

Java Programming - Fall Semester 2022

INSTRUCTOR: Prof. TAMER ABUHMED

Students' Final Projects from last semester (6 examples)

Example Project 1:

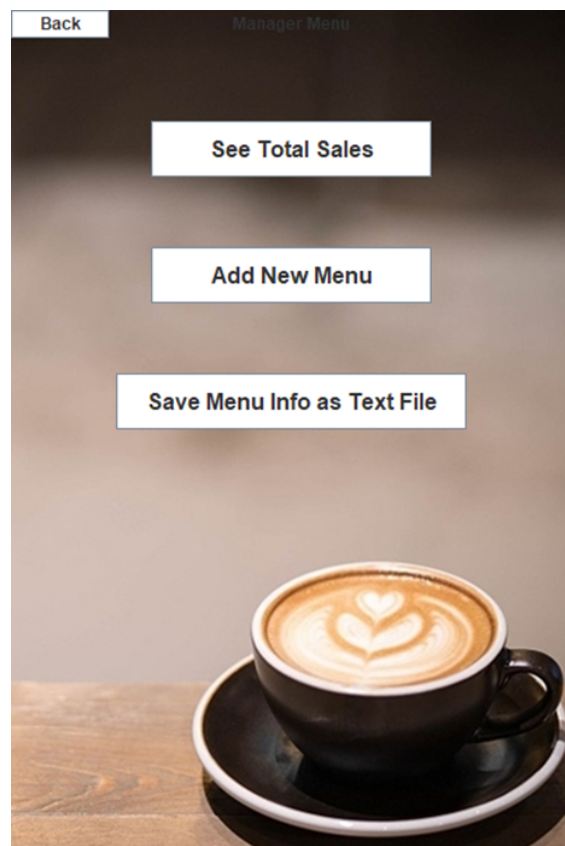
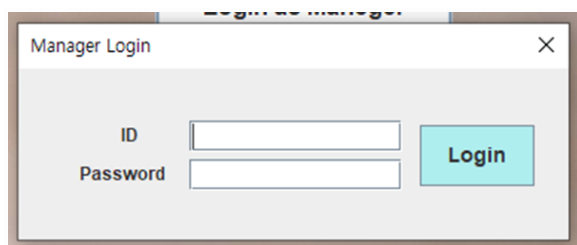
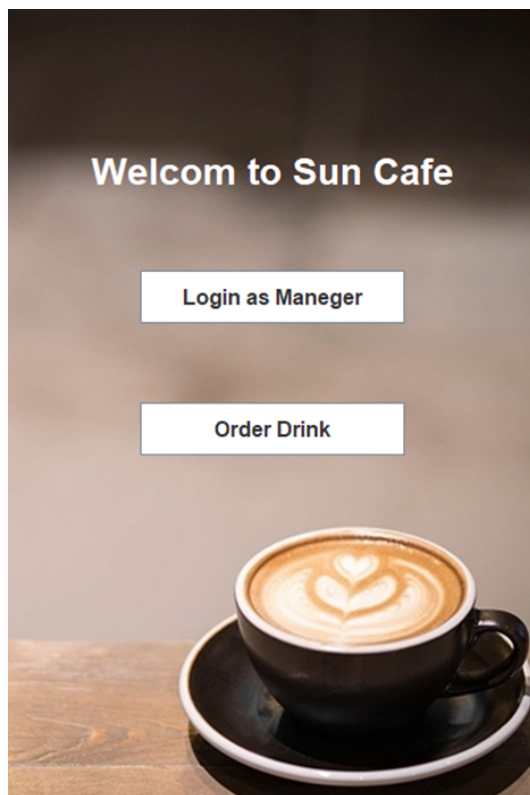
Amazing Coffee Shop!

1. Briefly describe the project purpose:

If I am a guest, select a detailed option to order a drink and

if I am a manager, I can add new menus or view total sales in this program.

Some pages of the program:



