CS 203 – WINTER 2016/2017
Cover page for “One-Player Mode” assignment – DUE 25 Jan 2017

____ Explain to the TA the purpose of the Singleton design pattern. (2 points)
____ Convince the TA that you implemented the Singleton design pattern for your
    GameBoard class. (2 points)
____ Show the TA the enum you created to represent the two modes of play. (2 points)
____ Convince the TA that your View class has a field of that type, and that it is
    initialized to one-player mode. (2 points)
____ Write which player (X or O) will be the computer in your program. (2 points)
____ Show the TA where you call checkForWin, and explain what else you're checking
    that you did not check for the previous assignment. (2 points)
____ Explain to the TA why submitting the computer's move in onTick could result in a
    concurrent modification error. (3 points)
____ Explain each part of AsyncTask to the TA. (3 points)
____ Convince the TA that your AlertDialog works correctly. (2 points)
____ Convince the TA that both one-player and two-player modes work correctly.
    (2 points)
____ In the TA's opinion, your program is correct and bug-free. (10 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: 35

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 ______________________________________________

TOTAL POINTS EARNED: __________
TOTAL POINTS POSSIBLE: 35