

Student Originated Software Object-Oriented Programming Workshop 5, Tuesday, October 23, 2001

The objectives of this workshop are to:

1. finish your work on “Solitaire” and last week’s assignment (**due today 5pm**).
2. Start work on next assignments (Tetris), or finishing up work on any of the programming assignments to date that you would like to resubmit.
3. On Thursday, we hope to have a workshop on using the VAJ debugger.

For lab today, spend 30 minutes working with your partner on a possible “redesign” for the Solitaire program. Use the work you did last week drawing a design of Solitaire (a class diagram, a sequence diagram, or other representation(s) that you find helpful).

FYI, The next (and last) major OOP assignment(s) will be:

- Your Solitaire redesign suggestions (due Monday, Oct. 22).
- Code LaunchAuction (RC = recommended completion)
 - i. classes and attributes, RC Tues Oct. 30, 5pm,
 - ii. interfaces and methods, RC Tues Nov. 6
 - iii. UI, RC Tue Nov 13
 - iv. Demo and hand in the whole enchilada Thurs 10-12, Nov 15.
- Any changes to programs you have already handed in (up to and including Solitaire (due Tuesday October 30)
- Tetris, Budd, Ch. 20, possibly optional. due Thursday November 8.

As before, please turn in **both** electronic copy, and a printed listing of your final program(s). Indicate clearly on the hard copy which exercises you got working, and which not, and a brief discussion of whether the suggested modifications improve the program (or not), and what design decisions you made. This should be no more than one page. Turn in Exercise 2 on a separate piece of paper.

Convention for turning in electronic copies.

1. Save each program as a jar file – save both .class and .java. This week it will probably be easier to do two jar files – call these xxxSol and xxxGrd, where xxx is Lastname1 + Lastname2. it is OK to shorten your lastnames; e.g., if they are more than 4 characters, just use the first 4 characters of each. Thus, AbdiOwenSol, DugwFickGrd, CanaCohnSol, etc.
2. Move the jar file under the name: Lastname1Lastname2 (where these are the last names of each person in the programming pair) to Calawah\programs\SOS\OOPAsstTurnIn\WeekX (where x is the week number, as above. Files in these subdirectories will be write-able by you, but readable by no one (except Isaac, Judy and Dan R.). If you have to resubmit your program, append a “2” to the program name, for “second version”.
3. Deposit each jar file and turn in the printout to Judy on Thursday, at 2:30.

Dates to Remember

Hand in any revisions to assignments (thru Solitaire) -- Tuesday October 30, 5pm
OOP mid term Wednesday of Week 6 (October 31)
Take home problem (individual) -- Thursday, November 1, 5pm