

## CPSC 1181 - Assignment 6 [50 marks]

### Submission:

- Submit a **zip file** containing **only** the needed .java files to Brightspace prior to the **due date set in Brightspace**. Do not include class or other files
- Submissions that are less than 24 hours late receive a 1% per hour late penalty. Submission that are more than 24 hours late will not be accepted.
- You can use one of your 2 day extensions if you request it before the due date.
- Submissions that are unzipped or that contain .class or other unneeded files will be penalized.

### Working With a Partner

- You must tell me **in-person** with your partner that you are working as partners to have permission.
  - This must be done **the week that the assignment is posted**
- If either partner asks for an extension, both partners use up one of their extension.
- If one partner no longer has an extension, neither partner can use an extension.
- Only one group submission is required
- **You must inform me if you are no longer working with a previous partner.**

### Overview

In this assignment you will create a GUI (Graphical User Interface) for the Messenger created back in Assignment 3. The Messenger, Message, and SmileMessage classes will be used as they were written. We will just create a new interface to allow users to send messages to one another.

I am providing a JAR file that can be imported into your project that contains the needed Message, SmileMessage, Reply, and Messenger classes. **We won't use replies in the program, but Messenger is dependent on it.** You are allowed to use your own Message.java, Messenger.java, Reply.java and SmileMessage.java files if you wish. **Do not include the JAR file if you want to use your own files.**

**VIDEO How to import the JAR file** <https://youtu.be/HxU3TjbCKDY>

### Layout

Try to match what is in the video. To produce what is shown, I did not set the height or width of anything. Try to match the padding/margin and alignment as close as possible.

The root element is a BorderPane. The top area contains only a Text element with the font set. The center area is a TabPane with three tabs.

Except for the one TabPane, only use HBox, VBox and BorderPane

### Behavior

See the video for a demo of the expected behavior

**VIDEO Demo:** <https://youtu.be/S-7Ds9DiT6E>

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### Various Important Notes

- The large multi-line textboxes are JavaFX TextAreas. These work in the same way as TextFields. The only difference is that TextFields are only a single line.
- Use `.setEditable(boolean)` to set text inputs so that users cannot change their current content or to set them back to be editable
- Use `.setDisable(boolean)` to disable/enable the Next button as needed
- The SmileMessage class includes a public constant containing the smile string.
- In Assignment 3, your MessengerProgram.java should have built up a Messenger object with users and initial messages. You can copy and paste that part of the code in to set up the Messenger here
- Set the font to “monospace” for the textareas.
- My recommendation for constructing this is to...
  - Completely build the layout with all needed elements
  - Get the Choose User tab working
  - Get the Read Messages tab working
  - Get the Send Message tab working
  - **Don't try to do everything at once. Test often as you are working**

### Marking Rubric:

#### Style, Convention, Documentation [5 marks]

You only need to document the outer class

#### Layout [20 marks]

#### Behavior [25 marks]