



OSMANGAZI UNIVERSITY

DEPARTMENT OF COMPUTER ENGINEERING

**OBJECT ORIENTED PROGRAMMING II-
LAB GRUP14/4.LAB ÖDEVİ**

Grup Üyeleri

- Osman Baki Altıok
- Esmâ Deniz Uygun
- Kubilay Doğru
- İbrahim Berk Bulğan

Öğretim Görevlisi

Araş. Gör. Yusuf KARTAL

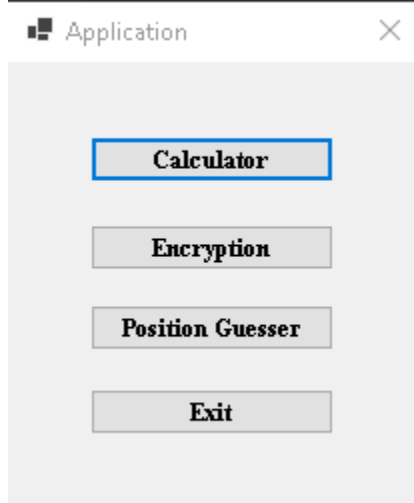
Rapor Tarihi:27.04.2021

LAB4

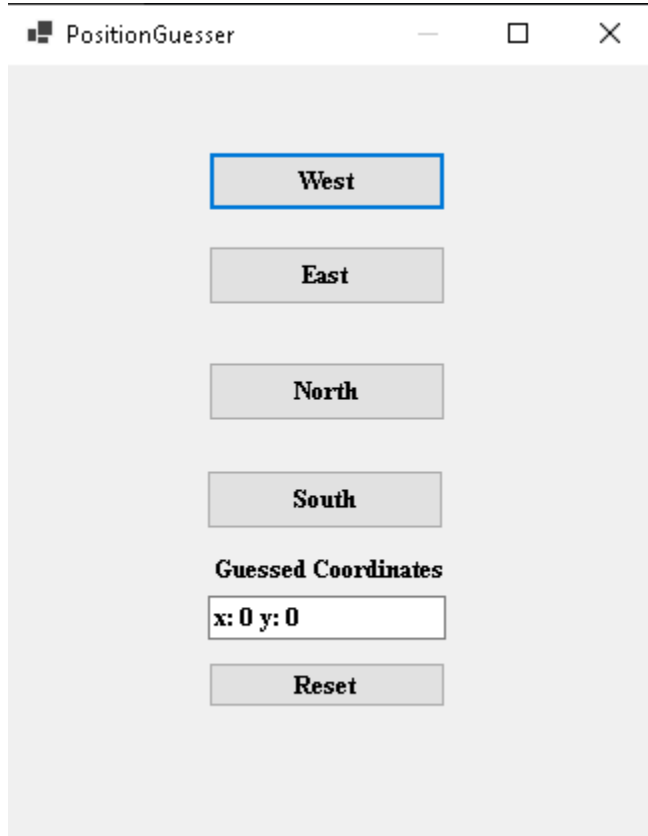
Notlar:

- Binary Search algoritması kullanılarak yapılmıştır. West , East ,North,South butonlarıyla yön tayin edilebilir, reset butonu ile koordinatlar resetlenebilir.

Applications arayüzüne “Poision Guesser” eklenmiştir.



Position Guesser butonuna tıklandığında



Tutulan koordinatlar x: 20 y: 20

Sırasıyla yapılan işlemler

North Clicked (düzenelendi)

x: 0 y: 512

South Clicked (düzenelendi)

x: 0 y: 256

South Clicked

x: 0 y: 128

South Clicked

x: 0 y: 64

South Clicked (düzenelendi)

Guessed Coordinates

x: 0 y: 32

South Clicked

Guessed Coordinates

x: 0 y: 16

North Clicked

Guessed Coordinates

x: 0 y: 24

South Clicked

Guessed Coordinates

x: 0 y: 20

East Clicked

Guessed Coordinates

x: 512 y: 20

5x West Click

Guessed Coordinates

x: 16 y: 20

East Click

Guessed Coordinates

x: 24 y: 20

West Click And result

Guessed Coordinates

x: 20 y: 20

LAB-3

Osman Baki Altıok:

- Vigenère Cipher algoritması yapıldı.
- Applications arayüzüne Encryption uygulaması eklendi.
- Birtakım performans iyileştirmeleri yapıldı.

Esma Deniz Uygun:

- Ceaser Cipher algoritması eklendi.
- Applications arayüzüne Encryption uygulaması arayüz tasarımı yapıldı.
- Birtakım performans iyileştirmeleri yapıldı.

