

**Gebze Technical University**  
**Department of Computer Engineering**  
**CSE 241/505**  
**Object Oriented Programming**  
**Fall 2021**  
**Homework # 8**  
**Optional Homework**  
**Due date Jan 21<sup>st</sup> 2022**  
**No late Submission for this homework**  
**GUI in Java**

In this homework, you will write a **PegSolitaire** game in Java with a GUI. Your Java PegSolitaire Game GUI will be as following

- It uses grid layout
- It uses JButtons for each cell.
- It has Radio buttons for game types.
- It has Jbuttons for game reset, load and save games
- It has a button for single step undo

The Java engine for PegSolitaire Game will have the following features

- A game PegSolitaireGame Interface that defines all methods
- Undo feature for a single step
- Properly overridden clone method
- The rest of the features will be the same as HW3 and HW5

Notes:

- Do not use anything that we did not learn in the lectures. Do not use any GUI editors, all the GUI components should be hand coded.
- Do not forget to provide JavaDoc documents. Submit your Javadoc produced PDF documents too.
- **Test your programs very carefully at least with 10 different runs. Submit at least two saved files with the HW.**
- **Submit screenshots of your HW in a separate PDF file.**