

Computer Science 112

Computer Science with Java I

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Lab Report – Week X– Week Title

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CSCI 112 [Spring]

Assignment Analysis and Design

I chose to make a game using the GUI and FXML. I created a playable version of an old coin game called NIM. The game creates a board for the user to see what's happening and tells the user how to play the game. The game then asks the user for input and then plays the user's turn and the computer's turn when they click a button. The game has a reset button if you want to quit the game at any point or start a new game after the game is already finished.

Assignment Code

NETBEANS PROJECT ATTACHED.

Assignment Testing

I played the game several times myself. Tried adding goofy strings and random numbers and then also tried actually playing the game for real. All the outputs are correct and the game functions 100% properly from a technical standpoint.

Assignment Evaluation

This was a really cool project and I'm really happy I picked this game to make into a project. I really liked being able to visually see my game being played without just staring at the text program output. Creating the programs AI was a little too complicated for me at this point so I ended up giving the computer random inputs and testing them to see if they were valid moves, basically the equivalent of playing a computer on Easy or Super Easy mode. I'm really happy with the output and even though it does look like a game made from 1999 I'm really happy all the technical aspects of the game work and would love to work with graphic designers on future projects to make visually pleasing programs that work correctly. This project really helped to understand fxml a lot better and action scripts. I really like the layout of creating programs in this manner and can't wait to continue working on future projects in this manner.