

UNIVERSITY *of* MARYLAND
UNIVERSITY COLLEGE - *Asian Division*

Project 5: Casino Program (Object Oriented)

Objective:

In this project you will modify the C++ program of project four to make it an object-oriented program utilizing classes, member functions, and private data. You are required to create two user-defined classes and utilize objects of these classes in your program.

The project is due the class before the final exam on the eighth week of classes at the beginning of class. No late projects will be accepted. Turn in what you have working and describe in the conclusion section those items that run correctly, what doesn't run, and what you did for extra work.

Submit a description with specifications for your program, a chart describing objects, a source code listing, and a copy of the output and the generated text file for several runs.

Program Requirements:

This project has the same functional specifications as project 4. However you are required to make the program object oriented utilizing classes and creating objects of the classes

1. For this program you are required to write two user defined classes for your program.
2. You will receive a higher score for creating separate files for the client, class specifications, and class implementations.

Submit, on or before the due date the following for grading: A cover sheet with your name and project name; A program specifications report which was approved by the casino discussing the analysis involved during the problem solving phase. This must include a chart describing all user-defined objects showing the flow of data. Include a source code listing for your program and a printout for your output window for two runs. Note as specified on the Syllabus a score of 80% will be awarded for fulfilling all program specifications in a minimal way. To exceed an 80% score you must exceed the requirements and neatness does count.