

Dear Students,

for the second phase of the project we expect from you a computer program with a user-friendly interface to play a game based on computation of chromatic number. The program should be well documented (using `javadoc`), source code should be readable and commented, the header of each source file should contain the names of the programmers, version number and dates, and a short summary. In addition to the program, please provide flow-chart diagrams or pseudo code of the most important algorithms in the program.

During your presentation of the second phase of the project we will consider your program on two levels: design level and implementation level:

On the design level we shall discuss:

- Correctness and simplicity of the algorithms used in the program;
- Adequacy of the classes found;
- Class diagrams;
- Class coupling.

On the implementation level we shall discuss:

- Correctness (functionality) of your program;
- Program simplicity;
- Code readability;
- Class Consistency;
- Comments and Documentations;
- Graphical User Interface
- Program testing.

For the computer-science part of your presentation of the second phase of the project, please provide flow-chart diagrams or pseudo code of the most important algorithms and class diagrams of the most important classes. In addition please bring a laptop with source code of your program.

Success!

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