

# Software Methods and Tools

Spring 2017

## Assignment 4

Due on 11:59PM, Wednesday, March 8, 2017

Demo: In-Class, Thursday, March 9, 2017

This assignment is about Eclipse plug-ins, and the extension and extension point mechanism. We will give you the source code of a Java application. Your task in this assignment is to change it to an Eclipse plug-in based application. Specifically, your final outcome must meet the following requirements.

1. Your final product must be Eclipse plug-ins, and can be run as Eclipse plug-ins.
2. There must be at least Four Eclipse plug-ins created in your system, and they are integrated through Eclipse extension points and extensions.
3. At least one plug-in extension point should be created in your system.
4. At least two extensions should be made to the extension point that you created.
5. The user interface of the original application was built using Java AWT and SWING. We highly recommend that you use Eclipse's own Standard Widget Toolkit (SWT) to implement the user interface. This is optional and you will get 10 extra points for doing it.

The application we will give you is a Snake application. Its source code can be downloaded from the link below.

<https://github.com/PSNB92/SnakeRemake>

After you finish the assignment, add all your JAR files into a zip file and submit it to the Blackboard system before the deadline. Please make sure that your submission is runnable, bug free, and meets all the requirements.

You also need to give an in-class demo of your application.

**Hint:**

SampleHandler.java in Lab 4 is a good reference for you, especially about how to use the plug-in related APIs.