Even Semester (2022)

**BINUS UNIVERSITY BINUS INTERNATIONAL**















**Assignment Cover Letter**

**(Individual Work )**

**Student Information**: **Surname Given Names**

**Student ID Number**

1. Qalbiah Anisa Dzikra 2502043116

**Course Code :** COMP6699001 **Course Name :** Object Oriented Programming **Class :** L2AC **Name of Lecturer(s) :** Jude Joseph Lamug Martinez **Major :** Computer Science

**Title of Assignment** : Fruit Memory Game

**Type of Assignment** : Final Project

**Submission Pattern**

**Due Date :** June 10 **Submission Date** : June 10

The assignment should meet the below requirements.

1. Assignment (hard copy) is required to be submitted on clean paper, and (soft copy) as per lecturer’s instructions.

2. Soft copy assignment also requires the signed (hardcopy) submission of this form, which automatically validates the softcopy submission.

3. The above information is complete and legible.

4. Compiled pages are firmly stapled.

5. Assignment has been copied (soft copy and hard copy) for each student ahead of the submission.

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**Declaration of Originality**

By signing this assignment, I understand, accept and consent to BiNus International terms and policy on plagiarism. Herewith I declare that the work contained in this assignment is my own work and has not been submitted for the use of assessment in another course or class, except where this has been notified and accepted in advance.

Signature of Student: (Name of Student)

Anisa Dzikra Qalbiah

**Program Description**

Fruit Memory Game is a game with an end goal to clear all the pictures available by matching the same pictures to one another. The pictures are randomized, so the player must guess where the other picture is. Every time the player matches the wrong card the game will reduce the score, but if the player matches the correct picture, the game will give the player some score.

As a gamer who loves to play a lot of online games, sometimes when there is no connection available it is hard to entertain ourselves, so we move onto the offline games that usually is available on our device. As this game can be runned offline, it is hoped that it will cure some boredom.

**Class Diagram**

**Diagram

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**Design**

**Main Window**

This window is the main window where the game is running. The ‘?’ button when pressed will show the whole picture for a bit so if the player feel stuck, they can cheat a little bit using the button. The ‘score’ is where the game will be keeping track of the score. The ‘PLAY’ button is if you want a new set of picture to play, or in a simple way ‘new game’. The ‘LOAD’ button is if you want to change the picture of the tiles.

**Logo, company name

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**Implementation and Explanation of The Code**

This project consists of 3 files. The MainFrame file, the Sound file, and the Tile file. This project uses mainly Javax Swing and other utilities.

**MainFrame.java**

Text

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This is where the initialization for the main frame happen. The MainFrame will initialize the components, icons, and the game itself.

initGame initializes the top of the window frame where the scoring will count, also where each of the back tiles will be putted on the logo.

initIcons