

PolyU COMP2021 Assignment 3

Part A: GUI programming (50 marks)

Goal: By doing this assignment, you will master the basic skills of creating graphic user interface with java language.

The story is the same as assignment 2, if you don't remember, please review assignment 2. In assignment 2, you did not need to build the GUI yourself (we have done it for you, given as CreateGUI.class). In this assignment, you have to write the program CreateGUI.java.

You are given 3 sets of files:

- ReadMe.pdf (this file)
- **/src (of Assignment 2, except CreateGUI.java; will be available on 15 Oct 2015, after the late assessment period of Assignment 2)**
- /javadoc (shows the API of all given classes)

The assignment will be checked using **JDK version 1.7.0**.

Submit only CreateGUI.java through learn.polyu.edu.hk assignment box. Don't zip the file.

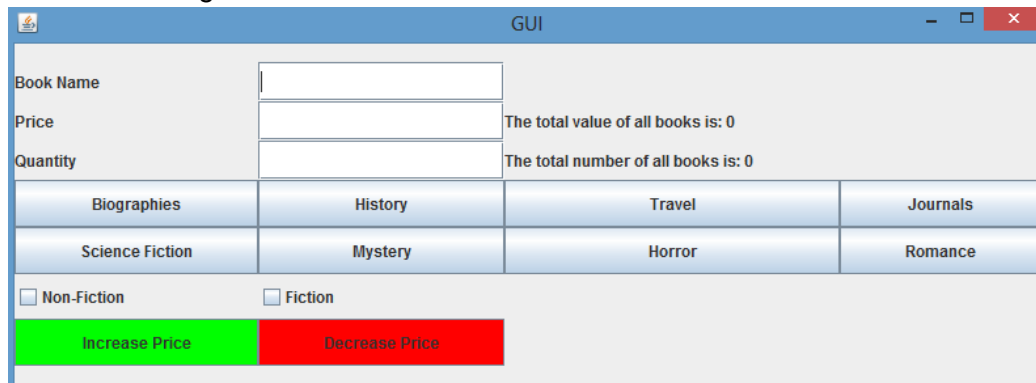
To begin with

When you have finished CreateGUI.java file, you can type the commands in **src** folder:

```
javac *.java
```

```
java Assign3Demo
```

We shall see something like:



Book Name	<input type="text"/>		
Price	<input type="text"/>	The total value of all books is: 0	
Quantity	<input type="text"/>	The total number of all books is: 0	
Biographies	History	Travel	Journals
Science Fiction	Mystery	Horror	Romance
<input type="checkbox"/> Non-Fiction		<input type="checkbox"/> Fiction	
Increase Price		Decrease Price	

Your program must behave the same as the demo we given in assignment 2.

Requirement

- When users click the button without inputting Book Name, Price or Quantity, or either the Price or Quantity is not a number, the GUI should pop up an error window to remind users (In addition, it needs to check that the data type of price and quantity are double and integer). You can try it with the demo of assignment 2.
- After each button click, the Book Name, Price and Quantity field should be cleared up.
- When users click the button “Decrease Price”, it needs to check that the price would not be lower than 0; the GUI should pop up an error window to remind users.
- **You don't need to have exactly the same GUI as the demo of assignment 2.**

Deadline: 23 Oct 2015, 11:00am

Late Penalty

late x day: your score = raw score * (100 - 20x)%

Grading Policy

Two measures:

- 1) Number of buttons you have implemented correctly (primary)
- 2) Submission time (secondary)

No marks if the program cannot be compiled!

The grading policy is similar to assignment 2, please refer to the following table:

Implemented Buttons	Score
1	1 - 5
2	6 – 10
3	11 - 15
4	16 - 20
5	21 – 25
6	26 - 30
7	31 - 35
8	36 - 40
9	41 – 45
10	46 - 50

For students who have passed the same number of buttons, the score will be differentiated by the submission time as we did in previous assignments.

Plagiarism

It is easy to detect the similarity of source files, and cases will be strictly handled according to the University's regulation, so please don't risk doing that.

Questions?

Ask your teaching assistant Julian (csyfip@comp.polyu.edu.hk) / ask Eric during lecture breaks.