

# Final Showdown

- Open books/notes
- No external communications of any form are allowed. (e.g., between classmates in test room, via cell phones, and internet)
- Programming questions will be based on code from assignments, labs, or the project that you have seen and done.
- Less than 50% questions are about programming.
- Usability Design Principles (See Review Guide posted week of Nov. 16)
- True/False, Multiple Choices, Short Answers

# Course Summary

- Java warmup (2 W)+hands-on UI programming (6 W)+5 labs+3 HW's +project (5 W)+Eclipse
- happy with your ability in using Java.
- GUI bloopers are applied in 2 HW's. Detailed, written feedback given to all HWs. Most of you've demonstrated good understanding.
- happy with overall performance in midterms.
- project is innovative and practical.
- materials are organized at course web site; scope for final exam given.
- **meet course objectives**
  - (1) Key design elements of GUI frameworks - **Widgets, event handling, GUI composition and layout**
  - (2) Interaction design principles - **don't and do's for GUI design**