

Year: 2012 - 2013

Module: CS12420

Assignment Number: Individual Assignment

Assignment Description: Create an Animation Suite in Java with Swing and AWT.

Worth 20% of final mark for this module

How many hours (approx.) did you spend on this assignment? 120 hours

Expected Letter Grade: B+ (82/100)

And why?

I am expecting higher marks for the complete working code and the additional features. My UML, JUnit, documentation and JavaDoc may not receive higher marks though.

I feel that a lot of the more complex algorithms were explained the most in my JavaDoc and code comments. However, when it came to writing the documentation and discussing the algorithms/classes, because I had already talked about them in JavaDoc I found myself at a loss to explain them further and so feel that my documentation may not be awarded as many marks as it could be.

The structure of my documentation may not be the easiest to read and for the class descriptions I am unsure if I have actually written too much or too little. These things that I feel I may be penalized for are areas I wish to improve on in the next year for future assessments.

What did you Learn?

I feel I have learned a great deal about how to build GUIs that are not only functional but also how to make them appealing to a user. I learned how to make an application be intuitive to a user, based on what seems 'natural' to do and by using standards and conforming to how other popular applications and image manipulation programs function.

I know far more now about class inheritance and implementation than previously, and have learned about attempting to use the Model-View-Controller for design. Code aside, I have gained a better understanding of thinking of algorithms and how to solve problems for bits of functionality that I wanted the application to have both in methods and as a whole application.

My understanding of testing has also been improved, and I have a much better appreciation for the different types of testing, when to use them and how to implement them. I also feel that I have learned how to better manage time. While I feel that I have taken this assignment right up to the deadline, I have managed to get the core application and the majority of the extra features I wished to include added in time, along with the analysis, design and testing. I have come to appreciate that continuous work on the project and getting tasks done sooner is by far the best way to tackle an issue.

Overall, after completing this assignment I feel I am a much improved Java programmer, better logical thinker, wiser planner and smarter designer!

