**CS 3360: Design and Implementation of Programming Languages, Fall 2018**

**Project 2:AspectJ**

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| Name: Alan Uribe | Percent (%):33% |
| Contribution:  Write an aspect named  pressDisc to improve user experience of the application. The aspect  shall highlight the disc to be dropped by showing a different  display, e.g., an outlined disc, when the user click it. It shall  give an impression that the disc rises up towards the user, or gets  depressed away  Write an aspect named AddSound to add some  sound effect to the application.  - Play a sound when a player drops a disc. Use a distinct sound for  each player (see Problem 4 below).  - Play a sound of applause, or cheering, when a player wins | |
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| Name: Germain Vargas | Percent (%):33% |
| Contribution:  Write an aspect named AddOpponent to support  two-player games. Your aspect shall add a new player, say a "red"  player. The two players alternate in dropping a disc of their color  into a slot of the board. The winer is the first player to  get an unbroken row of four discs. Your aspect shall display the  player's turn. With the EndGame aspect (see Problem 2 above), your  aspect shall allow users to play complete Connect Four games. | |
| Name: Perla De la O | Percent (%):33% |
| Contribution:  Write an aspect named EndGame to end the game  and display the outcome: win or draw (see Problem 4 below for a  draw). When the game ends (a sequence of four discs), no more disc  can be dropped in the slots.  - Display the game outcome (win or draw) in the message bar.  - Highlight the winning sequence of discs in the board panel.  - Change the behavior of the "new" button to not prompt the user  when the game is over. | |
| Signature: Date: \_\_11/17/2018\_\_\_\_\_\_\_\_\_\_\_ | Total (%): 100 |

