



CMIS 242: Intermediate Programming

Project 5: The Last One

Summary:

Project 5 is worth 100 points and is due the last class of Week 8.

Do the program incrementally starting with the GUI design and GUI coding first. The GUI should be well designed, requiring a minimal amount of user interaction and be intuitive for the user to understand. The GUI should also be well formatted using appropriate fonts and colors.

After you created the GUI then create the Event Driven processing using Event Listeners that are in Inner Classes or Anonymous Class Listeners.

Before attempting this project, be sure you have completed all of the reading assignments listed in the syllabus to date, participated in class, and thoroughly understand the examples throughout the sections of the chapters covered.

Project Requirements:

For this project you will need to demonstrate the working program to the instructor.

Upload the Java files that you created for this project via webycho.

You need to submit a project report that includes:

- Cover sheet to include your name, class, date submitted, and a title.
- A screen capture of your working GUI design.
- Print out for all java files that you created for your project.
- I will only grade this assignment once so please make sure you have attached all documentation that you would like me to grade.

Program Requirements:

Create an event driven Java program that utilizes Swing classes for the GUI. Again start by creating the GUI first, which can be thought of as an input/output menu for the user.

For this project you will create a custom program that must satisfy the following minimal requirements:

1. The program should simulate or solve some problem you are interested in investigating or be related to some kind of game play. For games I would suggest something like: Video Draw Poker, Video Black Jack, Video Craps, perhaps the dice rolling function of the game Risk, or something of equal difficulty. You should do some kind of animation for effect or the game it self such as my balloon example in the Java Graphics slide set.
If you prefer to do something more practical perhaps a GUI and conversion between Decimal, Binary, Hexidecimal, and Octal number Systems or some other worthy project. Clear it with me.
2. The program is required to utilize Exception handling for numerical input.
3. The program is required to utilize at least five different images. User URL class if Applet.
4. The program is required to utilize at least two different sounds when interacting with user.
5. The program should be runnable as an applet from within a web browser.
6. If you wish to host your applet on a web site I would recommend 50webs.com