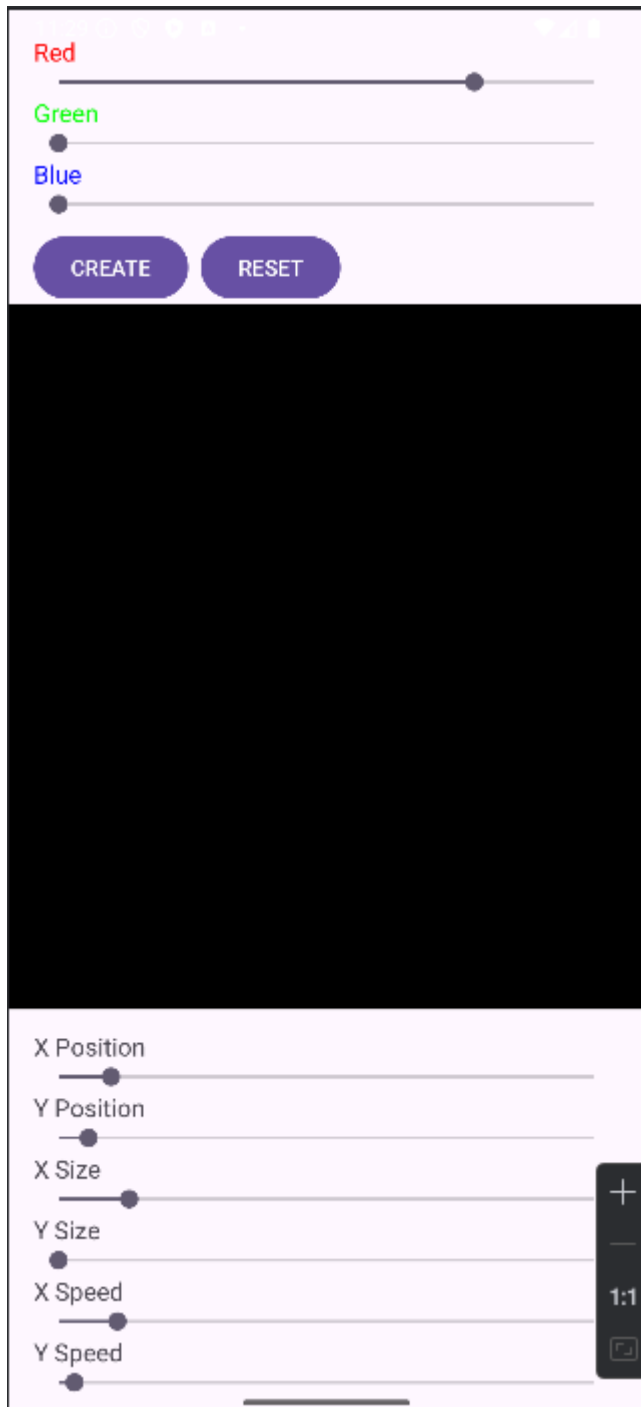# 6. A6 - DB Ball GUI

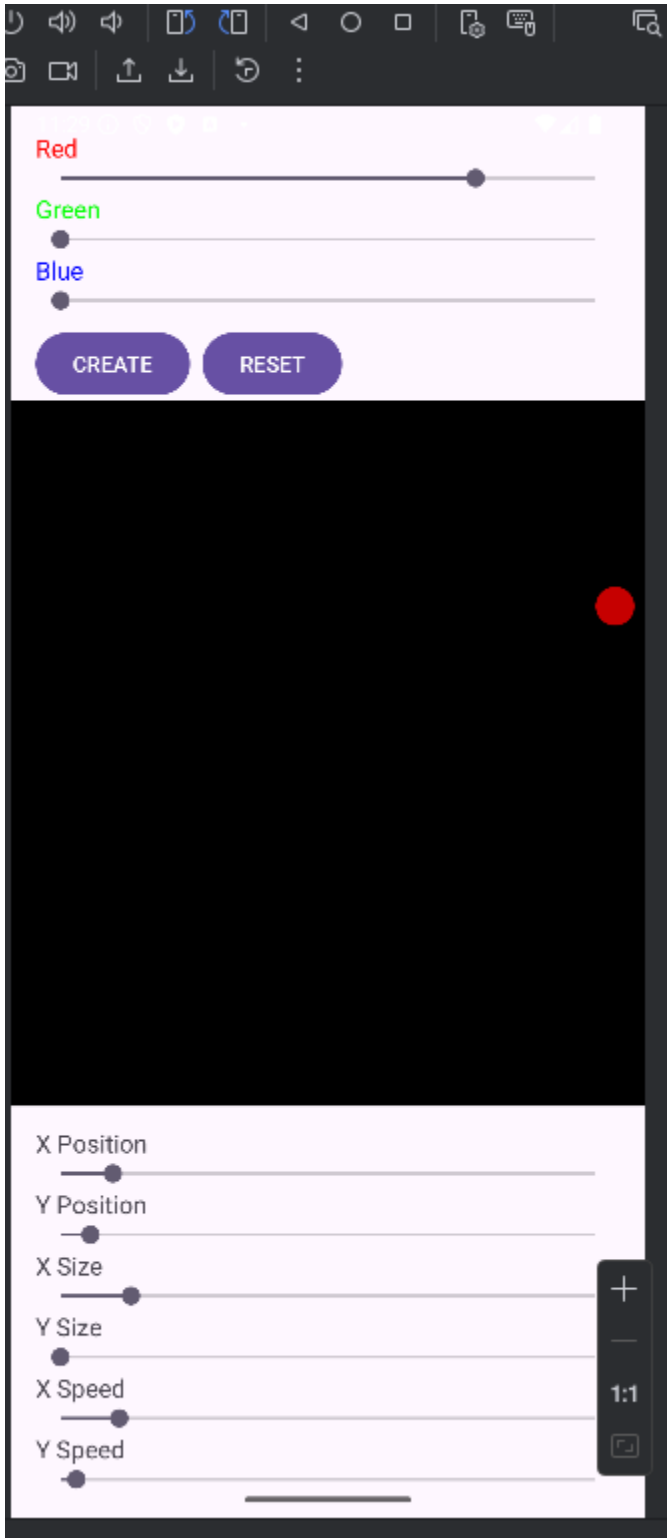Assignment Submission

By: Connor Goodwin

W#: W0488245

Date: 2025-10-16

1. **[20%]** Create a Ball GUI that allows the user to add ball data (name, x, y, dx, dy, colour).

2. **[20%]** When ball data is entered, the user selects "Add", and that ball is inserted into the DB table of balls, and launched onto the screen.

