

# COMP 1771 – Fall 2008 – HW#6

## Instructor:

Prof. Matt Rutherford – [mjr@cs.du.edu](mailto:mjr@cs.du.edu)

## Due by:

10:00am on November 13, 2008

## Homework Policies

As stated in the class syllabus:

Homework assignments and labs may be discussed in a general fashion with other students. You should not discuss specific solutions or code. You should NEVER copy assignments that have been written by another student or allow another student to copy your assignments. If any of your work includes ideas or quotes from a book, paper, or web site, you should clearly cite the original source.

Your code should be emailed as a ZIP attachment to me at [mjr@cs.du.edu](mailto:mjr@cs.du.edu) before 10am on November 13, 2008. Please use the subject: "COMP 1771 Homework #6".

## 3rd Project Deliverable

For this homework you will concentrate on implementing the graphical interface, in the context of an Applet, that is appropriate for your project. For most of you this will be graphical display of various things moving, bouncing, shooting, crawling, playing, eating, chopping wood, etc. . .

There are some (hopefully) useful notes on Applet graphical programming in the slides for Class 17. There are also many on-line examples and the last section of every chapter in the Savitch and Carrano textbook has some details about Applet programming that will be more or less useful, depending on your project.

There are two specific deliverables that all of you have:

1. Implement and use a custom Exception class somewhere in your project software
2. Prepare a demo of your project for presentation in class on November 13, 2008. You will each have 10 minutes to show all of the cool things your software does. To minimize the hassle of the projector and different computers, you should be prepared to run your demo from your laptop, or the computer at the desk where you usually sit.

## Grading

Module	Percentage
Definition and use of a custom Exception.	10%
Graphical interface for your project.	65%
In-class demo of your project	25%