Specify, Design, and Implement Your Own Application

Assignment

Design and implement your own application. It should have these components:

1. A significant application layer, with some logic.

2. A graphical interface.

3. Uses knowledge from the course and (preferably) some new knowledge, such as using an Open-source library or some Java classes we haven't used before.

4. Uses basic design principles and design patterns -- where suitable for your application. See TA or me to help you identify places where you can apply a design pattern.

What to Submit

1. Submit a proposal on paper. This is like a "Vision" of your project. A short proposal is fine.

Please include:

Vision of the Program: what does it do? What are features? What will it look like? Please include a drawing or screenshot.

Value Proposition: why is this worth doing? What will you learn?

Participants: If more than one person, what will each person do? Max is 2 people for most projects, 3 people for a really ambitious project.

Project Work Projects

1. Source code on Bitbucket.

2. A runnable application that anyone in the class can run.

3. Short report, including how your project uses *design patterns* and UML design documents. UML must include annotations (explanation of what major components do).

Format of written documentation will be given later.