Dossier Checklist

This is a basic checklist that you may use to verify the completeness of your dossier. PLEASE be sure to cover each section's requirements and for more in-depth explanations of each section, visit Mr. Bui's website at: http://paulbui.net/wl/Dossier . If you have any questions, please e-mail him: paul_bui AT apsva DOT us

General Formatting Guidelines		A3: Prototype Solution	/3	
	12-point font. Times New Roman please	☐ User-action flow chart that is fully labeled		
	Single-spaced (be sure to separate	☐ Illustrations of the prototype s	ystem	
_	paragraphs by indenting or spacing)	☐ All illustrations have captions	explanations	
	Cover/Title page (title, name, date, period)	☐ All illustrations correspond to		
	Table of Contents	user-action flowchart (label be correspond the two)	oth so you can	
	All pages are numbered in the lower right- hand corner (do not number the title page)	User feedback with your proto	otype design	
	Headings at the beginning of each of section	B1: Data Structures	/3	
<u>A1:</u>	Problem Analysis / 3	☐ Subsections for each data str	ucture	
	Introduction	Discuss and justify why the dawas chosen	ata structure	
	Identify the specific end-user	☐ Discuss alternative data struc	tures for each	
	Problem statement (explicit)	☐ Diagrams of what the structur	es look like	
	Problem discussion & description	☐ Sample data in the data struc	ture to help	
	Alternative solutions to the problem	show what it looks like		
	Questions you would ask your end-user	Illustrations showing the additional and updating of data structure		
	End-users requirements for the system			
	List & discuss possible inputs	B2: Algorithms	/ 2	
	List & discuss possible outputs	☐ Subsections for each algorith	m used	
	Discuss possible interfaces/sub-programs	(searching, sorting, etc.). NO getters		
	Graphically illustrate possible user actions (flow chart of what users may do)	List each algorithm's input pa	rameter(s)	
		and return value(s)	rameter(3)	
A2: Criteria for Success / 3		☐ Explain steps of algorithm in	pseudo-code	
	Introduction (~2 sentences)	B3: Modular Organization / 2		
	List/outline the behavior of the program (things the program will let the user to do)	Diameter the biometer of all of		
	List and describe the program's objectives	Diagram the hierarchy of all y and how they connect to each		
	(all things the program will do itself,	☐ Subsections for each class		
	usability, error-prevention, etc.)	☐ Explain each class's purpose		
	Specifically relate each objective back to some problem from the problem analysis	List and explain what all the n of each class does (no need t setters or getters)		

	PUT ALL YOUR CODE IN THIS SECTION		Discuss answers to the following	ng:	
	Commented header at the top of each		Did it work?		
	class (program name, author, date, school, type of computer, Eclipse IDE, purpose of the file) Variables are named descriptively		Which criteria from A2 were sumet?	iccessfully	
\Box			Which data sets did it work for	?	
	Good indentation		How efficient is your program? (BIG-O!)		
	Code is commented explaining how it works in most places		☐ Does the program have any limitations?		
			☐ What additional features would you add?		
Car	Handling Errors /3		Was your initial design approp	riate?	
<u>C2:</u>	Handling Errors / 3 Table that contains the following:	1 🗆	How would you design your prodifferently in the future?	ogram	
	Brief descriptions of the errors detected		What future enhancements co	uld be	
	Descriptions of how the errors are resolved		made? (e.g. networking)		
	References to your code that specifically	 E: I	E: Holistic Approach /2		
	shows you handling the errors		 	, –	
<u>C3:</u>	Success of Program / 3	<u>Ma</u>	stery Aspects	/ 10	
	Table that contains the following:]	Table that contains the following	ng:	
П	Brief descriptions of all your objectives and		List of all the mastery aspects achieved		
	goals taken DIRECTLY from your Criteria for Success		Descriptions of how / why each aspect is achieved	n mastery	
	References to the screenshots illustrating that the objective was successfully met		References to the page(s) in the code that achieves the mastery aspect		
D1:	Test Output / 4	<u>Tot</u>	<u>al</u> / 35 x / 10 =	= /35	
	Subsections for each test of your program. You should test every objective / goal listed in your Criteria for Success, Usability, and Handling Errors sections.				
	Screenshots with captions / explanations				

C1: Code & Good Programming Style / 3 D2: Program Evaluation (Conclusion)

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