Computer Science 112 - Fundamentals of Computer Science II Lab Project 2 Due on Github 11:59pm Monday 26 September

In this project, you will complete the student roster application, by developing the Roster classs and the RosterGUI class. All of the needed files are in the **Project2** folder. Before starting you may want to look over the lectures slides (4: List Boxes and Popup Dialogs) describing the project.

- 1. Run the **studentapp.py** program from IDLE. Then increase the number of scores when the student is created to 10 (in the main function of **studentapp.py**) and run again.
- 2. To view the other GUIs for a student, just change the name of the GUI class used in the main function of **studentapp.py**. Run the app with the second and third versions of the GUI and note the differences. You should be able to edit the student and view the changes with the third version.
- 3. Review the code in the student class, and then complete the code for the Roster class. It should be obvious which methods you need to work on: they will be the ones that simply return a zero or an empty list or pass instead of doing anything useful. Typically you'll have to add just one line of code for this part, so if you find yourself writing a loop or several lines of code or the like you're probably doing it wrong! You can then test the roster class by running it in IDLE, adding further tests at the bottom as needed.
- 4. Open the **listboxdemo.py** program in IDLE and study the code. (You might also review the tutorial and quick reference on adding and manipulating list boxes on the **breezpythongui** website.) Then run the program and exercise its options to get the feel of using this type of widget.
- 5. Complete the the code for the RosterguI class. You can then test the app by running the rosterapp.py program. Note that rostergui.py already contains the definition of StudentDialog, so you don't have to import it from another module. If you get an error message in red when you try to modify the student info in the student dialog, just ignore the error and proceed.
- 6. Upload your files to github as usual.