

**AP Computer Science Fall Project Presentation  
Template**

Each of the items below must be able to be demonstrated in a **WORKING** Java program that meet student-stated program objectives/specifications

Program	Possible Points	Your Points	Comments
Relational Operators (three or more of the following) >, <, <=, >=, ==, !=	25.00	25.00	
If then else statement	25.00	25.00	
for each AND while AND for loops	25.00	25.00	
<b>ONE</b> Student Designed interface and <b>THREE</b> Student Designed classes - Classes contain constructors that initialize instance variables/objects	50.00	50.00	
At least one instance of "Class Composition" is used in the project design	50.00	50.00	
Interaction between classes - Methods from one class are called from another class	50.00	50.00	
Inheritance Hierarchy with student designed class(es) - Inheritance structure is justified a. unique instance variables(s) b. unique method(s)* c. overridden method(s)* * 2 or more methods that can be made to be identical with the use a parameter do not satisfy (b) and/or (c) above	50.00	50.00	
Interface must be implemented with student designed class(es) - The class that implements the method in the interface works as specified	50.00	50.00	
Polymorphism must be implemented with student designed class(es)	50.00	50.00	
ArrayList or 2D Array used in student designed class(es)	50.00	50.00	
<b>Algorithmic Complexity</b>			
a. movement or copying of data in a 1D Array/ArrayList OR 2D Array within the context of a loop	25.00	25.00	
b. passing an object or objects as a parameter to a method	25.00	25.00	
c. returning an object or objects from a method	25.00	25.00	
<b>Comments/Style</b>			
Comments for special algorithms or a tricky set of code	25.00	25.00	
Meaningful variable names	25.00	25.00	
Javadocs for all methods in one Student Designed Class	25.00	25.00	
The use of JOptionPane or the GridWorld GUI	25.00	25.00	
<b>Powerpoint Presentation Slides</b>			
Title Slide	20.00	20.00	
Description of program operation	20.00	20.00	
Demonstration of Program	20.00	20.00	
UML Diagrams for each class	20.00	20.00	
Use of classes in project	20.00	20.00	
Description of class interaction	20.00	20.00	
Description of Inheritance Hierarchy	20.00	20.00	
Description of use of Interface	20.00	20.00	
Description of use of polymorphism ( with code snippet )	20.00	20.00	
Special features	20.00	20.00	
Known bugs	20.00	20.00	
Citations of "second-party" code	20.00	20.00	
Conclusion	20.00	20.00	
Questions	20.00	20.00	
<b>Printouts</b>			
A printout of the slide show Presentation (.ppt / .key) is submitted on the day of the presentation	25.00	25.00	
<b>Email Requirements to Mr. Lew (mlew@loyolahs.edu)</b>			
An email is sent to Mr. Lew by 8:00 am on the morning of the presentation	25.00	25.00	
The zipped BlueJ project folder is attached to the email	25.00	25.00	
A PDF file of the Powerpoint/Keynote presentation is attached to the email	25.00	25.00	
The FINAL Computer Generated UML Diagram is attached to the email	25.00	25.00	
The email body includes "Description", "How to play", and "Special Features" text for the website	25.00	25.00	
<b>Post Project Debrief</b>			
Post Presentation Debrief is completed	25.00	25.00	
<b>1055.00</b>		<b>1055.00</b>	
			<b>100.00%</b>