16 Oct, 2020

CENG201-Project Description

A) *Classes & UML Class Diagrams*

1) The project must implement an inherited structure with at least 3 classes. a. The superclass must be abstract and define at least one abstract method. b. Define suitable constructor(s) and methods – such as toString() method. c. Define static variables and methods.

2) Implement a class demonstrating the "has-a" relationship with one of the classes in the inheritance hierarchy.

3) Implement an interface with at least one method signature inside.

4) Implement a SystemClass that will hold,

  a. ArrayList structure

  b. Add method

  c. Display method(s)

  d. Search method

  e. Delete method

    You can add other methods if necessary…

5) For all the steps you have to draw the UML Class Diagram.

B) *GUI*

1) Design a GUI

  a. Use a panel, combo box, radio button, check box, text area...

  b. Use add, delete, display, search… buttons and call them by using the method(s) inside the SystemClass.

  c. Use at least one key event and mouse click event.

CENG201-Project Presentation

1) The presentation will last nearly 5 minutes, so first explain to me your project and present a demo.

2) The presentation schedule can be found on our course website,

  a. The schedule is first come first serve, so select your time slots quickly with your assistants.

  b. The presentations will be performed online.

CENG201-Important dates

1) 27.11.2020, Friday; deadline for project topic selection.

2) 10.01.2021, Sunday; last day of uploading projects.

3) During the presentations you have to deliver (send) your projects to me or assistants.