Bitbucket Adresi:

- bitbucket.org/152120141068/lab

Yusuf Kartal

READ WRITE ADMIN

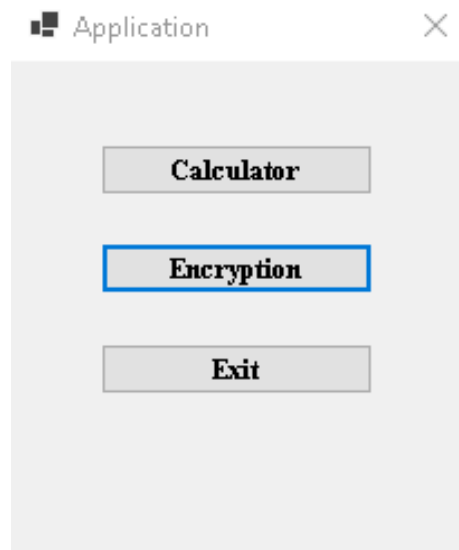


Performans Güncellemeleri:

- Encryption ve Calculator uygulamalarında (X) butonuna basıldığında bir önceki Applications arayüzüne geri döner.
- Uygulamalar ekranın ortasında başlatılır.

Programda İsterlere Uygun Olarak Yapılanlar:

Login yapıldığında ekrana gelen arayüz:



Encryption uygulaması arayüzü:

String

×

Enter The String

Ceaser Cipher Rot

Vigenère Cipher Key

Select

*You Should Select Atleast One Of These

☐ Ceaser Cipher

☐ Vigenère Cipher

Result Ceaser

Result Vigenère

Select

*You Should Select One Of These

☐ Encryption

☐ Decryption

Reset All

Confirm

Vigenère Cipher Encryption ve Decryption İşlemleri

String

×

Enter The String

esmadenizuygun

Ceaser Cipher Rot

Vigenère Cipher Key

Homeworkthree

Select

*You Should Select Atleast One Of These

☐ Ceaser Cipher

☒ Vigenère Cipher

Result Ceaser

Result Vigenère

Igyezsessbpkyu

Select

*You Should Select One Of These

☒ Encryption

☐ Decryption

Reset All

Confirm

String

×

Enter The String

Igyezsessbpkyu

Ceaser Cipher Rot

Vigenère Cipher Key

Homeworkthree

Select

*You Should Select Atleast One Of These

☐ Ceaser Cipher

☒ Vigenère Cipher

Result Ceaser

Result Vigenère

esmadenizuygun

Select

*You Should Select One Of These

☐ Encryption

☒ Decryption

Reset All

Confirm

Ceaser Cipher Encryption ve Decryption İşlemleri:

String

×

Enter The String

osmanbakialtiok

Ceaser Cipher Rot

3

Vigenère Cipher Key

Select

*You Should Select Atleast One Of These

☒ Ceaser Cipher

☐ Vigenère Cipher

Result Ceaser

rvpdqednldowlrn

Result Vigenère

Select

*You Should Select One Of These

☒ Encryption

☐ Decryption

Reset All

Confirm

String

×

Enter The String

rvpdqednldowlrn

Ceaser Cipher Rot

3

Vigenère Cipher Key

Select

*You Should Select Atleast One Of These

☒ Ceaser Cipher

☐ Vigenère Cipher

Result Ceaser

osmanbakialtiok

Result Vigenère

Select

*You Should Select One Of These

☐ Encryption

☒ Decryption

Reset All

Confirm

LAB 1-2

Program ilk başlatıldığında kayıtlı kullanıcılar giriş yapabilir. Eğer kullanıcı kayıtlı değilse Sign-Up butonuna basılarak yönlendirilir.

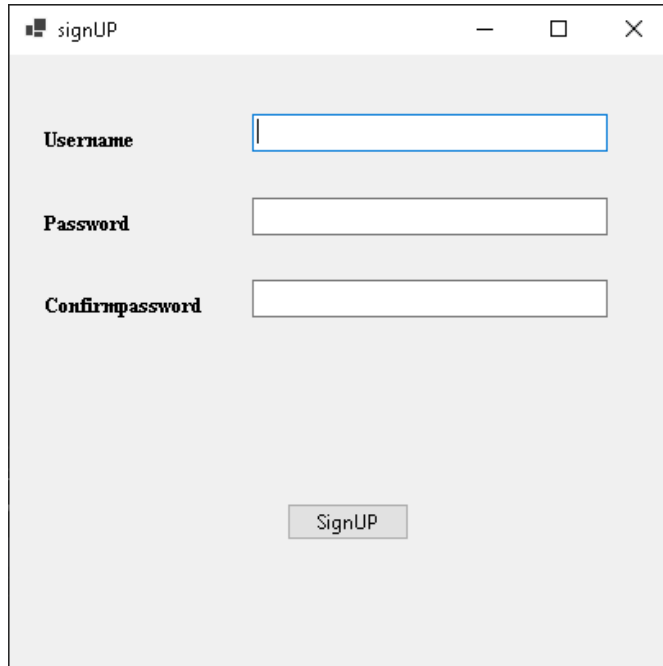
Kayıtlı kullanıcı giriş ekranı:

The image displays two screenshots of a software application window titled "signIN". Each window contains a login form with the following elements:

- Username:** A text input field.
- Password:** A text input field.
- Sign-UP:** A button located below the password field.
- Login:** A button located below the Sign-UP button.

