Chapter by chapter Project requirements: Indicate whether or not you accomplished these requirements for every chapter. For Chapters 3, 4, 7, 8, 9, 11, 13 and 14 you must state which programs where these requirements were implemented.

Chapter 1: Basic procedural programming with no syntax errors

Accomplished everywhere

Chapter 2: Proper use of variables and major types such as integer, double, Boolean, Final, use of print and println including concatenation. Basic use of GUI dialog boxes. Arithmetic statements and assignment statements. Keyboard input and GUI input would be best practice.

Accomplished in tasklist.java

Chapter 3: Use of getters (accessors) and setters (mutators). Use of methods, parameters, arguments, return statements. Use of classes, static and nonstatic methods. Appropriate use of instance methods. Use of instance fields. Use of constructors.

Accomplished in task.java

Chapter 4: Appropriate use of scope. Use of constructors with parameters. Use overloading constructors. Use of the this reference. Use of static fields. Packages (math or similar: see this chapter for this information), constants. Use of classes, such as nested or inner classes.

Accomplished in task.java by having constructors and in tasklist.java for having packages

Chapter 5: Appropriate use of nested if statements.

Accomplished in readfile.java. Didn’t need that many nested if statements

Chapter 6: Use of looping, especially using for and while loops. Nested looping is preferred when possible.

Looping used in every file except task.java

Chapter 7: Use of string and string methods. Using the equals clause when comparing two strings. The correct use of the length methods. Converting strings to numbers.

Strings are used in every file in some way.

Chapter 8: Your programs must use arrays and looping to create and/or access the arrays. The use of multi-dimensional or parallel arrays is required.

Normal arrays are used in read file

Chapter 9: The use of inheritance and the super class in your programs is required. Use of the abstract class and implementation

Inheritance is used in tasklist.java

Chapter 10: You must use try catch blocks as much as possible throughout your programs

Try catch blocks are used all over

Chapter 11: You must create and use at least one file using correct I/O syntax and logic

File is written to and read from inside of readfile.java and writefile.java

Chapter 12: Recursion is only required if you are submitting Yummy’s or Sammy’s.

Chapter 13: Include any of linked lists or Generic Methods within your project.

ArrayLists are similar to linked lists and used a lot of places.

Chapter 14: Programs are expected to have button, event listeners, checkboxes or option buttons. You will need to use the JFrame, JLabel and other swing components as a part of your programs.

Buttons are used in tasklist.java