CMPS005J, Fall 17, Section 01

INTRODUCTION TO PROGRAMMING IN JAVA

Programs

Program 4

Objective

The objective of this assignment is to gain some practice working with loops and conditional statements.

Program Specification

For this assignment you are required to create an interactive picture. The scene should be moderately complex requiring the use of loops, translate(), rotate(), and good use of variables in order to get the desired effect and still have your program be **understandable** and **modifiable**. You may continue on the theme of "My first day at UCSC" or you may draw inspiration from something in the news in the last 3 months.

Clicking on various places in the scene should cause something to happen. For full credit, at least one user action must result in a small animation, that is, the scene must continue to change after the user has clicked (e.g. a slow fade of a color or some object moves across the scene). The clicks must be specific to particular regions of the picture (i.e. it isn't sufficient to simply have something follow the mouse around when the button is pressed). This is your chance to demonstrate your understanding of conditional statements.

If you are considering reusing any portion of your program 3 and you used many magic numbers to create the scene, you should **seriously** consider starting fresh on this

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assignment. If reusing any portion of your previous programs make sure you have read and understand "Giving Credit Where Credit Is Due." It is much more important to focus on creating stylistically good code making use of variables, loops, conditionals, etc. and much less important that the scene be artistically intricate.

Repeated from the course info page:

The programs you submit this quarter should be original programs created just for this class. It is NOT acceptable to submit programs that you (or someone else) has written previously. As indicated above, if you incorporate any portions of programs written by someone else, or by you for a prior course or assignment, then that should be clearly noted in the program via comments. (See "Giving Credit Where Credit is Due".)

What To Turn In

You will be submitting your program source file (.pde) in CrowdGrader.

The link for the assignment in CrowdGrader is here.

After the due date you will need to review 5 submissions by going to the link above.

As soon as you have met with your partner to confirm you can work together you should follow the assignment link above and enter the email address for your partner in the group field. The must be done at least 48 hours before the due date.

When you and your partner have completed your sketch (program):

- submit the .pde file as your CrowdGrader submission. Submit ONLY the .pde file (e.g. MySketch.pde) unless you have added an image or font in which case submit a zip file of the sketch folder which should inlude your .pde file and a subfolder data that contains the added image(s) or font(s).
- BOTH of you should paste a programming log into the

text area on the submission page in ecommons. Use one of the sample logs as a template.

- If you have added any files to your project (fonts or images) then you will need to create a zip file of the sketch folder including both the .pde file(s) and the data folder found there. For instructions on how to create the zip file see the videos here. Note you must me logged in with your @ucsc.edu account to access that videos folder.

Grading

See the grading rubric in CrowdGrader.

Although not part of the student review grading process in CrowdGrader, you will lose one point if you fail to submit a program log in Canvas.

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Log In