The first screenshot shows the login form with the username "Deniz" and the password "152120141068". The second screenshot shows the login form with the username "Baki" and the password "152120151055".

Kullanıcı kaydetmek için SignUp ekranı:



A screenshot of a Windows-style window titled "signUP". The window has a light gray background and a standard title bar with minimize, maximize, and close buttons. Inside the window, there are three labels: "Username", "Password", and "Confirmpassword", each followed by an empty text input field. The "Username" field has a blue border, while the others have a gray border. Below the input fields, there is a "SignUp" button with a gray background and black text.

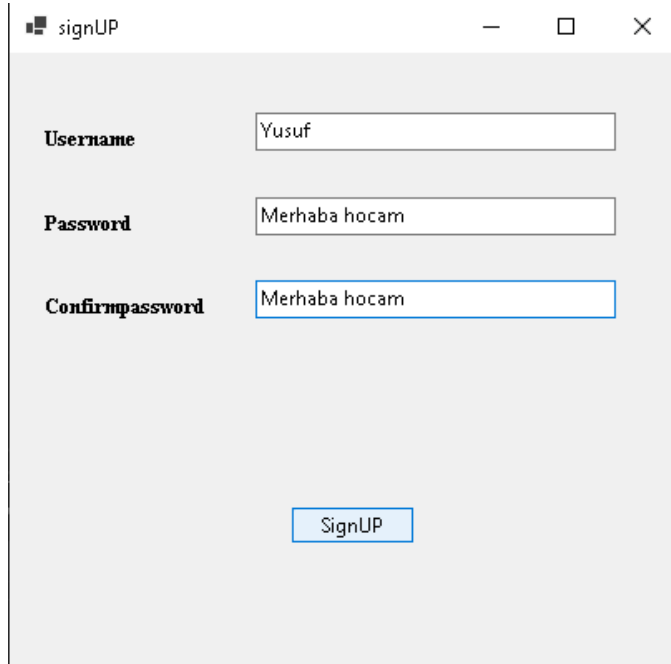
signUP

Username

Password

Confirmpassword

SignUp



A screenshot of the same "signUP" window, but now the input fields are filled with text. The "Username" field contains "Yusuf", the "Password" field contains "Merhaba hocam", and the "Confirmpassword" field contains "Merhaba hocam". The "Confirmpassword" field now has a blue border, and the "SignUp" button has a blue border and a light blue background.

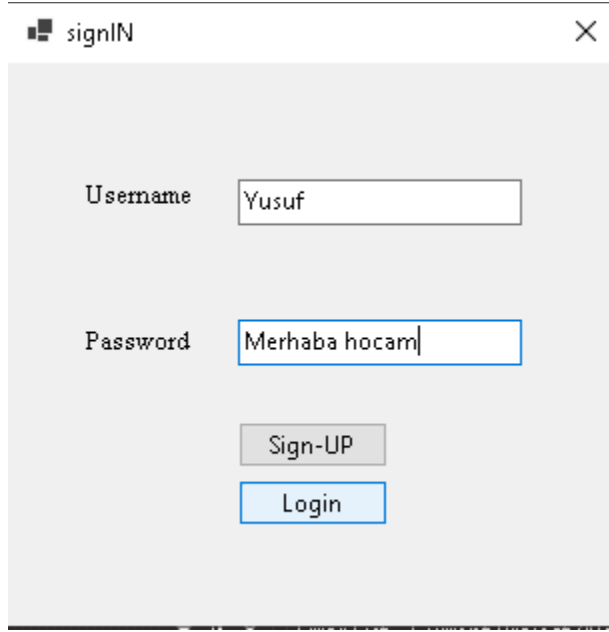
signUP

Username

Password

Confirmpassword

SignUp



The screenshot shows a window titled "signIN" with a close button (X) in the top right corner. The window has a light gray background. It contains two text input fields: "Username" with the text "Yusuf" and "Password" with the text "Merhaba hocam". Below the password field are two buttons: "Sign-UP" (gray) and "Login" (blue).

