



## CST8221 – Java Application Programming

### Lab 1 – Based on Assignment 1.1 (Updated)

#### General View

**Demo Date:** During **Week 2**

- **Note:** The demos are supposed to happen during the 2<sup>nd</sup> week Labs. Although late demos are not supposed to happen, your Lab Professor can evaluate each case.

**Earnings:** **1%** of your course grade.

**Purpose:** Preview of Piccross Game.

- ❖ This is the first demo in JAP. The purpose is that you can show the progress about the development of **Piccross** Application.
- ❖ **Purpose:** Develop a Document defining the components for the main interface of Piccross Game.
- ❖ **Note:** You do not need to implement nothing!
  - Just describe the elements to compose the interface of Piccross Game (in the main screen).
- ❖ **Additional marks:** If you have condition to create a basic interface (using the Frames), you will receive 1% marks.

#### Script (Prof. Daniel contribution)

In this course, we'll be building up a **Piccross** game. This is a game of deductive logic, where you're given clues about a hidden image. We'll be starting out by building the UI.

- Your objectives for next week are to make your own version of the Picross UI.
- We're going to start off with a sketch.
- Since this has to be readable, you don't have to literally draw it out.
- Something in Powerpoint will be more than good enough, or whatever you like, as long as we get the idea of what you're trying to achieve.

- We have helpfully provided his version of the UI in the Lab 1 document, which you can use as a model to work from.
- In future assignments, you will be coding this UI, so make it something attractive that you can bear to look at.
- Be mindful of the principles of a good UI.

Here are components that are required:

- A playing area, in the form of a 5x5 grid.\*
- The "hint zones", for columns and rows.
- A "mark" checkbox.
- A logo
- A control panel
- A time readout; and
- A reset button.

We would like for you to indicate [desired pixel sizes of your components](#), and [how much spacing](#) you will have between components (empty spacing, borders, that sort of thing).

When you code the UI, we'll be comparing it against your sketch.

So, while you might want to make something attractive, you may not want to get too intricate either.

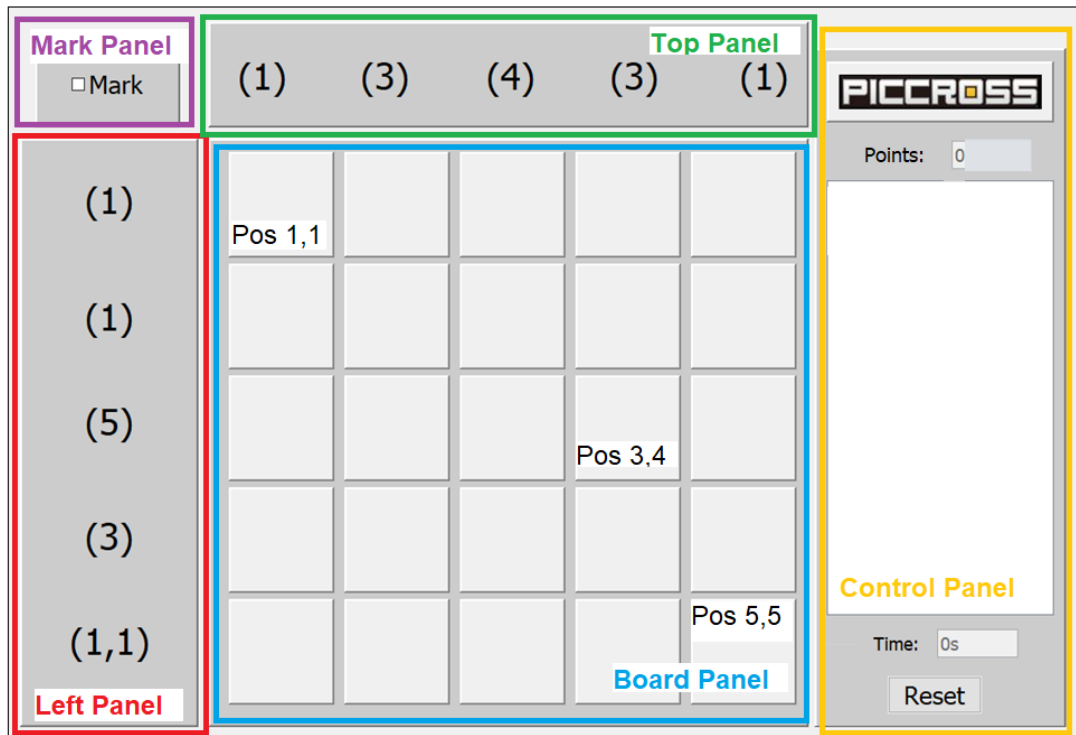
*\* **Important note!** This grid can be arbitrarily sized, though we'll go no bigger than 15x15. This may mean your UI resizes! You will want to indicate which portions of your UI may change sizes.*

#### **Remember: About Teams**

*Students from the same Lab session can compose teams (only 2 people) and both must be present during the Demo (otherwise, the team is not getting marks). Exceptional situations can be managed by Lab Professors.*

## **Basic Interface**

The **Piccross** interface is described in the Assignment 1.1 (**A11**). The following image is showing the basic idea.



**Fig. 1** – Initial game (colors are only descriptive)

- **Note:** There is **no formal definition** for sizes or spaces between components.
  - The intention is that teams are free to create the basic interface, but creating the interface that can be closer to the expected application.
  - Give details about each kind of component to be used.
  - Propose the sizes, distances and properties of each component.

## Evaluation

### BASIC RULE

1. During the Lab, the student (or teams) must show the **document / presentation** describing the GUI development, showing the interface.
  - a. If no document is shown, **marks will not be given**.
  - b. No-compliance interface can be **partially marked or not**.
  - c. If the solution is partial (only some components described), your lab professor **can decide** the marks to be given.

- d. Feedbacks can be given only about the interface and code (**not about marks**).
- 2. The Lab professor may ask you to show the code and eventual questions can be done.
- 3. The order for presentation will be decided by your lab professor.
- 4. In order to respect the time, 5-10min is the expected time for demos.

***Remember: Importance of Lab Demos***

*The demos are important not only for marks, but also in order to be sure that your Assignment is going well and you are in the correct direction. Use this opportunity to have success in this course.*

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**File update: Aug 10<sup>th</sup> 2021.**

**Good luck with Lab Demo 1!**