

## C211 Problem Solving and Programming II

### C211 Team Projects

**Due Date:** Last week of class.

#### Project Description

You will create a project in Java with your team. Here are the requirements for the project:

- It should involve at least 3 classes written by the team members, and some testing code.
- It should involve complex data structures such as arrays and/or linked lists.
- It should have at least a minimal graphical user interface, such as we will discuss this week.
- The source code (.java files) should be uploaded to a team project in GitHub. All the participants should be added as collaborators to the project.
- The project should contain a README file describing the project aim, the source files and their purpose, the interface functionality, and anything else the user might need to run the application.
- If you use an online tutorial, cite the tutorial in the documentation, and also write down what you did add to the resources provided by the tutorial. The 3 classes mentioned above should be created in addition to the files that you obtained from the tutorial.

#### Project Ideas

Here are some ideas for projects. Feel free to use these or to come up with your own.

- Using a 2D array to generate a maze and let the user navigate it looking for a target.
- Implementing a card game - it could be in textual mode with a minimal interface.
- Implementing a personality quiz where you ask the user some questions with multiple choice answers, and predict something based on their answers - such as their D&D alignment.
- Writing a bulk file rename tool that lets you select a folder, display its content, and select a bunch of files to give them names based on a pattern, such as "holiday1.jpg", "holliday2.jpg", "holiday3.jpg", and so on.
- Emoji translator - inputting simple text from the user and matching substrings to a table of emojis you have created beforehand. The output would be a mixture of text and emojis.
- Elevator simulator - simulate an elevator going up and down in a building with several stores. You can let the user interact to add calls to the elevator from each of the floors of the building.

#### Timeline

- Week 9 - Team assignments, project discussions, GitHub accounts creation
- Week 10 - Project ideas presentation, discussion

- Weeks 11-14 - Project development
- Week 14 - Project submission and report

### **Project Submission**

The project should be submitted via GitHub. A link to the project site should be posted to Canvas in Assignments - Project.