CS 203 – WINTER 2016/2017
Cover page for “Endgame” assignment – DUE 18 Jan 2017

____ Show the TA the code changes you had to make to let the tokens "fall". (3 points)
____ Demonstrate the falling functionality to the TA. (3 points)
____ Explain to the TA how you determine whether a token is "invisible". (3 points)
____ Convince the TA that you're correctly deleting invisible tokens from the tokens arraylist. (3 points)
____ Convince the TA that you're correctly un-registering invisible tokens as ticklisteners. (3 points)
____ Explain to the TA how you're using the GameBoard class. (3 points)
____ Explain to the TA when and where you "check for win". (3 points)
____ Show the TA all the methods you call to configure the AlertDialog. (3 points)
____ Convince the TA that the AlertDialog correctly reports who the winner is. (3 points)
____ Tell the TA what anonymous classes are, and how you're using them. (3 points)
____ Tell the TA how you reset the grid. (3 points)
____ Tell the TA how you exit the program. (3 points)
____ Your program displays the correct scores at the top of the screen. (3 points)
____ In the TA's opinion, your program is correct and bug-free. (4 points)
____ Your code is consistently and neatly indented. (2 points)
____ Each public method in your code is commented in JavaDoc format. (2 points)
____ Show the TA that you uploaded your code to Canvas. (1 point)

TOTAL POINTS EARNED: __________
TOTAL POINTS POSSIBLE: 50

T.A. Name ______________________________________________

T.A. Signature ____________________________
(T.A. will not sign until you sign your name below!)

I certify that I completed this assignment on the date above. I also certify that I did all my own work. I did not copy someone else’s code, including off the Internet. I know what each line of code does, and I can reproduce it in a test situation.

Student’s signature ____________________________