Even Semester (2022)



**BINUS UNIVERSITY BINUS INTERNATIONAL**

**Assignment Cover Letter**

**(Individual Work )**

**Student Information**: **Surname Given Names Student ID Number**

1. Wilson

Jocelin

2501963330

**Course Code :** COMP6699001 **Course Name :** Object Oriented Programming

**Class :** L2BC **Name of Lecturer(s) :** Jude Joseph Lamug Martinez

**Major :** Computer Science

**Title of Assignment** : Memory Card Game

**Type of Assignment :** Final Project

**Submission Pattern**

**Due Date : 16 June, 2022 Submission Date :**

The assignment should meet the below requirements.

1. Assignment (hard copy) is required to be submitted on clean paper, and (soft copy) as per lecturer’s instructions.
2. Soft copy assignment also requires the signed (hardcopy) submission of this form, which automatically validates the softcopy submission.
3. The above information is complete and legible.
4. Compiled pages are firmly stapled.
5. Assignment has been copied (soft copy and hard copy) for each student ahead of the submission.

**Plagiarism/Cheating**

BiNus International seriously regards all forms of plagiarism, cheating and collusion as academic offenses which may result in severe penalties, including loss/drop of marks, course/class discontinuity and other possible penalties executed by the university. Please refer to the related course syllabus for further information.

**Declaration of Originality**

By signing this assignment, I understand, accept and consent to BiNus International terms and policy on plagiarism. Herewith I declare that the work contained in this assignment is my own work and has not been submitted for the use of assessment in another course or class, except where this has been notified and accepted in advance.

Signature of Student: Jocelin Wilson

Table of Contents

[Plagiarism/Cheating 1](#_bookmark0)

[Declaration of Originality 1](#_bookmark1)

1. [Program Description 3](#_bookmark2)
2. [Class Diagram 3](#_bookmark3)
3. [Application Flow 5](#_bookmark4)
4. [Lessons that Have Been Learned 7](#_bookmark5)
5. [Project Technical Description 7](#_bookmark6)
6. [Code Explanation 9](#_bookmark7)
7. [Project Link 14](#_bookmark8)
8. [References 14](#_bookmark9)

“Memory Card Game”

Name : Jocelin Wilson

ID 2501963330

# Program Description

This is a simple memory card game where it uses the ‘A’ to ‘H’ letters as the card.

# Class Diagram

1. Application Flow

# Lessons that Have Been Learned

In this project I have learned multi-dimensional array for the column and row. Understanding more of arraylist, switch case, and ect.

# Project Technical Description

# Code Explanation

# Project Link

# References

<https://stackoverflow.com/>