Insert New Menu

Name

Dolce Latte

Price

3000

Category

Coffee

OK

Back

Menu List

Americano: 2000

Espresso: 2000

Caffe latte: 2500

Cappuccino: 2500

Einspanner: 3000

Cafe Mocha: 3000

Caramel Macchiato: 3000

Vanilla Latte: 2500

Blueberry Smoothie: 3000

Strawberry Smoothie: 2500

Mango Smoothie: 2500

Banana Shake: 2500

Milk Shake: 2500

Chocolate Shake: 2500

Orange Juice: 2000

Apple Juice: 2000

Grape Juice: 2000

Grapefruit Ade: 3000

Order List

Total Payment: 0

Order

Select Option

Ice or Hot

☒ Ice
 ☐ Hot

Amount of Ice

☐ Less
 ☒ Normal
 ☐ Lots

Cream

☐ Yes
 ☒ No

Add Syrup

☒ No
 ☐ 1
 ☐ 2
 ☐ 3

Extra shot

☒ No
 ☐ 1
 ☐ 2
 ☐ 3

Caffeine or Decaffeine

☒ Caffeine
 ☐ Decaffeine

Take out

☒ Yes
 ☐ No

Select Cup

☐ Tumbler
 ☒ Disposable Cup
 ☐ Cafe Cup

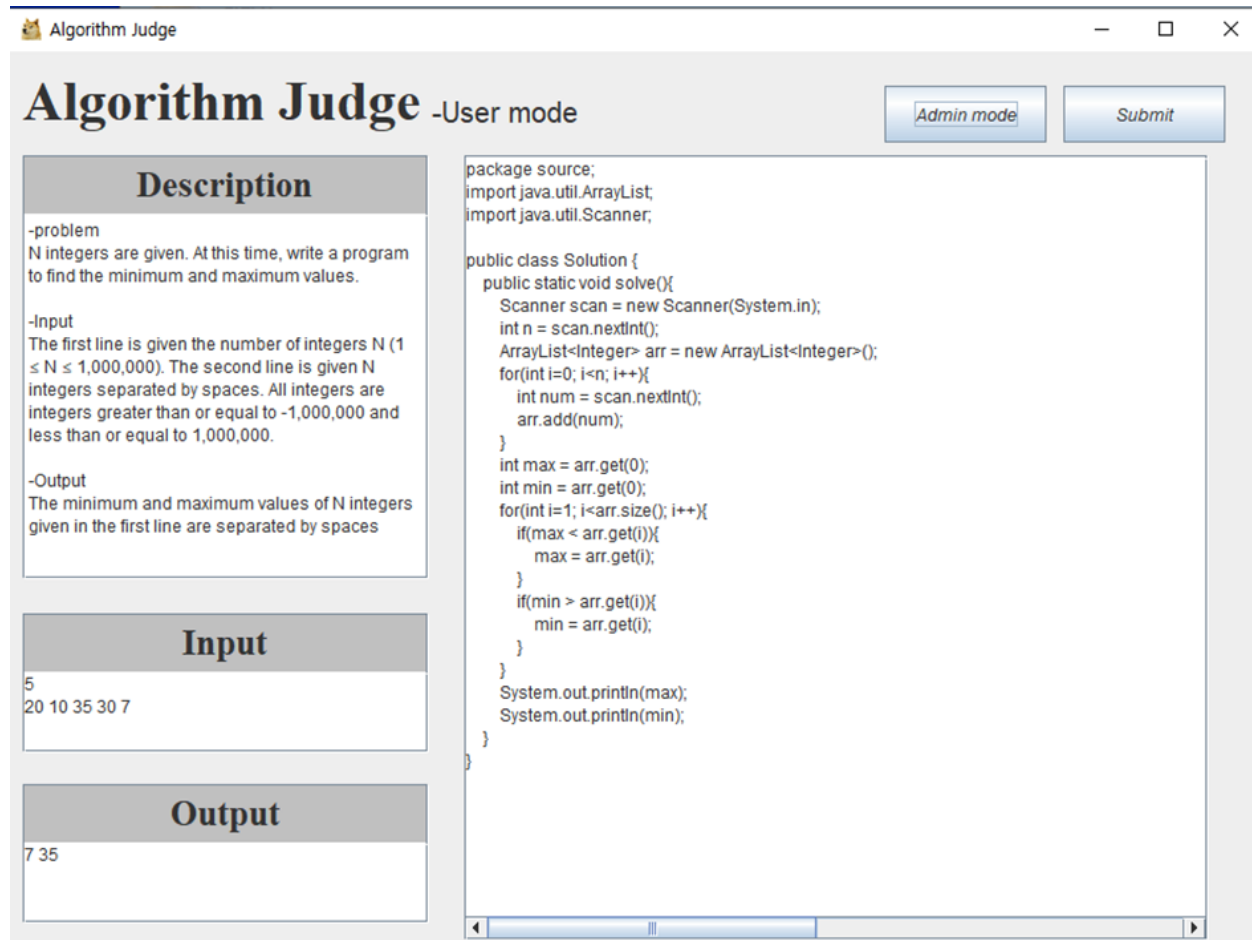
OK

Example Project 2:

Algorithm Judge!

1. Briefly describe the project purpose:

The purpose of this project is to grade algorithms comfortably. If you want to know if this algorithm matches the test case offline, you have to compile and run it yourself for each test case. Even input should be copy-pasted directly to give input. So I came up with the Algorithm Judge project. This program will help you shoot the test case yourself.

