

Labs

(2) Level A	(1) Level B	(1) Level C
Checker Board	Animal	Spent Time Pie Chart
Chess Piece	Driving Along	

Checker Board

Directions

Build a full screen application that sets the resolution to 800 by 600. The Frame will need to draw a centered checker board with pieces.

Rubric (counts as 1 other grade)

Points	Task
50	800 by 600 Full Screen Application
25	board
25	pieces

Chess Piece

Directions

Build a simple an application that creates a JFrame with a 150 x 400 JPanel. The JPanel will need to draw your favorite chess piece.

Rubric (counts as 1 other grade)

Points	Task
50	Frame with a 150 by 400 JPanel
50	Chess Piece

Animal

Directions

Build a simple application that creates an undecorated full screen JFrame. On the frame draw an animal of your choosing in an appropriate environment.

Rubric (counts as 1 minor grade)

Points	Task
50	Undecorated full screen frame
25	Animal
25	Environment

Driving Along

Directions

Build a simple application with a set JFrame size of 600 x 400. On the panel draw car driving down the road. Your drawing will include a road, grass on both sides of the road, a sky, a car and another object of your choosing.

Rubric (counts as 1 minor grade)

Points	Task
50	600 x 400 frame with panel
10	road
10	car
10	grass
10	sky
10	Other object

Spent Time Pie Chart

Directions

Build a full screen application that uses a decorated JFrame with a JPanel. In the panel draw a pie chart representing on average how you spend your time each day during a week day.

Your pie chart will need to include at least 5 categories. You will need to include a key of what each color represents and you will have to show what the percentages and time amounts of time for each category.

Rubric (counts as 2 minor grades)

Points	Task
20	Full Screen Decorated Frame with Panel
30	Pie Chart
25	Time / Percentages
25	Key