Honors project
CSE205

To get Honors credit in CSE205 you will choose a project that interests you. This could be a game or an application that has an academic purpose. The project has to be an advance **GUI application** using Java Programming language.

The interface should be attractive and user-friendly.

The following items must be submitted 2 weeks before end of semester, or before that.

1. A report (5 to 10 pages) containing the following sections:

    a. Introduction -- explain your motivation for doing this project.

    b. Requirements -- state the requirement for this project clearly (what should be done in this project.)

    c. Approach -- explain the approach and steps that you took to complete this project.

    d. Design -- your final design including classes, including a UML class diagram.

2. Simulation -- include some test runs. This should include snap shots of the Interface for certain set of input.

3. Conclusion -- State the problems you had to complete this project, and some possible improvements that can be made in future.

4. softcopy of the program

5. Presentation (about 15 to 20 minutes) in class during last week of classes (demonstrate the project.)