Moodle ▶ Omat kurssini ▶ Informaatiotieteiden yksikkö / School of Information Sciences ▶ TIEVA31 (3) ▶ MVC model and Models ▶ Exercise 6.3 (Small 3/2 points)

Exercise 6.3 (Small 3/2 points)

Create a "Magic square (see this link for a definition)" game application.

The application should contain a 3x3 table where users can edit the numbers.

The application should have a button to check if the filled data indeed is a "magic square".
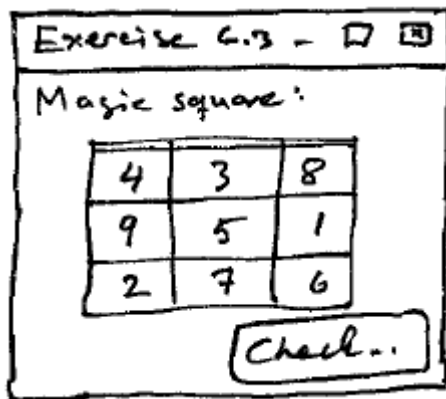
With Java/Swing: use JTable.

With React: feel free to choose the component you consider best suited for the task, Table is a possibility.

(If you have trouble implementing all the magic square rule checks, do implement at least some, e.g., starting from the basic check that all the numbers are between 1 and 9. The point of the exercise is to be able to configure the table and access the edited values.)

Palautuksen tila

Palautuksen tila	Ei suorituskertoja
Arvioinnin tila	Ei arvioitu
Palautettava viimeistään	torstai, 27 huhtikuu 2017, 12:15
Palautusaikaa jäljellä	8 päivää 2 tuntia

Lisää palautus

Muokkaa palautustasi