signIN

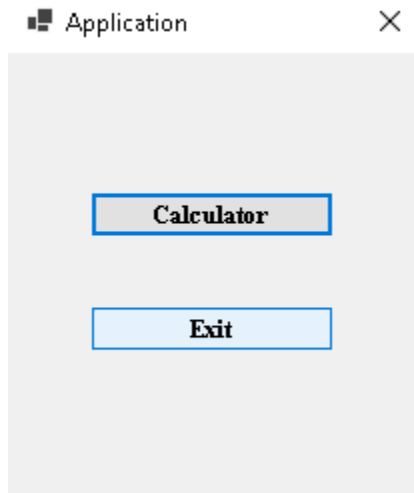
Username Yusuf

Password Merhaba hocam

Sign-UP

Login

Başarılı giriş yapıldığında uygulama ekranı:



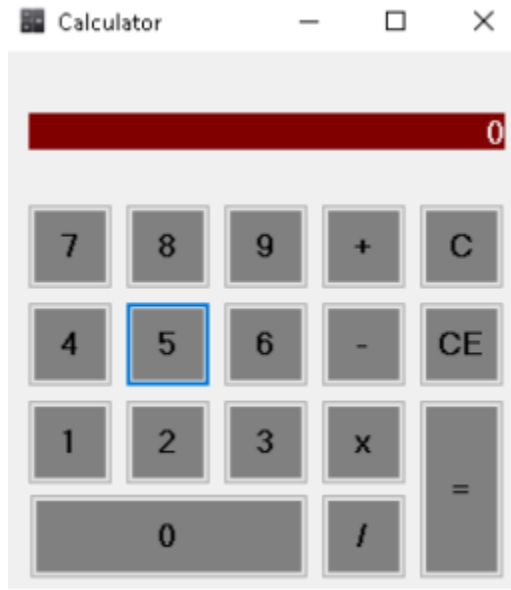
The screenshot shows a window titled "Application" with a close button (X) in the top right corner. The window has a light gray background. It contains two buttons: "Calculator" (gray) and "Exit" (blue).

Application

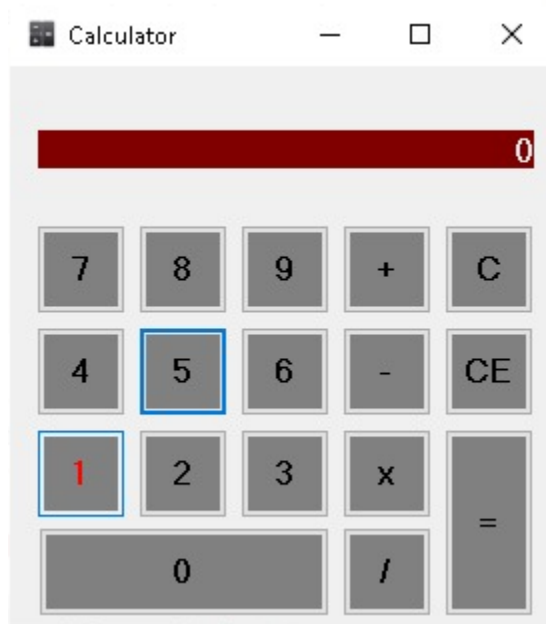
Calculator

Exit

Uygulama ekranından Calculator uygulaması seçildiğine:



Bir butonun üzerine gelindiğinde:



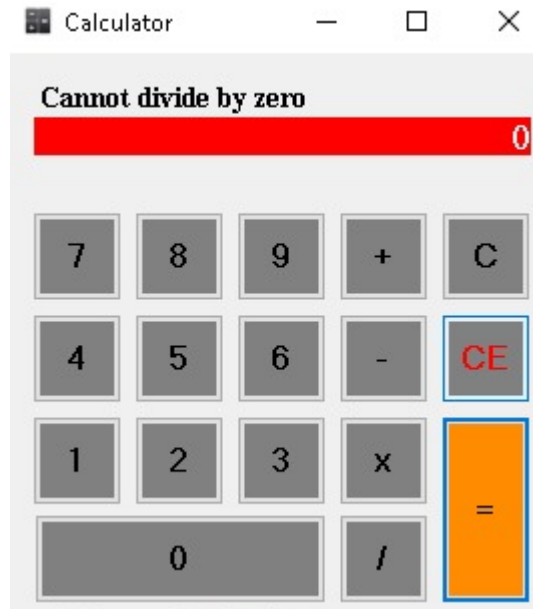
Bir butona tıklandığında ve başka bir butonun üzerine gelindiğinde:



Bir butona tıklandığında:



Bir sayıyı 0'a bölmeye çalışıldığında:



Sonuç 0'dan küçük olduğu durumda:

