CSE 341: Homework 5

Proposal due 10/27/99, Project due 11/4/99, Writeup due 11/5/99

For this assignment only, you are not required to turn in output.

For this assignment, write an interesting Java application or applet. The minimum requirement is that your project should be something you would be proud to show to your classmates. It may be an interesting application, something that makes use of the Java environment in an interesting way, something that uses interesting algorithms or data structures, or something similar.

You may work in groups of two; if you are in a group, please hand in only one proposal/project/writeup with all of your names on it. Proportionately more work will be expected from groups than individuals.

Your project must be written in Java. You may use any Java version for development, but you must be able to demo your project in the NT lab. Your project must take advantage of the unique features of Java, should have a good object-oriented design, and should make good use of classes and inheritance. It should have several well-designed classes at a minimum.

The code should be primarily your own. If you base your code on applets or other code you find on the web or elsewhere, be sure to give appropriate credit.

See Part IV of Assignment 4 for project suggestions.

Part I: (Due Wednesday, 10/27/99.)

Write a short project proposal with a relatively complete description of your final application. This can be handed in during class or to Douglas in office hours.

Part II: (Due Thursday 11/4/99. Turn this in.)

The electronic turnin deadline for the project is 5:00 p.m. on Thursday, Nov. 4. You should turn in your project electronically the same as usual.

Part III: (Due Due Friday 11/5/99. Turn this in.)

On Friday, Nov. 5, you should turn in a report describing what your project does and how it is implemented. Describe any differences from the original proposal, and outline the system design, the classes you implemented, behaviors, and the relationships between classes. You should explain the reasons for your design decisions, and discuss possible future extensions, how you would add new features, and how your class design would help (we hope) or hinder changes. If you used any existing code in your program, be sure to mention this.

You should also turn in a printed copy of the program with the report. This can be reduced 2-up or 4-up printing to save trees.

Part IV: (During the following week...)

There will be project demos. You will signup in class Friday 11/5/99 (or before) for a demo time. Demos will be held the following week in Seig 232. Both partners in a group must be present at that group's demo. You will run your program and describe what it does. Be prepared to answer some questions about your design.