

OOP Design with Java FX

Group Assignment

You are supposed to come up with a real-world problem for which you design a simple solution with JavaFX. You are welcome to use any design, formatting options, or page navigation methods at your discretion. The designed solution can be anything. (e.g.: a student management system, payroll management system, employee management system, sales management system....) Your solution must be comprised of the following items.

- It should contain more than four GUIs (Scenes).
- Use appropriate Alerts, Notifications etc.
- As database connection with JavaFX is yet to be learned; during the data submission and data retrieval use appropriate Alerts.
- Any sort of functionalities with the system, are encouraged.

At the completion of the system development students need to compile a report reporting what is the problem, and how they designed the system with its functionality and present their solution to the class.

Marks will be given according to the following order during the presentation time.

1. GUI development - 10 Marks
2. Styling -10 Marks
3. Group presentations – 10 Marks (this will be allocated for entire group irrespective of number of members)
4. Functionality of the solution - 10 Marks
5. Final Report – 10 Marks