CIS 225

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**](http://en.wikipedia.org/wiki/Risk_(game)) – Write the logic for the game of Risk. Game must be playable by two players. [**HERE**](RiskBoard.jpg) is the map, and [**HERE**](http://www.hasbro.com/common/instruct/risk.pdf) are the rules.

