

CS3354 – Spring 2020 – Project 3
Due date: Monday May 11th at 2 p.m.

The goal of the project is to help students understand the concepts of Java GUI development. We will use Java 11 native swing framework, and baseline code provided in git.txstate.edu/CS3354/src.git project3 folder.

Description

This assignment extends MovieReviewApp solution from project 2, by replacing console-based user interface with a graphical user interface (GUI).

- All the operations remain the same as provided in instructor's code
- You CAN modify all *.java files in the starting code of solution3 provided while keeping the same functionalities.
- The user input/output will be handled through a Swing-based Java GUI.
- The decision regarding which Swing components should be used to achieve the required functionality is left to YOU! See examplar src.git folders and files:
 - gui/animation
 - corejava/v1ch11
 - HW8/Calculator.java,
 - concurrency/logging/LoggingImageViewer.java

Task 1 Code Delivery 20 pt

- Submitted project3/*.java and project3/*.md files under CS3354/NetID.git repository - 5pt
- Code compiles and runs, top window displayed - 5 pt
- Javadoc to document the code and design changes - 5pt
- Use of standard Java coding style to improve your program's visual appearance e.g. <https://google.github.io/styleguide/javaguide.html> - 5pt

Task 2 Functional GUI 60 pt

Edit project3 java files so that all user input and output is handled through GUI. To receive full credit all functionalities need to work correctly. STEPS:

- Edit MovieReviewApp.java so the class is the main user interface - MovieReviewApp class will have to be re-written from scratch.
- Edit ReviewHandler.java so the class is the main controller class of the program. ReviewHandler class will not require many changes.
- Use JTable swing component to visualize a set of Reviews. With the JTable class you can display tables of data, optionally allowing the user to edit the data.
- You have full design freedom on other components and containers within swing/awt framework.

Task 3 Design of GUI 20 pt

- Edit GUI so that new app has a native look and feel using the components - 5 pt
- Native navigation, resizing - 5pt
- User-friendly design, in components and color choices - 10 pt

Delivery

Edit the provided code

- Pull latest updates from `git.txstate.edu/CS3354/src.git` repository

```
>>cd src
>>git pull
```

- Navigate to local src folder. Copy project3 folder.
- Navigate to local <NET_ID> folder. Paste project3 folder
- make changes to java code in `**<NET_ID>/project3**` folder and save changes using IDE or text editor of choice.
- you CAN change all .java files, while keep the functionality the same
- Use only swing/awt GUI components
- Make changes to README.md to include the commandline on how to run the test

```
>>javac -d classes .\src\project3\*.java .\<Net_ID>\project3\*.java
>>java -cp .\classes project3.MovieReviewApp
```

Submit the changes

- Occasionally check in changes to `**<NET_ID>**` repository to save work. make sure you are in `CS3354/<NET_ID>` folder for git command-line:

```
>>cd <NET_ID>
>>git add project3/*.java
>>git commit -m "Project 3 Swing GUI progress notes"
>>gitk
```

- gitk will show you the status, close it to continue

```
>>git push origin:<NET_ID>
```

- Make sure to check-in `**final**` submission before Monday May 11th at 2p.m.