Red

Green

Blue

CREATE   RESET

X Position

Y Position

X Size

Y Size

X Speed

Y Speed

+

−

1:1

3. **[10%]** The user may then enter more balls by updating ball data (name, x, y, dx, dy, colour) and selecting "Add" again.
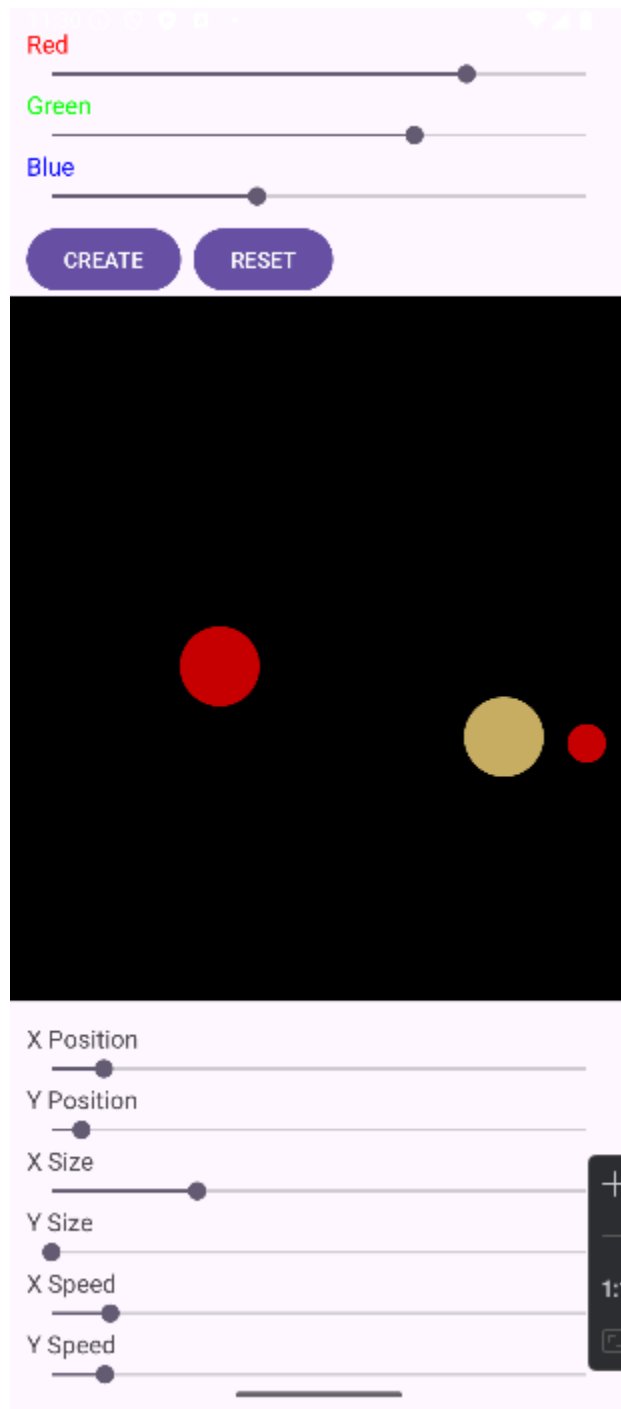
4. **[20%]** The user may select "Clear" to delete all balls from the DB and the screen.
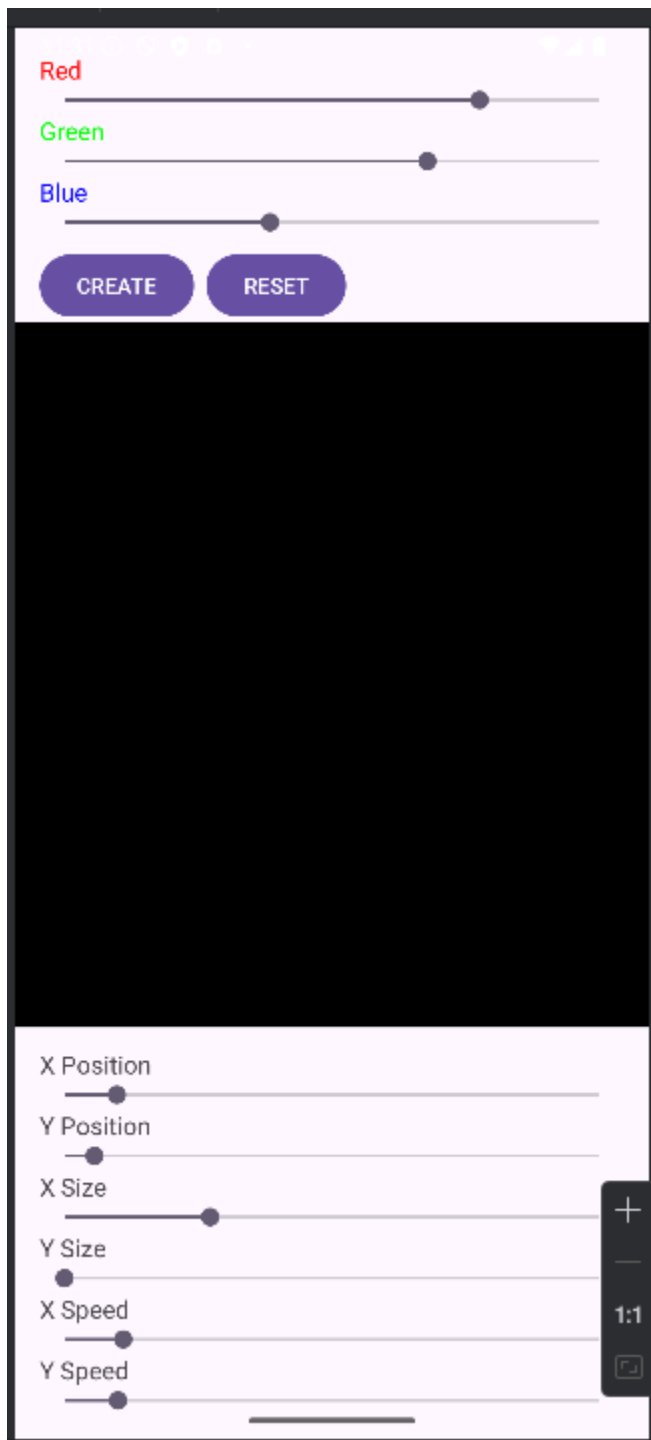
5. **[20%]** The user may close the App (which saves ball data to the DB), then re-open it to get all DB balls re-started again (with ball data pulled from the DB). Use logs to show the data is pushed and pulled to/from the DB.
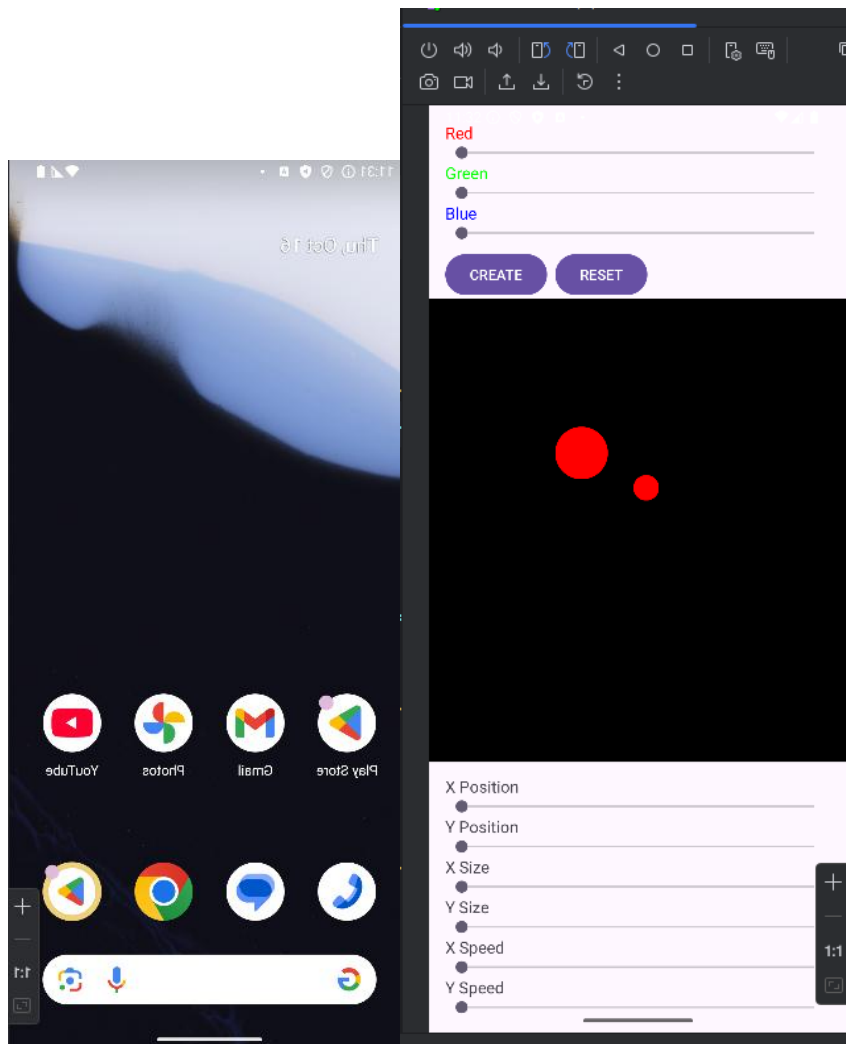
6. **NOTE that the sample already makes many balls at a time with one stroke. Your assignment is to make one deliberate ball position and velocity AT A TIME. Maybe use data entry widgits (diagram above), or maybe get x,y on touchDown, and calculate dx,dy on touchUp to enter one ball. But add ONE BALL AT A TIME.**

7. Show Testing. Show the running app... that the ball is launched and the data is saved persistently in the DB. Again, use logs and DB dumps to verify and prove the balls are persistently saved in the DB between runs.

Done in video, saving/loading is buggy and color is not saved.

10%] Unload the DB from your platform, and onto your desktop. Show the DB files, and data using a SQLite utility.