Hacettepe University Department of Computer Engineering Bil138 Programming Laboratory

Subject : Object-Oriented Programming

Programming Language: Java **Submission Date**: 10/5/2011

Deadline: 24/5/2011

Advisors: R.A. Levent Seçkin, Dr. Sevil Şen

Experiment Number: 4

AIM

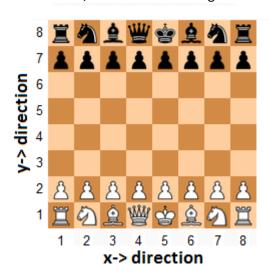
In this experiment you are aimed to use object oriented design and development skills. Also you are expected to create executable java program and javadoc for its source code.

Experiment

For this experiment you are expected to develop a simple **Chess Game**. To do that you should use chessGUI.jar which is developed for you. This library contains GUI operations that you will need. Other parts of code (such as game logic, rules etc.) should be implemented. Every feature (castling move, checking if there is a check-mate position and finishing game automatically etc.) you implement will earn you more points. Implementing every feature and saving/loading operations will grant 100 points. Also you need to generate javadoc for all the code (including chessGUI library).

Important Notes

- You have to design your application professionally.
- You have to create an executable jar.
- Don't use additional 3rd party libraries expect chessGUI.jar
- You can use all chessGUI library functionality via ChessGUI.java and 3 interfaces (ChessGUISide.java, ChessLogicSide.java and ChessPiece.java)
- Don't forget that the board is implemented as a 2D matrix. You will use x and y coordinates of a cell on the board to reach it, not a letter and a digit.



SUBMISSION

• Your submission will be in the format below

- You have to use "Online Experiment Submission System".
- http://submit.cs.hacettepe.edu.tr. Other type of submissions especially by e-mail WILL NOT BE ACCEPTED.
- Submission deadline is 24/5/2011, 16.59 pm.

REFERENCES

- http://www.google.com
- http://en.wikipedia.org/wiki/Chess
- http://en.wikipedia.org/wiki/Javadoc
- http://www.java.com