Final Assessment December 2024 Assignment (Version 8)

	Y/N (Student)	Y/N (Assessor)
Correct Version?	Y	
Self Assessed?	Y	
Supporting Docs?	Y	
Videos Included?	Y	

Total student claim	40
Final Marks (%)	**0**

Model a Household Cooker in SWING (30 Marks)	Available Marks	Student Claim	Lecturer Mark	Comments (from Student/Assessor)
Code the JFrame (including visibility and size etc.)	2	2		
Create and use panels (including setting layouts)	3	3		
Create and add cooking zone components	3	3		I created 4 zones and sliders because it looks cleaner, but I also left comments with witch you can change the value to 5 zones and sliders. I added a special code that changes the location of zones if there are 5 of them (4 in the corners and 1 in the middle (grid 3x3) or you can just change the number of zones and sliders, and it will create a 2x3 grid
Create and add the sliders	3	3		
Use of the Font class	2	2		
Add components to the panels and display within GUI	3	3		
Implement listeners and handlers to change the zone values	4	4		
Implement listeners and handlers for Font changer dropdown menu	4	4		
Modularization (use of methods and/or separate classes)	3	3		
Works to spec (including customizations [font size])	2	2		
Add comments to the code to explain key activities	1	1		
Total	**30**	30	0	

Mouse Events (10 Marks)	Available Marks	Student Claim	Lecturer Mark	Comments (student/Assessor)
Code the JFrame (including visibility and size etc.)	2	2		
Create the JLabel and set it in the frame (with the border)	2	2		
Create the image in Java (appropriately sized)	1	1		
Add the listener(s)\handler(s) to show the image and border.	3	3		
Capture the exit event and set the label back to original	2	2		
Total	**10**	10	0	