8bezz.Final
...Done.
Total bytes written: 6656
Please check to be sure that's reasonable.
Turnin successful.
```