Link to Github Repository -

Chapter by chapter Project requirements: Indicate whether or not you accomplished these requirements for every chapter. For Chapters 3, 4, 7, 8, 9, 11, 13 and 14 you must state which programs where these requirements were implemented.

Chapter 1: Basic procedural programming with no syntax errors

Done – see attached Project Submission Document

Chapter 2: Proper use of variables and major types such as integer, double, Boolean, Final, use of print and println including concatenation. Basic use of GUI dialog boxes. Arithmetic statements and assignment statements. Keyboard input and GUI input would be best practice.

Done – see attached Project Submission Document

Chapter 3: Use of getters (accessors) and setters (mutators). Use of methods, parameters, arguments, return statements. Use of classes, static and nonstatic methods. Appropriate use of instance methods. Use of instance fields. Use of constructors.

Done – see attached Project Submission Document

Chapter 4: Appropriate use of scope. Use of constructors with parameters. Use overloading constructors. Use of the this reference. Use of static fields. Packages (math or similar: see this chapter for this information), constants. Use of classes, such as nested or inner classes.

Done – see attached Project Submission Document

Chapter 5: Appropriate use of nested if statements.

Done – see attached Project Submission Document

Chapter 6: Use of looping, especially using for and while loops. Nested looping is preferred when possible.

Done – see attached Project Submission Document

Chapter 7: Use of string and string methods. Using the equals clause when comparing two strings. The correct use of the length methods. Converting strings to numbers.

Done – see attached Project Submission Document

Chapter 8: Your programs must use arrays and looping to create and/or access the arrays. The use of multi-dimensional or parallel arrays is required.

Done – see attached Project Submission Document

Chapter 9: The use of inheritance and the super class in your programs is required. Use of the abstract class and implementation

Not Done - I got stuck here and did not continue

Chapter 10: You must use try catch blocks as much as possible throughout your programs

Not Done

Chapter 11: You must create and use at least one file using correct I/O syntax and logic

Not Done

Chapter 12: Recursion is only required if you are submitting Yummy’s or Sammy’s.

Not Done

Chapter 13: Include any of linked lists or Generic Methods within your project.

Not Done

Chapter 14: Programs are expected to have button, event listeners, checkboxes or option buttons. You will need to use the JFrame, JLabel and other swing components as a part of your programs.