

K17SD 2022 JULY

Data Structures and Software Design

ASSIGNMENT

Assignment Information

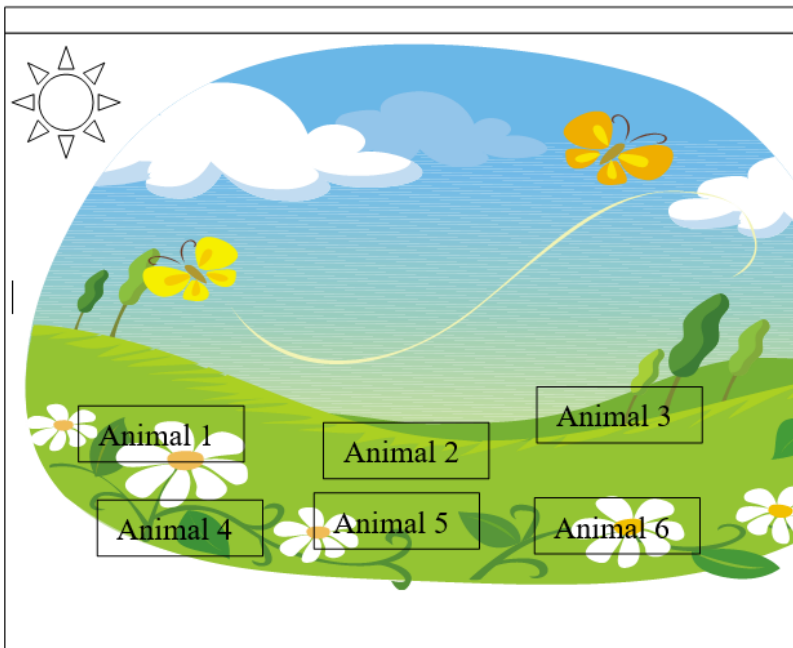
Group size : 4 students in a group

DueDate : 6th March 2023

Introduction:

The objective of this assignment is to test the students' skills on Java GUI with object-oriented concepts. Students are required to create a GUI based application named "**HappyU Farm**". In this application, student should create a frame which has a **ComboBox** and a **Create** button.

The combo box should have a list of animals for selection (depends on number of members). User can choose the animal, and then click on the **CREATE** button. The animal should be created and placed on the frame and the animal should be allowed to move to new location using mouse drag event. Students are allowed to use the image as background but not the animal. Each student should create an animal for this application. The animal created should move within the frame.



Requirements of the project

You are required to design a suitable output format and interface. Colour should be included in the drawing. The frame in this specification is just the draft version.

The marking in this assignment will be divided into TWO parts: group and individual. The background and the running of the application is considered as group part, and the animal created individually will be considered as individual.

What to submit:

1. Source code of your program
2. Sample Screen shot of your program
3. Sample video of execution of your program