School of Computer Science & Software Engineering
Assignment 3 (Individual)

CSCI213 – JAVA PROGRAMMING AND APPLICATIONS
April 2016 – May 2016

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Weightage: 10% of Subject
Submission: 15th May 2016 2355 hrs (Wollongong time) to Moodle
Demo Date: 19th May 2016 during Lab 5

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CSCI213 Assignment 3: Create A Graphical User Interface Game Application

1. Overview

This assignment aims to establish a basic familiarity with the Java API (Swing and AWT packages) for creating graphical user interface (GUI) and handling events related to GUI. Students should apply the appropriate Java programming fundamentals, object-oriented, GUI and event handling concepts that they have learnt to solve the given problem.

2. Objectives

On completion of this assignment a student should be able to write a GUI application that:
- Makes use of Java API "Swing" and "AWT" packages
- Handles generated events
- Makes use of layout manager to organize the GUI components
- Comprises classes designed based on object-oriented concepts
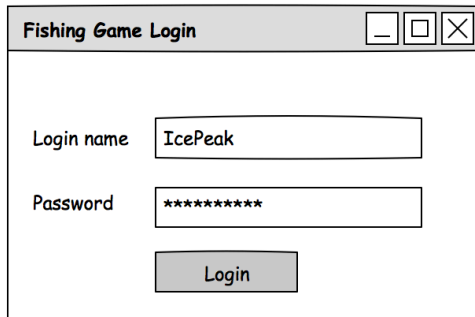- Makes use of Java programming fundamentals

3. Scope

This assignment is based on individual effort. You are required to implement a Graphical User Interface (GUI) for the "Fishing Pair" game application in Assignment 2.

Besides providing the required functionalities, your program should incorporate appropriate error handling. Comments are also to be inserted to improve program clarity. Before you start coding your program, you are strongly advised to carry out proper problem analysis and program design. You are required to use JDK 1.5 developer version or later.

4. Requirements

You are required to implement a GUI for the "Fishing Pair" game application in Assignment 2.

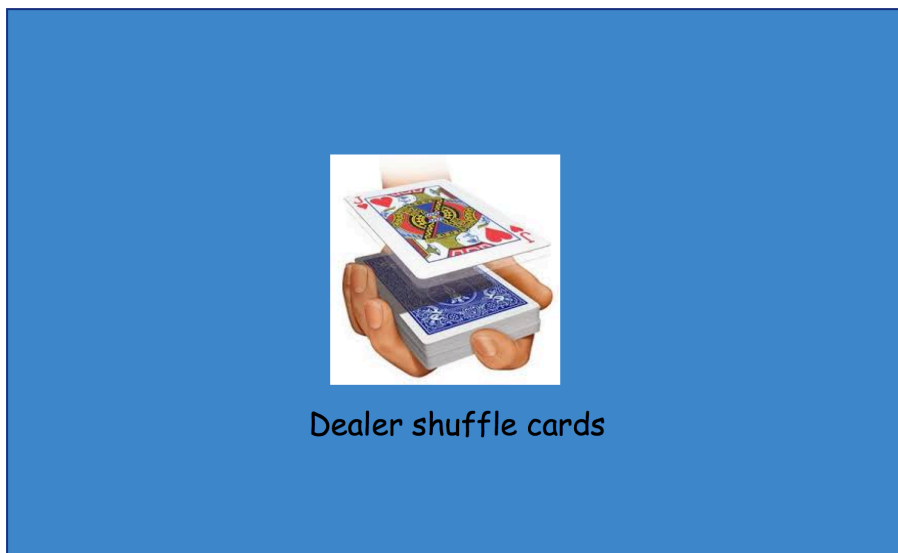The game starts by the player logging into the game.

