Student Originated Software Object-Oriented Programming
Workshop 3, Tuesday, October 09, 2001

The objectives of this workshop are to:
1. Learn more about constructors, inheritance and the Java Graphics model;
2. Learn more about the Class Frame and see if we can add user interaction;
3. Review and verify use of the program repository and file sharing with one's partner;
4. Figure out how to get a copy of VAJ to take home;
5. Start on the programming assignment (due Thursday), and learn how to submit programming assignments electronically.

Assignment due Thursday at 2:30pm, integrated into one working program:
- Budd, Ch. 7, Ex. 2,3,4 (5 optional);
- Ex 8,9 (for intermediate and advanced);
- Ex. 10 (for advanced); due at 2:30 pm.
- also, devise an enhancement of the Pinball program of your own and write this up as a specification; implementation of the enhancement is optional!

Please turn in **both** electronic copy, and a printed listing of your final program. 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.

Convention for turning in electronic copies.
1. Save each program as a jar file – save both .class and .java
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. Turn in the printout to Judy on Thursday, at 2:30.

Some things you might find useful:
1. Electronic copies of programs in Budd's book are now available locally in Calawah\programs\SOS\BuddJava as well as from http://www.cs.orst.edu/~budd
2. Isaac and Steve discovered that (given the version of VAJ we are using) it is NOT possible for two programmers to use the same repository simultaneously. They will upgrade us in the next few weeks if that version]otherwise will work well for us. In the meantime, please be aware that partners can see each other's repositories, but not at the same time.
3. you might find the scrapbook function useful for trying snippets of VAJ code. Check it out.

For lab today, you should just work on the assignment. However, if you want to go over the homework from last week, we will gather towards the front of the room at the beginning of lab. Also, it might be useful to map out something like a sequence diagram to better understand the class interactions (how control is passed around) in PinBall.