

# CIS 225

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## *Final Project: Choose*

Choose from one of the projects below. You will present your project to the class, demonstrating the classes, logic, and functionality. At a minimum, you must follow the rubric and your code must demonstrate each of the following:

- JavaDoc including html
- toString
- StringBuilder
- Abstract or interface
- Enums
- File I/O
- Overloaded constructor
- Method overriding
- Java collections
- Switch
- Exception handling
- UML for entire program

## **Project Choices:**

**Movie Store** – Manage video/game/equipment rentals and controls when videos/games/equipment are checked out, due to return, overdue fees and create a summary of those accounts which are overdue for contact.

**Patient / Doctor Scheduler** – Create a patient class and a doctor class. Have a doctor that can handle multiple patients and setup a scheduling program where a doctor can only handle 16 patients during an 8 hr work day.

**Flower Shop Ordering To Go** – Create a flower shop application which deals in flower objects and use those flower objects in a bouquet object which can then be sold. Keep track of the number of objects and when you may need to order more.

**Black Jack** – Also known as 21 make a game where the goal is to get as close to 21 without going over using a standard 52 card deck. The user plays against a dealer who has to sit on any value 17 or under.

**Risk** – Write the logic for the game of Risk. Game must be playable by two players. [HERE](#) is the map, and [HERE](#) are the rules.

