

CS 151: Object-Oriented Design

Fall Semester 2013

Department of Computer Science
San Jose State University
Prof. Ron Mak

Assignment #5

Assigned: Thursday, October 24
Due: Monday, November 11 at 11:59 pm
Team assignment, 100 points max

Graphical User Interface

Add a well-designed graphical user interface (GUI) to your Rock-Paper-Scissors game application using the Java Foundation Classes (Swing).

Your GUI should have:

- A text field to enter the number of throws per match and a list component to select which computer player's throw choice calculator (random or smart) before the start of a match. Disable these components once a match starts so that their values can't be changed during the match.
- Buttons for the human player to make a throw choice (rock, paper, or scissors).
- A help button to display a help message.

You should also display:

- The computer's prediction of the human player's choice for each throw.
- The running score (human wins, computer wins, ties).

What to turn in

Each team should create a zip file containing all the Java source files of its application. Zip the **src** subdirectory that NetBeans creates when you create a new project. Only zip the **src** subdirectory.

Email the zip file as an attachment to **both** ron.mak@sjsu.edu. CC all your team members. Do not email any executable files because some mailers will reject the entire message. Your subject line should be:

CS 151 Assignment #5 *team name*

Your email message should include instructions on how to run your application.

This is a team assignment. Each member of the team will receive the same score.