

# Simulator Submission

EECS 2311 - Software Development Project

Click to edit Master text styles

Second level

Third level

Fourth level

Fifth level

Wednesday, February 1, 2017

# Simulator submission details

- Rubric posted on the course website
- Four grade components
  1. Requirements document
  2. Testing document
  3. Simulator API
  4. Implementation

# Simulator submission process

1. Create a .zip or .jar that contains the following:
  - All grade components from the previous slide including the code
  - A README.txt that
    - Explains the contents of the zip file
    - Describes how to access the API in HTML
    - Provides a link to your github repository

# Simulator submission process

2. Email the zip file to [bil@cse.yorku.ca](mailto:bil@cse.yorku.ca) by 11:59pm on Feb 7
  - Only one email per team
  - Include your team number in the subject
3. Each student must also send me a private email with an assessment of their teammates' contributions

# Issues to address

- Does your simulator allow for multiple Braille cells as well as multiple buttons?
- Have you tested all public methods in the API you created?
- Have you tested that API calls result in the correct output on the GUI?
- What happens if someone addresses a non-existent Braille cell?