

# **CSIS1410**

## **Final Project Requirements**

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**Name of project:** Advanced tip calculator

**List of names of students on the team:** Individual project/Jaiden Kazemini

**Brief description of the project:** I am going to make a tip calculator, which seems like it'd be too simple, so I'm going to add a few things to make it more challenging such as different percentages, allowing the user to input a percentage of their choice, etc.

**List of requirements:**

- Use the Java programming language.
- A Graphic User Interface (GUI).
- Use Swing/WindowBuilder or JavaFX/Scene Builder tools.
- Follow the conventions of object-oriented programming (encapsulation, inheritance, classes, etc.) where appropriate.
- Use of event-driven programming.
- A minimum of 3 classes that you develop.
- At least 1 image (picture, logo, etc.) on the GUI.
- Use data in your application that is read & written either using a CSV file or a database.

- Interactive - The project should include some form of user interaction (entering data or answering questions or playing a game or ... etc.).
- Well documented code using JavaDoc style commenting.
- Refactoring - written evidence of refactoring in the code using JavaDoc commenting.

**Description of testing process:** When the project is “complete” I will start by trying to force any errors in the program. Then I’m planning on testing all the features extensively to make sure they all work how they’re designed to. I think another great thing to test after those are good is that the GUI opens each time I try and that everything looks the way I want it to.