

# CSC 243, Spring 2020, Assignment 5

**Purpose:** JavaFX

**Due:** 11:59pm, Wednesday, April 15, 2020

## Get the assignment code

These instructions assume that your course git repository is set up. Change into your course repository directory and enter the following commands.

```
git fetch assignments
git checkout assignments/master -- assignment5
git add assignment5
git commit -a
```

This will copy the `assignment5` directory into your working directory, start tracking the files in the `assignment5` directory, and commit those files to your local git repository.

## Assignment Description

The goal of this assignment is to layout the GUI representation of the Connect Four game. Your job is to complete the file named `GUIGame.java` to create a JavaFX `Application` and choose appropriate GUI elements to represent a game of Connect Four. Your GUI must meet the following requirements:

- a representation of the board
- controls for the play, quit, reset, and undo actions

Depending on how you implement the GUI, the following method may be useful:

```
private Node getNodeFromGridPane(GridPane grid, int row, int col) {
    Node result = null;
    for (Node n : grid.getChildren()) {
        if (GridPane.getRowIndex(n) == row &&
            GridPane.getColumnIndex(n) == col)
        {
            result = n;
        }
    }
    return result;
}
```

## Compiling and Running

To compile the programs, execute the command:

```
make
```

To run the main method, execute the command:

```
make run
```

To build the Javadoc documentation, execute the command:

```
make doc
```

To remove the compiled class files, execute the command:

```
make clean
```

## Turning in the Assignment

To turn in the assignment execute the following git commands:

```
git commit -a  
git push origin master
```

Note: the most recent commit before the due date will be considered your official submission.

## Grading Criteria

- Concise, accurate documentation following the CSC Department documentation guidelines
- Correct Javadoc is used for class and method documentation
- Correct implementation of the specification

Note: If your code does not compile, then you will receive a failing grade for this assignment. If the submission includes material that was not covered in class and the material is not properly cited, then you will receive a failing grade for this assignment.