Upon logging in, the number of days since last login will be displayed.
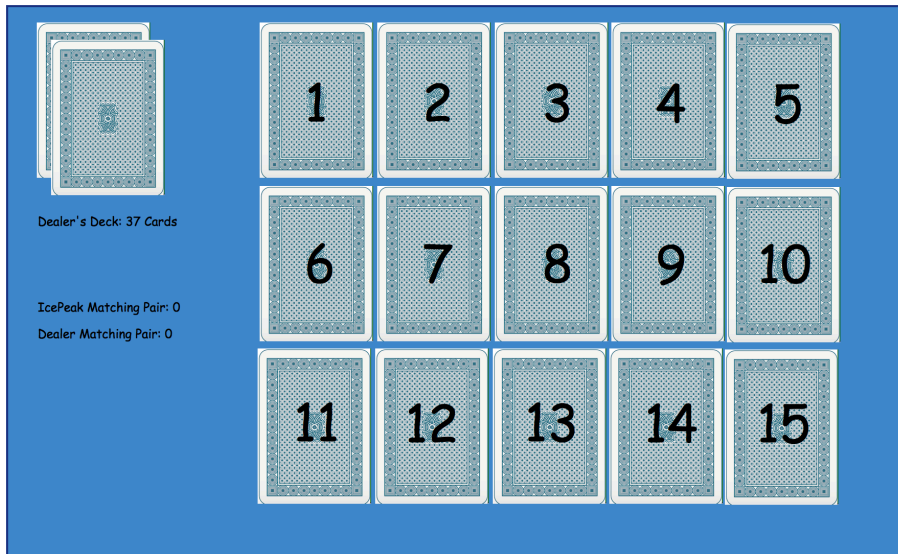The last login date of the player then is updated to the current date.

And the Game starts on a GUI frame.

Display of deck, cards and scores on a frame.

Dealer's Deck: 37 Cards

IcePeak Matching Pair: 0
Dealer Matching Pair: 0

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

IcePeak enter card number to reveal

Dealer's Deck: 37 Cards

IcePeak Matching Pair: 0
Dealer Matching Pair: 0

1	2	3	4	5
6				10
11	12	13	14	15

IcePeak Turn

First card number to reveal   3

Second card number to reveal   5

OK
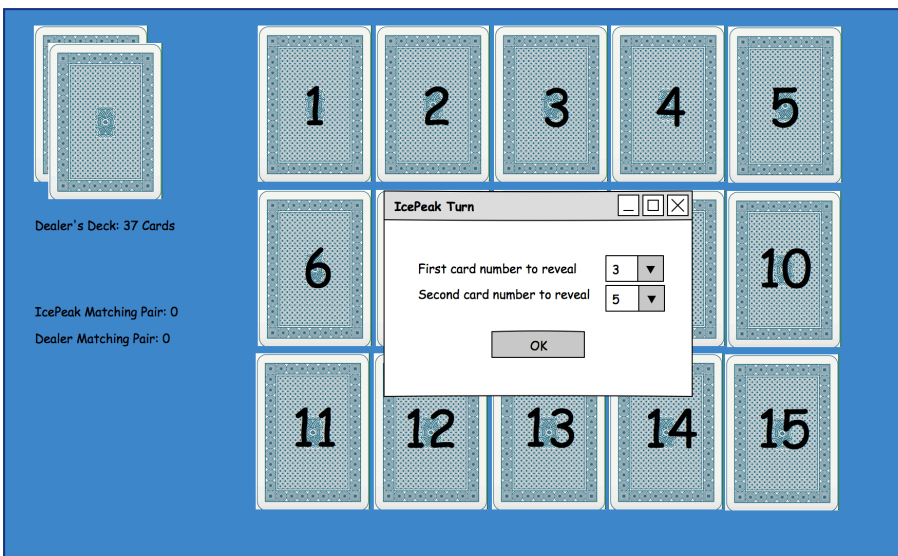
IcePeak has a matched pair
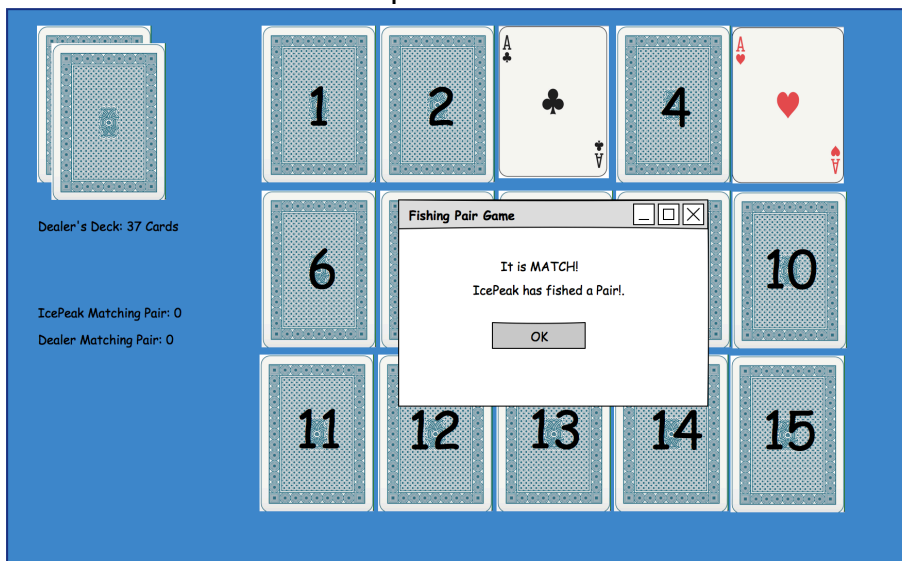
Score and balance cards in the deck updated
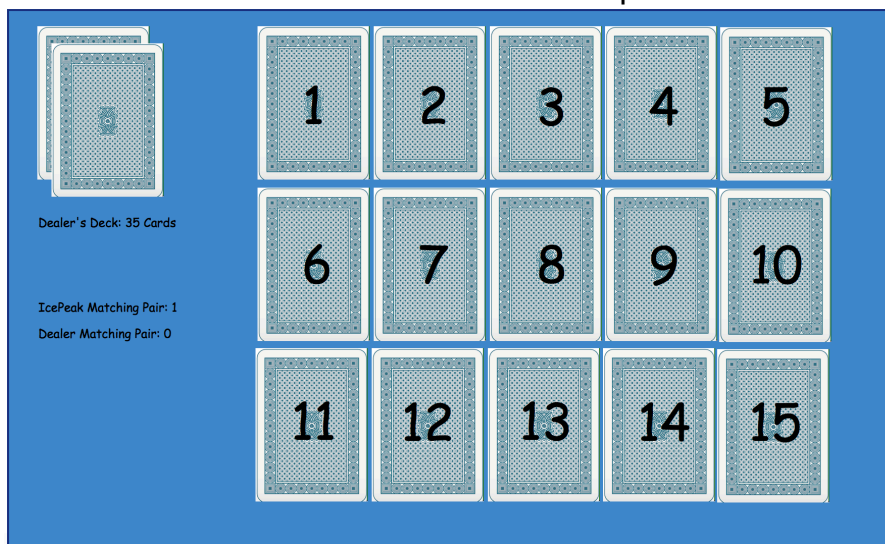

