CA212 – PROJECT

Due date April 24ᵗʰ 2007

Following discussion in lecture on Tuesday of week 3 the following *individual project* has been selected…

The League Table Problem

Your company has been selected to generate a working, tested and correctly commented software package. This package will provide a robust means of storing information based on a unit of related data. The league table can be of any topic you choose (school ratings, football, international snow ball championships etc....).

The data will be stored during runtime in a *suitable* fast access data structure. On exiting of the program, this data will be transferred to a *stable* storage (possibly a file) area for access at a later date. On the re-executing of the program the stored data (from the file) must be accessed and transferred to the fast access data structure, for processing, access and updating. Provision of a suitable control interface is required, user direction is also expected.

Suitable functions must be supplied for example (but not limited to): delete, update, insert, list, sort….

This program will be developed using the *best programming practice*, *object oriented techniques*, and in *C++*.

Full marks will be awarded where the above specification is implemented to a very high standard.