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!