Lab 1 :: SkyMail 3000 Part 1 A↓

Submit Assignment

Due Monday by 5pm   **Points** 100   **Submitting** a file upload
File Types pdf, java, and zip   **Available** until Oct 12 at 10pm

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In this, the first in a series of assignments that will have you build SkyMail 3000, you will build the first version of the project. I will post submission details sometime next week, for now, get started! There will be online submission, I've set it to none temporarily so that you aren't able to submit anything yet. You will have about three weeks to complete this.

DO NOT PROCASTINATE

Ok, the lab is going to have you do a UML diagram. We're going to do that this time around. Please don't get bogged down in this. In fact, to get started, just make CRC cards or do a first draft on pencil and paper. You won't get it right the first time and I don't want you spending hours making a UML diagram in software. If you haven't watched the CRC Card analysis video yet, watch it now!

Details are in the **project file.** Note that the current version of the project file is V004, make sure that you have the latest version.

V002 : Minor corrections make to distinguish between course and heading. Keystroke code cleaned up.

V003 : Changed the name of the steer angle input to "stickAngle." I'm quite sure that isn't quite correct for a helicopter as the main stick is called a cyclic. In any case, the language describing stick angle was cleaned up significantly to make clear how it is supposed to work.

V004: Clarified some text related to stickAngle, fixed numerous typos, simplified some language.

Lab 1 discussion will be up shortly, ask questions in there, it will be a graded discussion.

Submission Details

For this assignment you will have several deliverables, the format may change going forward. Pay very close attention to this format and follow all directions. Deviation from these directions will cost you some to many points.

Create a **ZIP** named *YourLastName-YourFirstName-a1.zip* containing the following:

1. Your UML diagram in .PDF format

2. The entire source directory under your CN1 project directory which includes **ALL** source code(".java")for all the classes in your program
3. Your A1Prj.jar jar file

Then, submit to Canvas the following **four** deliverables:

1. The zip file that you created above.
2. Your GameWorld.java file. **Yes, again, once in the zip, and once so that I can read it in speedgrader.**
3. Your GameObject.java file **Yes, again, once in the zip, and once so that I can read it in speedgrader.**
4. Your pdf of your UML, **Yes again, once in the zip, and once so that I can read it in speedgrader.**

Every semester at least one student takes it upon themselves to second guess this double upload requirement. The requirement is there to speed up grading of your work. In addition, some students seem to think that because I'm only asking you to upload those files separately that there is no need to include other java files in the zip file. Do not make that mistake. You **MUST** include **ALL** source in your zip file, and you **MUST** upload **ONLY** those **TWO** java files and your PDF file separately!

Don't worry about Canvas changing the name of your files if you submit more than once, I know that it does that, follow the directions above and you'll be fine.