You may change the above GUI design to your need.

GUI related Enhancement
You are free to do any GUI related enhancements to the game and write those enhancement in the report.

5. Submission
A complete submission requires the following items:

1. Report
2. Program in Zip file for execution
3. Program listing in a single word file (for turnitin check)

Missing in any of the above items is consider non-submission.
Late submission for any above items is consider late submission.

Program file header
For each Java program file, provide the header as shown
```
/*
 * CSCI213 Assignment 3
 * -------------------------
 * File name: (state name of .java file)
 * Author: (State student name in FULL)
 * Student Number: (State UOW student number)
 * Description: (A brief description of this class)
 */
```

Any late submission of work must be accompanied by an application for Special Consideration, requested via SOLS. Unless an extension is granted, any late submission will receive a penalty of 25% of its total worth per day including weekends, and will result in zero mark being recorded on or after the 4th late day. Request for extension with supporting document must be submitted to SIM administration for further consideration before the submission date and the tutor must be informed. Extension will be granted on a case-by-case basis.

Report requirements
The report to be submitted consists of the following sections:
1. Cover page – clearly state your name and UOW student's number.
2. Content Page
3. Classes diagram
4. Test-run of Program: You have to provide screen outputs to show the correct execution of your program according to the requirements stated.
5. Enhancements: List down and explain the enhancements that your have done. Provide screen captures here
6. Conclusion and Reflection

Testing requirements
Make sure that you are able to run your program using the command (*java FishingPairGame*) directly from the command prompt from the project folder.

In the players.dat, you should have the following FOUR players' data.

Login Name	Password	Last login date	Scores
player1	p1	2016-1-11	10
player2	p2	2015-12-2	12
player3	p3	2016-2-7	15
player4	p4	2016-3-15	9

Refer to Report guideline and marks allocation document for detailed report requirements.

6. Plagiarism
The University's policy on copying does not allow you to copy software as well as your assessment solutions from another person. Copying of another person's work is unacceptable. It is the responsibility of all students that their assessment solutions are their own work. You must also ensure that others do not obtain access to your solutions for the purpose of copying a part of them. **Where such plagiarism is detected, both of the assessments involved will receive ZERO mark.**

7. Evaluation Criteria (total 50 marks)
Refer to Report guideline and marks allocation document