15. Individual Project 5

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Examples are on web!

• Check this out!
  – https://github.com/mhlee1215/java_class
Pair Programming

• 20 min each person (because we have only 120 min)

• If you
  – Have enough progress
  – or
  – Hate work with other

• Then you
  – Can work alone

• Otherwise
  – Do Pair programming
Individual Project: Tetris

• **Basic**
  – Get Block (and other) images
  – Generation 2D Map
  – Key input
  – **Thread based Timing Control**
    • Frame control
  – Game, Score, Next zone

• **Advanced**
  – Continue from previous
  – Item
  – Auto Play
Individual Goal : Tetris

• Oct 11
• Oct 18
  – 2D Map + moving begins
• Oct 25
  – Mid check point
• Nov 1
• Nov 8
• Nov 15
  – HTML page drawing,
  – Final
Individual Project : Sneak Game

• Basic
  – Get Sneak Parts images
  – Generate 2D Map
  – Key input
  – Thread based Time Control
    • Frame control
  – Game, Score zone

• Advanced
  – Continue from previous
  – Item
  – Auto Play
Individual Goal : Sneak Game

- Oct 11
  - 2D Map and drawing
- Oct 18
  - 2D Map and action with apple
- Oct 25
  - Mid check point
- Nov 1
- Nov 8
- Nov 15
  - HTML page drawing,
  - Final
Individual Project: Music Player

- **Basic**
  - Get required button images (play, stop ... etc.)
  - **CoverFlow (template provided)**
    - ExampleGUI – CoverFlowDemo.java
  - File Scanning
  - File load/save
  - Play List Management
  - Music Play/Stop

- **Advanced**
  - Music Equalize
Individual Goal : Music Player

• Oct 11
  – Music Play Test
  – Check MP3Player.java, WAVPlayer.java
• Oct 18
  – File based list management
• Oct 25
  – Mid check point
• Nov 1
• Nov 8
• Nov 15
  – HTML page drawing,
  – Final
Individual Project : Calendar

• Basic
  – Date control
  – JComponents
  – Layout using MigLayout (Example Provided)
    • ExampleGUI – DashboardDemo.java, SwingDemo.java
  – Event Add/Delete/Edit

• Advanced
  – Sync to the web
Individual Goal : Calendar

• Oct 11
  – Prepare : Date library
  – Goal : ?
• Oct 18
  – Layout with date library
• Oct 25
  – Mid check point
• Nov 1
• Nov 8
• Nov 15
  – HTML page drawing,
  – Final
Individual Project : Flash cards

• Basic
  – Layout
  – File management (read/write)

• Advanced
  – Fancy GUI
  – Online data management
Individual Goal : Flash Cards

• Oct 11
• Oct 18
  – Layout begin?
• Oct 25
  – Check template if you need
    • https://github.com/mhlee1215/java_class/blob/master/ExampleGUI/src/main/FlashCardTemplate.java
    – Mid check point
• Nov 1
• Nov 8
• Nov 15
  – HTML page drawing,
  – Final
Homework

• **Record Your Progress during week**
  – What Problem you have
  – What have you done
  – No progress, nothing to learn

• **Read Layout Source**
  – ExampleGUI – DashboardDemo.java
References

• Swing
  – http://docs.oracle.com/javase/tutorial/uiswing/

• Mp3 Player

• Double Buffering
  – http://msonic.tistory.com/1
  – https://docs.oracle.com/javase/tutorial/extra/fullscreen/doublebuf.html