SCSJ1023 Programming Technique II

School Computing, Faculty of Engineering

Universiti Teknologi Malaysia

**Semester 2, 2020/2021**

## **Individual Report for the Group Project**

***Notes:*** *This report is to be submitted individually.*

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| **Student’s Name** | MADINA SURAYA BINTI ZHARIN |
| **Group Project Title** | FAST FOOD MANAGEMENT SYSTEM |

1. **Implementation of Classes**

*Describe the class (or classes) you implemented for the project. Give the estimate percentage of how much you did on the class. For example, if you did all the code for the class, then you write 100%. Also, give the location of the code you did.*

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| **Class Name** | **Percentage of contribution** | **Location** | | **Remarks** |
| **File** | **Line Numbers** |
| User | 100% | PT2GROUP1.cpp  Class.h | 27 - 63, 95 – 153,  446 – 467  7 - 20 | The purpose of this class is for the user to register or login before proceed their order. |

1. **Implementation of OOP Concepts**

*Describe the concept (or concepts) you implemented for the project. Give the estimate percentage of how much you did on the concept. Explain why the concept is needed in your project, and explain the general idea of how you implemented it.*

*The concepts to be described here include* ***Association, Inheritance and Polymorphism****. Note that, each member of a group is not necessarily to implement all the concepts.*

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| **OOP Concept** | **Percentage of contribution** | **Location** | | **Why is this concept needed?** | **General idea of the implementation** |
| **File** | **Line Num.** |
| Encapsulation | 100% | PT2GROUP1.cpp  Class.h | 27 - 63, 95 – 153, 446 - 467  7 - 20 | Encapsulation is needed to combine data members and functions in a single unit of class. This concept help performing data hiding as it prevent the access of data directly. | Since the User class are mainly to get user’s personal details, it is important for it to be private and cannot be access by other classes. Thus, this class could keep it confidential. In this class, there are some private variables which are the user’s name, username and password. From those variables, only two member functions could access it which are registerUser() and also loginUser(). If the user have been registered, their personal details will be kept into a file and after that, they could easily login. |

1. **Other Implementations (Optional)**

*This part is only to be filled in should you have other things you did for your project but have not been mentioned in Part A and B.*

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| **Things / Code Done** | **Percentage of contribution** | **Remarks** |
| Let the user choose their desired order types (alacarte/set) after signing in to the system | 100% | In the source code, this is under getOrder() function and whenever the user are able to sign in, this function will automatically accessible and the user are able to decide wheather they want to order food in set or alacarte. |