CS 315 – Java Project
Spring 2014

Workload: This project is to be completed in your assigned groups. Your peers will be able to affect your grade at the end of the project. Each person is expected to fully participate in every aspect of the project.

Project Description: You will create an original idea for an application that has a graphical user interface. The graphical user interface must make use of **most** of the following controls: buttons, textboxes, menus, scroll bars, graphics, check boxes, radio buttons, combo boxes. Use controls as they work for your GUI, do not force controls that do not fit. However, you should make use of more than buttons and textboxes. Be sure to make sound decisions in use of the object-oriented properties we have discussed this semester.

Deliverables	Due Dates
Initial Proposals • Present 3 ideas for potential projects	Thursday, April 17 at the beginning of class
Final Proposal • Present final decision on project proposal • This should be a 2-5 page document describing your project o Thorough written document that fully describes project o Rough screen shots that will be used (do not have to be produced with Java code) o Class Diagram - Planning ▪ Create a Class Diagram that represents all of the classes (name, attributes, behaviors) and the relationships between the classes ("is-a", "has-a") o Description of any data source you will be using (files, databases, etc.) o Schedule ▪ Give a day by day plan of when you will be able to work (individually and as a team) on the project and the tasks you plan to accomplish during each session	Tuesday, April 22 at the beginning of class • Note: work on this project should begin well before this due date.
Source Code • Create a folder in the Format of LastFirst. Place anything I need in order to run your project within this folder • Compress (zip) the folder and upload this file to the drop box by the deadline. • Include a document called readme.txt to give me any special instructions for running your project. • Each file should have headers with each team member name and submission information along with appropriate commenting throughout the file. • For each method, document the author(s) of the method.	Wednesday, April 30 before midnight

<table>
<tr><td>Documentation – Should be presented neatly in a small binder and sections should be easy to locate (no loose sheets)
Feature List
List all features of the software
Class Diagram – Final
Update the Class Diagram to reflect any changes you may have made
Hard copy of source code submitted
Schedule
Provide actual dates, times, participants of all activity toward this project
A list of lessons learned throughout the life of the project</td><td>At Final</td></tr>
<tr><td>Presentation
You will present your project to the class
Each team member should have a substantial part in the presentation
Give overall idea of project
Demonstrate project
Discuss overall structure of your software (a UML diagram might be nice)
Discuss use Object-Oriented Properties within the project
Discuss how you ensured your GUI was user-friendly
You will have 15 – 20 minutes for your presentation… do not go over 20 minutes
Be prepared to stay over as I may need to discuss some issues individually with each group</td><td>At Final
You may volunteer for time slots
Everyone must be present at the beginning class
You will be evaluating the work of your peers</td></tr>
<tr><td colspan="2">Note 1: All items submitted should be typed with your name on each submission.
Note 2: All paper deliverables should be hole-punched for later placement in your final submission binder.</td></tr>
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Project Evaluation: Your grade will be based upon the planning and submission of your design, the appropriate use of inheritance, the accuracy of your program, the appropriate documentation of your source code, and the look, organization, and ease of use of your user interface, how you worked with your team, your final presentation and design document.