AP CS A Celebrity Lab Checklist

1. ☐ Work through Lab exercises on paper for parts 1-3
2. ☐ Write Celebrity.java (2)
3. Write the PSVM in CelebrityRunner
    a. ☐ Create a CelebrityGame instance
4. Finish CelebrityGame.java (3)
    a. ☐ Data members
        i. ☐ `Celebrity` instance `gameCelebrity`
        ii. ☐ `ArrayList<Celebrity>` instance `celebGameList`
        iii. ☐ `CelebrityFrame` instance `gameWindow`
    b. Constructor
        i. ☐ Initialize data members
        ii. ☐ Call `prepareGame` helper
    c. Methods
        i. ☐ Complete `prepareGame`
        ii. ☐ Complete game size method
        iii. Complete Celebrity related methods
            1. ☐ `sendClue`
            2. ☐ `sendAnswer`
        iv. Complete validation methods
            1. ☐ `validateCelebrity`
            2. ☐ `validateClue`
        v. ☐ Complete `addCelebrity`
        vi. Complete `play`
            1. ☐ Check the size of the `ArrayList<Celebrity>`
            2. ☐ Set the current celebrity
            3. ☐ Call the `replaceScreen` method properly
        vii. Complete `processGuess`
            1. ☐ Use the `String` methods `equalsIgnoreCase(text)` and `trim()` on the parameter
        viii. ☐ Complete sendClue()
5. Complete the `CelebrityFrame` class (GUI Appendix)
    a. Constructor
        i. ☐ Leave the `super()` call where it is
        ii. ☐ Initialize the controller data member from the parameter
        iii. Initialize the three panels
            1. ☐ `panelCards` with a parameter of a new `CardLayout()`
            2. ☐ `gamePanel` with a reference to the controller as a parameter
            3. ☐ `startPanel` with a reference to the controller as a parameter
            4. ☐ Call the `setupFrame` helper
    b. `setupFrame` helper method

       i. ☐ Add the `gamePanel` and `startPanel` to the `panelCards` member with the Strings GAME and START respectively

      ii. ☐ Set the size of the frame to 800 by 800

     iii. ☐ Set the title to be Celebrity Game

     iv. ☐ Add the panel cards to the frame

      v. ☐ Set the default close operation

     vi. ☐ Set the window to NOT be resizable

    vii. ☐ Call `replaceScreen` with a parameter of START

   viii. ☐ Set the window to be visible!!

c. `replaceScreen` method

      i. ☐ Check the if the parameter equals GAME

         1. ☐ If it does, call `gamePanel.addClue` with a parameter of `controller.sendClue()`

     ii. ☐ Tell the `panelCards` layout manager to show the correct screen