ORTA DOĞU TEKNİK ÜNİVERSİTESİ
MIDDLE EAST TECHNICAL UNIVERSITY
KUZEY KIBRIS KAMPUSU ◆ NORTHERN CYPRUS CAMPUS

CNG 443: Introduction to Object-Oriented Programming Languages and Systems
Assignment 2: OnlineLearningApplication Interface
2019-2020 Fall

Important notes:

- Your code will be tested by Moss or similar software against cheating attempts. Any cases suspected of plagiarism will result in a loss of grade and might result in further disciplinary actions.
- Please, submit your code on ODTUclass before the due. Other submission methods will not be accepted.
- A penalty of $5 \times lateDay^2$ is applied for the late submission of the assignments for at most three days.
- The due date for this assignment is **8th December 22.59**.

Learning Outcomes:

On successful completion of this assignment, a student will:

- Have used different Swing components to implement an application with a GUI.
- Have practiced event-driven programming.

The aim of this assignment is to create a graphical user interface to the application created in the previous assignment

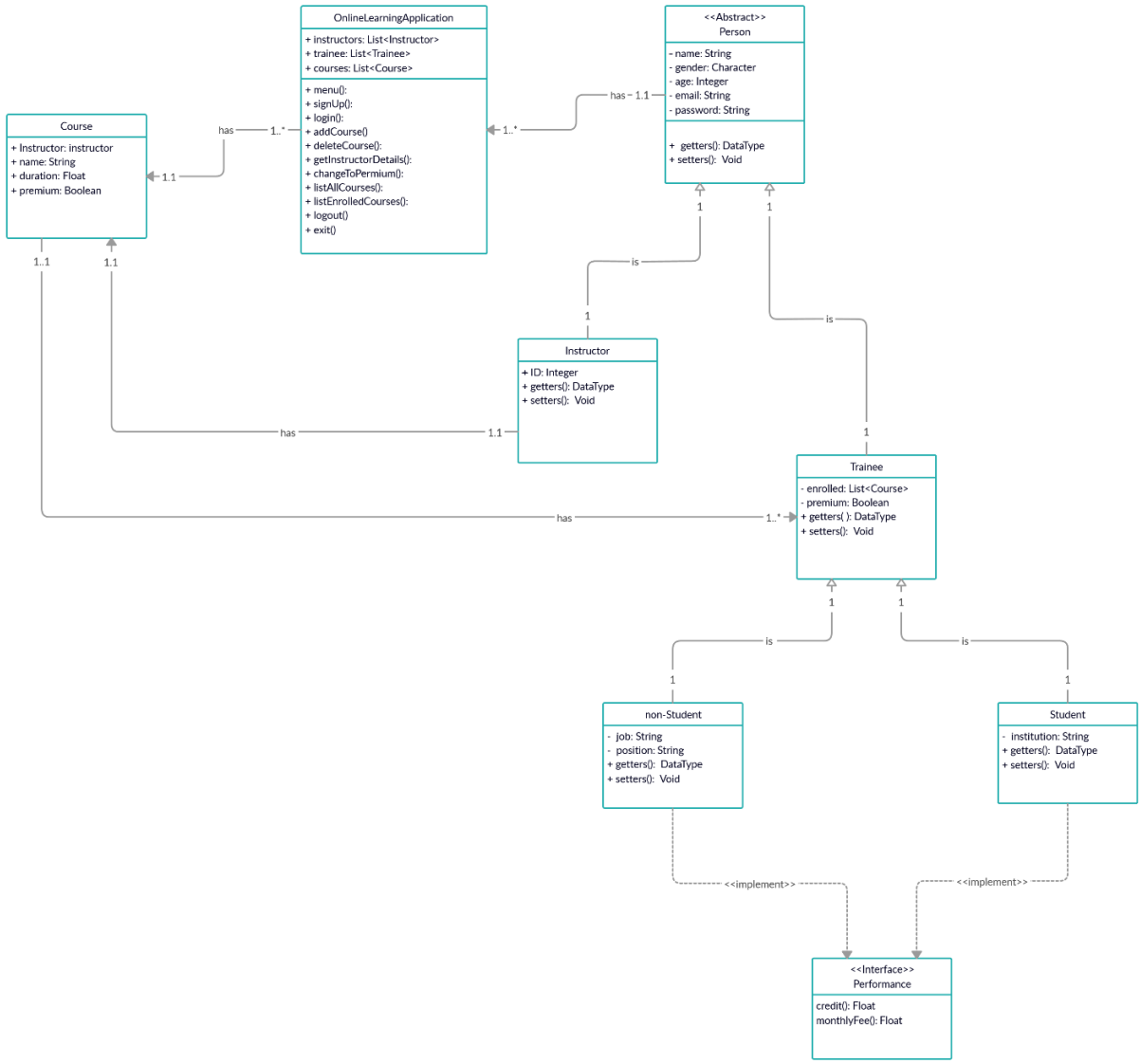
Task: Developing a Graphical User Interface

In the previous assignment, you created an online learning application. Figure on the next page shows the UML diagram of this application.

In this assignment, you need to create a graphical user interface (GUI) to this application. In this interface you will need to make sure that all the methods given in the OnlineLearningApplication class has a graphical user interface interaction. You need to choose appropriate Swing components to implement the user interface. The overall requirements can be summarised as follows:

- When the application starts, you will need to ensure that you show the relevant options to the user – all the tasks they can complete with this application.
- You need to make sure that you have used all the relevant components for entry.

Note: If you have not submitted your previous assignment, then for this assignment you can submit GUI with dummy implementation.



Assessment Criteria

This assignment will be assessed as follow:

Aspect	Marks (Total 100)
Fully working interface for choosing the task	30
Fully working interface for each of the methods given in the OnlineLearningApplication	50
All required Swing components are used	20

Grading Policy

In order to get full mark, your classes should have a constructor with full parameters and JavaDoc comments. The following grading scheme will also be used for the requested methods.

Fully Working	0.2
Appropriate reuse of other code	0.2
Good coding style	0.2
Good Javadoc comments	0.4