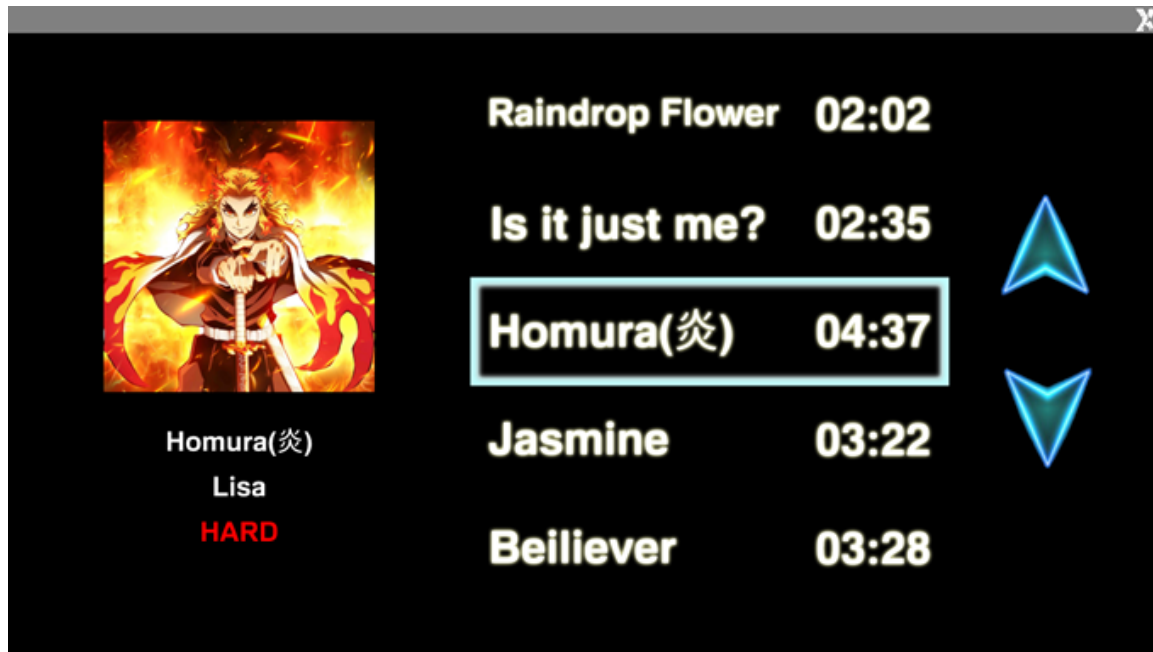


Example Project 3:

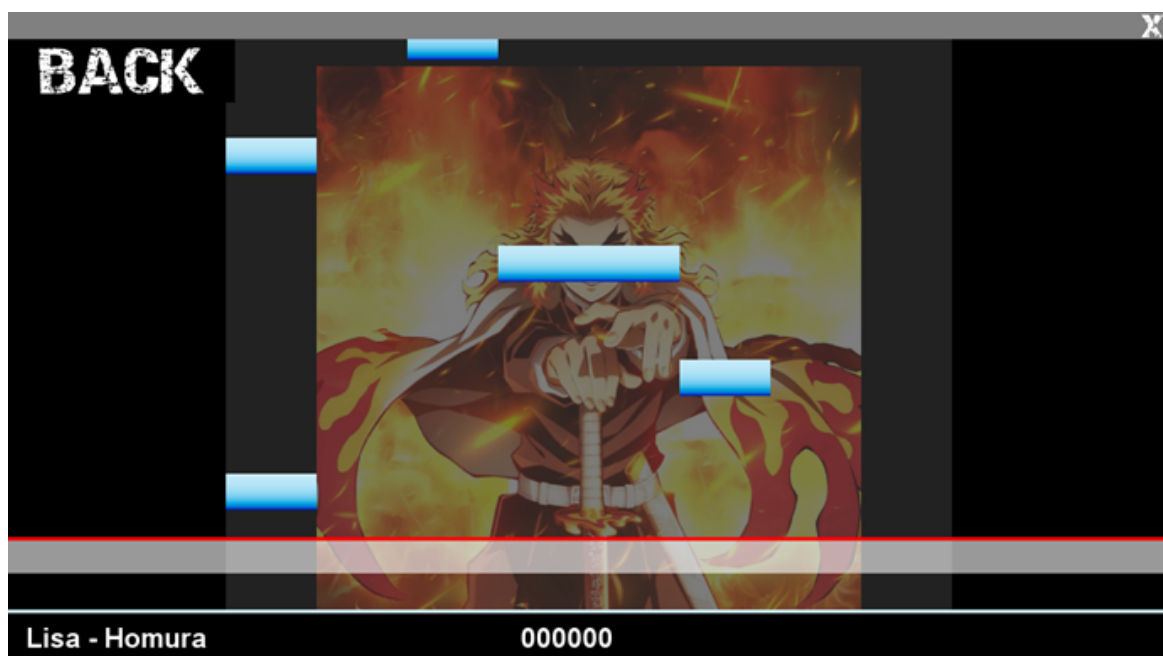
Beat Breaker!

