

CSC 253 – Programming III

Final Project Programming Assignment: (Total: 120 pts)

Create an educational software or business or game or other application of your own design in **Java GUI application**.

The program must be different from our previous assignments. (You have to create your own program.)

The program cannot download or copy from the web site. (ZERO credits)

Post your final version on blackboard with all requirements.

No late projects accepted. Late projects will not be graded and will not be included in your course grade.

Your program **MUST** include the following:

1. **(20 pts) Project Description and Project Processes** document file - Describe the detail specific sequence of steps or activities about your program
2. **(100 pts) Source files (.java)** including:
 - a. (10 pts) The **code documentation** and suitable comments
 - b. (15 pts) **Creativity** Level- Challenge (15 pts), Medium (10 pts), and Easy (5 pts)
 - c. **(15 pts) Using GUI components** or Advanced GUI components **(Mandatory)**
 - d. **(15 pts) Event handling for desired GUI components (Mandatory)**
 - e. **(15 pts) Exception handling (Mandatory)**
 - f. (15 pts) (optional) Drawing methods of Graphics (or Graphics 2D) class (from Chapter 13) or (15 pts) (optional) Concurrency (Chapter 23)
 - g. (15 pts) Your program should compile and run correctly. Also save the program with appropriately file name.
3. **(Extra 10 pts)** Demo/present your program to the class. Describe what it does and how it works. You should be able to discuss what each line of code does.

You will be demonstrating your project to the class. As an audience, you will be expected to give positive and constructive feedback to everyone who demos. Please submit the whole program and zip the entire folder onto one single zipped file under Assignments button.

CSC 253 - Final Project Assessment:

Requirement	Description	Points	Earned Points
Project Description and Project Processes file	Describe the detail specific sequence of steps or activities about your program. User guide for your program.	20	
Code Documentation and comments	Each source file must include the code documentation and suitable comments inside the codes	10	
Creativity Level	(Challenge) Was extremely clever and presented with originality; a unique approach that truly enhanced the project (Medium) Was clever at times; thoughtfully and uniquely presented (Easy) Added a few original touches to enhance the project but did not incorporate it throughout	15/10/5	
Using GUI components	Must use the Java GUI component And give a meaningful name for each objects (from Ch. 12 & Ch. 22)	15	
Event Handling	Must include the event handles for different GUI components	15	
Exception Handling	Check the input validation	15	
Items you have choose	Including one of the following: <ul style="list-style-type: none"> • Drawing methods of Graphics (or Graphics 2D) class (Chapter 13) • File I/O (Chapter 15) • Concurrency (Chapter 23) 	15	
Compile and Run	Successfully compile and run the program	15	
Demo the program (Extra points)	Demo the program to the class	10	
Total points			

Teacher Comments: