**IB Computer Science**   
Stage C Development (12 marks)

Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Due Date: 3-31-2023**

Directions: Answer the following question.

1. Does your product demonstrate a **high level** of complexity and ingenuity in addressing Criterion A?
2. Did you provide a list of the techniques you used in developing the product? Depending upon your product’s level of complexity this list will vary. You will want to describe some (3-4) of the tools you used in developing your product. Include the ones that have the highest level of complexity.
3. Techniques may include algorithmic thinking, data structures, software tools and user interface (Ex. Did you use a GUI Interface?). This list need not be exhaustive but should illustrate how the major components of the product were developed.

* Data Structures (array, linked list, stack, queue, binary tree, hash table, etc.)
* OOP (encapsulation, polymorphism, inheritance)
* Methods (void, nonvoid, parameters)
* File IO (text files)
* Network – client/server

1. Did you use existing programming tools (libraries, frameworks, APIs)?

* Foundation classes (String, Scanner, ArrayList, LinkedList, PrintWriter, etc)
* Swing or JavaFX GUI libraries.
* Game Engine (Greenfoot)

1. Did you **explain** the techniques you used in the development of the product and **why** they were appropriate to task? (They want to know why you made the choses you did)
2. Did you reference all your sources?

• This includes any reference material such as code templates, program code, or other materials   
 you used but that you did not create. (libraries, API’s, etc.)