1. Briefly describe the project purpose:

In this project, I made a rhythm game, beat breaker.



Users can choose the song by clicking the arrow on the right of the window.



If a user wants to play the game with the selected song and the user clicked the song, there will be randomly generated notes.

Example Project 4:

New Class Register System Using Point!

Currently, the most important factor in Sungkyunkwan University's course registration system is speed. Therefore, students go to the PC room and wait an hour before registering for classes and they should also check the server time. However, many things can go wrong. The computer may malfunction, and the server time might be wrong. Even if the difference is only a few seconds, the effect on the course registration results is huge. Since enrollment controls a semester, purely speed-dependent enrollment stress students. Moreover, because of the large traffic on that day, sometimes server crashes. Therefore, I decided to implement a system that can replace the current system.

The interface is a web application titled "Sungkyunkwan Enrollment". It features a green header bar with the title and an "Execute" button. Below the header, there are input fields for "ID" and "PW", followed by a green "Login" button. The Sungkyunkwan University logo is displayed below the login button.

Below the login section, there is a table with columns: Name, Major, credit, total seat, remaining seat, and id. The table lists several courses, including "Speech and Debate", "Leadership Enhancement", "Basic Writing Skill", "Linear Algebra", "Trigonometric Functions", and "Basic Calculus". The "Trigonometric Functions" course is highlighted in blue.

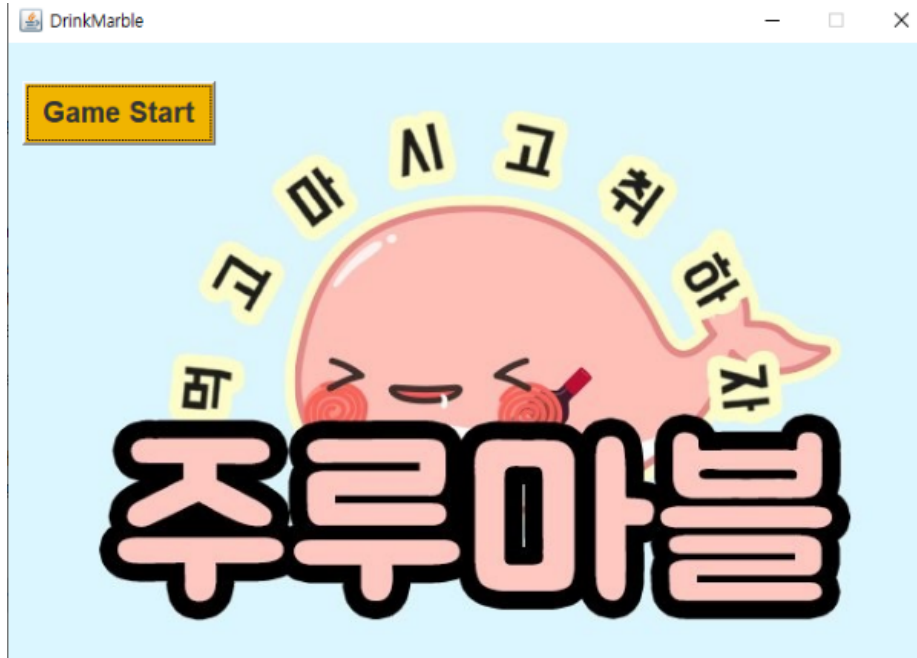
Below the table, there is a section for "Enrollment" with input fields for "Name", "Major", "Credit", "Seat", "Point", and "Status". The "Status" field shows a message: "You do not have enough credit". There are "Enroll" and "Cancel" buttons. A green "Check" button is also present.

The "Enrollment List" dialog box displays a table with columns: Name, Major, credit, and id. The table lists the "Speech and Debate" course, which is an Elective with a credit of 3 and an id of 1. There are "OK" and "Cancel" buttons at the bottom.

Example Project 5:

Drink Party Game!

To give a valuable program for drink parties I made this program. With this program, you can get a funny experience with your friends! You don't need to move the character yourself or roll dice. The program will do these tasks instead of you!



Example Project 6:

Maplestory Game.

