CSE542 - Software Engineering Concepts GUI Submission Requirements

Each team's submission must include:

- Java source code for the GUI program the team wrote. Your program should contain all of the GUI functionality the program requires. It should display the current queue state and include the option for users to add an entry to the queue, remove an entry from the queue, and "pause" and "unpause" individual entries.
- When adding an entry, your program should require the user to enter their name, email address, and a "session password". Entries should always be added to the end of the queue. Because this is only a prototype, you can assume that the email address is valid and is not already on the queue.
- When removing an entry, your program should require the user enter their "session password". Because this is only a prototype, always assume that the "session password" is correct. For this early phase, advance all lower entries, including "paused" entries, when an entry is removed.
- Allow the user to "pause" and "unpause" an entry. When this happens, your program should require the user enter their "session password". Because this is only a prototype, always assume that the "session password" is correct. Your program must clearly identify which entries in the queue are currently "paused".
- Your program should **begin with a random number of entries in the queue** (the number of entries should be **between 0 − 4**). Each entry will need to have **a name and** "**e-mail address' and be 'unpaused'**. You should use a preset list of names and email addresses to populate these entries.

Anything that uses work by non-team members <u>MUST</u> include proper attribution and be used in accordance with the licensing requirements of the site where it was found. Note that under United States law, work is automatically copyrighted with no permission for use provided unless EXPLICITLY stated otherwise.

Each team must submit a ZIP file containing their Java source files in AutoLab.

CSE542 - Software Engineering Concepts Grade Sheet – GUI GUI Application

Initial Display

Excellent (20-18)	Acceptable (17-10)	Bad (0)
Populates the queue as	Populates the queue as	Does not populate
required -AND-	required -AND-	the queue as
Displays the queue of	Displays the queue of	required -OR-
entries -AND-	entries -AND-	Does not display
Ways to pause, add, and	Includes ways to pause,	the queue of entries
remove entries are	add, and remove entries	-OR-
obvious -AND-	-AND-	Does not include
Order of entries in the	Code to do this works	ways to pause,
queue is clear and	correctly	add, and remove
obvious -AND-		entries -OR-
Clearly indicates when		Code to do this
the queue is empty		contains 1 or more
-AND-		bugs
Code to do this works		
correctly		

Adding Entries

Adding chines			
Excellent (20-18)	Excellent (17-10)	Poor (9 - 6)	Bad (5 - 0)
Requires the user to enter	Requires the user to enter	Requires the user to	Cannot add entries
a name, email address,	a name, email address,	enter a name, email	to the queue -OR-
and "session password" to	and "session password" to	address, and "session	Code to add an
add an entry -AND-	add an entry -AND-	password" to add an	entry to the queue
Data are collected in a	Data are collected in a	entry -AND-	contains 1 or more
manner that is easy to	manner that is easy to	Adds the entry to	bugs
use and navigate -AND-	use and navigate -AND-	the queue -AND-	
Adds the entry to the end	Adds the entry to the end	Code to do this	
of the queue so that only	of the queue	works correctly	
the name is displayed	-AND-		
-AND-	Code to do this works		
Code to do this works	correctly		
correctly			

Removing Entries

Excellent (20-18)	Excellent (17-10)	Poor (9 - 6)	Bad (5 - 0)
The option to remove an	Requires the user to enter	Requires the user to	Cannot remove
entry is available only	an email address and	enter an email	entries from the
when an entry in the	"session password" to	address and "session	queue -OR-
queue is selected -AND-	remove an entry -AND-	password" to remove	Code to remove
Requires the user enter a	Data are collected in a	an entry	an entry from the
"session password" to	manner that is easy to	-AND-	queue contains 1
remove the selected	use and navigate -AND-	Removes the entry	or more bugs
entry -AND-	Removes the entry with	with that email	
Data are collected in a	the specified email	address from the	
manner that is easy to	address and advances	queue -AND-	
use and makes clear the	the entries below it in the	Code to do this works	
entry being removed	queue -AND-	correctly	
-AND-	Displays an appropriate		
Removes the selected	error message in a		
entry and advances the	noticeable location		
entries below it in the	when there are no entries		
queue -AND-	in the queue with that		
Code to do this works	email address -AND-		
correctly	Code to do this works		
	correctly		

Pausing Entries

Excellent (15-14)	Excellent (13-8)	Poor (7 - 4)	Bad (3 - 0)
The option to pause an	Requires the user to enter	Requires the user to	Cannot pause
entry is available only	an email address and	enter an email	entries in the
when an unpaused entry	"session password" to	address and "session	queue -OR-
in the queue is selected	pause an entry -AND-	password" to pause	Code to pause an
-AND-	Data are collected in a	an entry -AND-	entry in the queue
Requires the user enter a	manner that is easy to	Updates the display	contains 1 or more
"session password" to	use and navigate -AND-	to show the entry	bugs
pause the selected entry	Updates the display to	with that email	
-AND-	show the entry with that	address is paused	
Data are collected in a	email address is paused	-AND-	
manner that is easy to use	-AND-	Code to do this	
and makes clear the entry	Displays an appropriate	works correctly	
being paused	error message in a		
-AND-	noticeable location		
Updates the display to	when there are no entries		
show the selected entry is	in the queue with that		
paused	email address or that		
-AND-	entry is already paused		
Code to do this works	-AND-		
correctly	Code to do this works		
	correctly		

Unpausing Entries

unpausing chines			
Excellent (15-14)	Excellent (13-8)	Poor (7 - 4)	Bad (3 - 0)
The option to unpause an	Requires the user to enter	Requires the user to	Cannot unpause
entry is available only	an email address and	enter an email	entries in the
when a paused entry in	"session password" to	address and "session	queue -OR-
the queue is selected	unpause an entry -AND-	password" to	Code to unpause
-AND-	Data are collected in a	unpause an entry	an entry in the
Requires the user enter a	manner that is easy to	-AND-	queue contains 1
"session password" to	use and navigate -AND-	Updates the display	or more bugs
unpause the selected	Updates the display to	to remove the	
entry -AND-	remove the changes	changes which	
Data are collected in a	which showed the entry	showed the entry	
manner that is easy to use	with that email address	with that email	
and makes clear the entry	•	address was paused	
being unpaused -AND-	Displays an appropriate	-AND-	
Updates the display to	error message in a	Code to do this	
remove the changes	noticeable location	works correctly	
which showed the entry	when there are no entries		
with that email address	in the queue with that		
was paused -AND-	email address or that		
Code to do this works	entry is already		
correctly	unpaused -AND-		
	Code to do this works		
	correctly		

Professionalism

Excellent (10)	Acceptable (9 - 8)	Poor (7 - 6)	Bad (5 - 0)
GUI application is easy	GUI application is easy	GUI application	GUI application
to use -AND-	to use -AND-	requires minimal	requires substantial
All classes are defined	Most classes are	explanation before	explanation in order to
by their attribute(s)	defined by their	using it -AND-	use it -OR-
and the operation(s)	attribute(s) and the	Many classes are	Few or no classes are
which act on these	operation(s) which act	defined by their	defined by their
attribute(s) -AND-	on these attribute(s)	attribute(s) and the	attribute(s) and the
Listeners are created		operation(s) which act	operation(s) which act
as independent		on these attribute(s)	on these attribute(s)
classes so they can be			
tested			

(For grading purposes, a Listener class that does not need any attributes to respond to its specific event will be score as if it were "defined by its attribute(s) and the operation(s) which act of these attribute(s)".)

Total Score (sum of individual scores)	
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