Fakulti Sains Komputer dan Teknologi Maklumat
SSE3306

Lab 1 (Individual)

Learning Objective:

- Analyze Problem And Construct Program Using GUI Components and applying design principles.

Instructions:

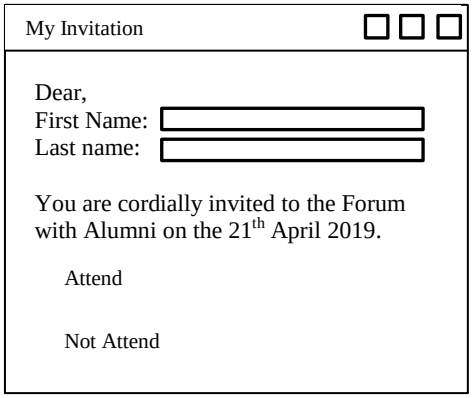
1. Date of submission for Question 1 is 30 Apr 2018 and submits to the lecturer.
2. Sent this assignment by 30 Apr 2018 using email/Putra Blast. Send the hardcopy version (30 Apr 2018).
3. Coping or cheating using other forms is forbidden. The faculty has very strong rules about this, and the penalties may be severe. The standard penalty for the first offence is to award 0 to all parties concerned.
4. Present Question 1: 30 Apr and 4 May 2018
   Present the design of the interface, Run the Program, Explain the source code and the output.
5. Good programming development style (which uses appropriate selection of variable name, proper declaration, comments and etc.) Your source code should have the following information:

```
// Author:
// Matric Number
// Course code and name:
// Lab Question:
// Lecturer:
// Lab Description:
// Objective:
// Last Update:
```

Question 1 **[30M]**

An invitation card is sent asking student to input their name to the forum.
The interface sketching is incomplete. Provide a suitable widgets on the interface. The designer/developer may add more information on the interface that could assist the organizer such as: matric number, group number and other (only relevant information).
Then, the program, can produce a report that will list out students who can attend and cannot attend to the program and also total numbers for both types.
Develop a program that uses: Border Pane and VBOX as the layout. The primary stage must have the title My Invitation, minimize, maximize and close.

Present individually the progress starts from week 11-12.



Submission for this question:

1) The design of the interface by hand (low-fidelity prototype) or.
2) The high-fidelity prototype.
3) Applying the 10 Usability Heuristics for User Interface(UI) Design by Nielsen https://www.nngroup.com/articles/ten-usability-heuristics/
4) Describing the design with Nielsen Heuristics for UI
5) The rationale of the widgets or UI components selection.
6) The use cases.
7) The JAVA source code with a good programming style.
8) The Help description to use your simple program.
9) The output: The input interface and the report that consist both table and chart of the students attend or not attend.
10) Conduct the usability testing with 5 users.
11) Produce the usability report.