CIS 201 – Computer Science I Assignment 1 – Seidel

Remember during the first class this semester that I asked you to determine an interest of yours such that you could write computer software to solve a problem or improve an application in that area of interest. This assignment is the first step in the comprehensive program that you will be completing all semester. This assignment has three parts:

1. Write a complete proposal for your concept of the overall assignment that you want to pursue this semester. The proposal should have the following sections:
    a. First section will be centered at the top of the first page with the following information:

    - Title of the Project
    - Your Name
    - CIS201-# (replacing the # with your class section number) and the term (e.g., Fall 2015)

    b. The second section will be a brief project summary, left justified with the bold title **Project Summary:**

    c. The third section will be the rationale for the project and relevant background related to your area of interest, left justified with the bold title **Project Background:**

    d. The fourth section is a preliminary description of the input, processing, output and storage requirements for the project. This section should be left justified with the bold title **IPOS Requirements:**

    e. The fifth section is a concluding paragraph justifying why your project should be approved by your instructor. This section should be left justified with the bold title **Conclusion:**

    f. The sixth section should be a glossary of technical and project related terms. Computer and project related terms that are not common knowledge should be underlined at every location in your proposal and your glossary should have the alphabetized terms list with definitions given using a hanging indent of one inch. This section should be left justified with a centered bold title of **Glossary**.

2. In your proposal, be sure to include prototype screen designs, a draft UML class hierarchy diagram and any other diagrams, etc. Be sure that you have several classes in your UML diagram. There must be an “about” or “help” class that will be called to describe the project and most classes must have some attributes. This description should be at least several pages long including the diagrams and use correct spelling and grammar. Be innovative in what you do. The use of a graphics based applet or application is highly suggested.

3. Write a Java application or applet related to your project in step one that contains at least object created from the “about” or “help” class written by you (as found in your

UML diagram). The class object may be a graphical “splash screen” or a text based “about” description page, but your object must be comprehensive in what you plan to do. Be innovative in what you do. The use of a graphics based applet or application is highly suggested.

4. Be sure that you completely **comment** your source with both headers and in-line comments and include the following **control structures** in your project:
   a. Nested ***if-else*** structure,
   b. Nested ***while*** or ***do-while*** loops, and
   c. Count control using one or more ***for*** loops.

Submit your word file and all of your completely documented /commented source code for the Java class files using this assignment feature. NOTE: I suggest that you create a zip file containing your other files for this project. Do NOT submit other types of compressed files (e.g., RAR or JAR), I will only accept zip files.

Be sure to submit your complete set of files because you will on be able to submit the files once. NOTE: Remember that 25 points of your 50 point grade for assignment 1 are reserved and based upon how this assignment fits in to your comprehensive overall goal for all five assignments. You must complete all five assignments in order to receive a score for the second portion of assignment 1.