Computer Science ll

Final Project

Requirements:

* Must have a GUI (via **JavaFX**)
* Must *usefully* cover at least 3 topics out of these 5:
	1. Class definition
* Does not include main/static methods/variables
	1. Inheritance/polymorphism
	2. Abstract classes/interfaces
	3. Generics/Iterators/Collections
		+ Lists
		+ Stacks
		+ Queues/Priority Queues
		+ Sets/Maps
	4. Recursion

Deliverables:

* Project proposal (10%)
	+ Due **11/15 @ 5PM**

Project idea should be a single paragraph which contains:

1/ Idea

2/ which concepts and how you will implement them (UI/abstract classes/ect)

3/ Problem to be solved

4/ Topics to be covered

5/ Set of tasks, rough schedule

* Group presentation (50%)
	+ In class/final: (To Be Scheduled)
* 8 minutes + 2 Q&A (strict limits)
* Sections
	+ Motivation (problem solved)
	+ Relevant background

 Design: flow charts, screenshots, etc.

* + Algorithms, tools, libraries, etc used
	+ Demo!
* Eclipse Java project (30%)
	+ Due **12/12 @ 10:15AM**
* All code/libraries

Should import directly into Eclipse

* Submit via GitHub
	+ 1 per team
	+ Create a new repo for the entire team and include me as a developer
	+ Make sure that I'll be able to run the project!
* Report (10%)
	+ Due **12/12 @ 10:15AM**
* Submit via Blackboard
	+ At most 5 pages
* Sections
	+ Problem description
	+ Design: algorithms, classes, flow
	+ How topics built up to the solution
	+ Implementation: tools/resources used
	+ Instructions: how to run
	+ Screenshots!
* Example Project Topics
* Games (2D). Tic-tac-toe, Breakout, …
* Puzzle solver. Sudoku
* Address/phone book
* Web scraping
* Hardware. Lego, RPi, Arduino
* Something else awesome!