Project – Java GUI App

Fred Stiebler – Object Oriented Programming

Part 1 – GUI Design

For **Part 1** you will have to **create a documented report showing how your app's GUI will work**. Your focus should be in **designing a user interface that is intuitive and uncomplicated**.

> ⚠️ You **must consult with me** (Fred 😎) and **get approval** to ensure that your app is neither **too simple** nor **too complex**. **You will not be submitting any code in Part 1**, only **designing** the GUI of your app.

Requirements:

You must be in a Team (even if you're working alone) **to see the submission dropbox**!

- DC Connect → **Activities** → Groups → **View Available Groups** → Pick the **same group as your teammates**.

If someone joins your team without your consent (trying to get free marks), please let me know and **I will boot them out** from your team!

Submit your [Design Document (see template)](#) as a pdf to the appropriate DC Connect drop-box by the due date provided. **Late submissions get 25% penalty**.

Your **Design Document** must ensure that:

- The app's **user experience** is clearly illustrated and described.
- The report captures **how the app works** visually and functionally **in all situations**.

App Overview

The **GUI app** could be virtually **anything you want**, but as a **minimum** it should:

- **Accept user input** and do the proper **input validation**, including **error messages** (if applicable)
- **Use objects** (from a class written by you!)
- **Process information** (your app must **do something**! 🥳)
- Display a **well-formatted GUI** that **looks nice** 🙂

Ensure your **GUI is properly aligned, there aren't excessive blank spaces,** and your design is **intuitive to use.**

Part 2 – Coding the GUI App

Once your design gets **Fred's seal of approval**, you'll **code the GUI App** to function **as per the design**.

Part 2 will be due **Friday of week 13** (the week before the **final week**, ⚠️ **no extensions** ⚠️).

⚠️ To earn marks, you must **demonstrate your app during the final week**.

⭐ Bonus Marks Opportunity (up to 5% in part 2)

Your app uses **modal windows** to get user input or display some information.

Fred's Seal of Approval

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Design Document (Template)

Authors

Who are the authors of this document?

- *Fred Stiebler*

- *Hannah*

- *Ares*

Functional Description

What does the app do? Describe functionalities, error handling, and user limitations.
Any other details about the software functionally go here.

The software will allow people to:

- *Browse the catalogue of their local library*

- *Place holds on physical books and other materials*

- *Check out and read/listen to available e-books and audiobooks*

Graphical User Interface

What does the software look like? Provide a **mock-up** of the interface and include details about its features.

- *Simple interface that's easy and intuitive to use*

- *See mock-ups attached*

Current and Proposed Solutions

Is there an existing solution in place already? How does a user interact with your proposed solution?

- *Currently, users must visit the library in person or use a clunky web interface to manage their library account.*

- *The proposed solution is an application that provides a streamlined, user-friendly experience for all library interactions. Users will log-in with their library card number and PIN, and then have immediate access to all features.*