# CPSC 219: Introduction to Computer Science for Multidisciplinary Studies II

## Project – Demo 3 Guidelines

### Weight: 10%

Demo grading points

- Add GUI to previous project. Program is now JavaFX event-driven object-oriented GUI (25)
    - Program is launched from main() but main() mostly just launches GUI Scene
    - Have a sketch of planned GUI (this doesn't have to be your final result but what you started to try and make) (5)
    - Has well developed .fxml created in SceneBuilder (5)
    - Has JavaFX Controller event-driven design pattern (5)
    - Has working options to trigger add data menu commands (5)
    - Can view all data (1)
    - Can view 4 special options (4)
- Text menu options all exists although are now in GUI and program data is OO (5)
    - Has at least same complexity
    - Can still view all the stored data as well as the other 4 features
- Save/load data to file still exists (but save/load triggered as GUI menu options) (5)
    - Program should have GUI menu option which will save data to a (comma separate value) .csv file
    - Program should have GUI menu option which will load data from a (comma separate value) .csv file
    - Program should be able to be run with command line argument that will start program using previous data saved to a (comma separate value) .csv file
- Gitlab Usage (out of 10)
    - Gitlab account exists, private project exists, at least 1 commit, small commits, both partners have a commit, (5) regular commits
- Style/Commenting (out of 5)
    - Name/Date/Tutorial, Functions commented, Javadoc, Inline commenting, doesn't use inline conditionals, limited magic numbers, don't change function names, don't change filenames, etc.
- Partnership penalties
    - During the demo the TA will at times ask different members of your group (partnership) to describe how something works. Each partner should expect to have contributed to unit testing, git commits, commenting, and program functionality. In general, the penalties will be
        - -5 Partner is judged to have not contributed in one area (ex. javafx, git, commenting, code)
        - -10 Partner didn't contribute in two areas

        - -15 partner didn't contribute in three areas
        - -20 partner didn't contribute in all four areas
    - Contribution penalties are recorded separately for each student. Judgement is made by TA on basis of students being able to explain something about part of code that is being viewed in more detail than just re-iterating the readable syntax.

Example program. I decide to make a CWHL (ice hockey) statistics tracking program.

Previous menu options listed (These will now be integrated into a GUI window instead of a text menu interface)

Track basic data

1. add a Team (could either design this as a set of textfields and a button in main window, or as a popup window for data entry)
2. add a player to a team with a name, birthdate, position, and jersey number (could either design this as a set of textfields and a button in main window, or as a popup window for data entry)

Add additional data

3. add a goal to a player (take in team/player text and use button to add goal)
4. add an assist to a player (take in team/player text and use button to add assist)
5. add a save to a goalie (take in team/player text and use button to add save)
6. add a shot on goal to a goalie (take in team/player text and use button to add shot)

Output General

7. ask for all players to be printed (click button and show in center window, this will be default view and updated after each player is added)

Output Special

8. ask for the top 5 goal scorers (click button and show in center window or popup window)
9. ask for the top goalie in save percentage (click button and show in center window or popup window)
10. recommend line up of 2 defenceman, 1 goalie, and 3 forwards based on being top players (click button and show in center window or popup window)
11. list of players over a certain age (click button and show in center window or popup window)

File I/O (top bar menu options)

12. About
13. Save data
14. Load data
15. Quit