CS 203 – FALL 2018
Cover page for “Touch the Buttons” assignment – DUE 2 October 2018

___ Explain to the TA the changes you made to your button's draw method to accommodate both "pressed" and "unpressed" states. (4 points)
___ Explain to the TA your logic for determining whether the user's finger is inside or outside of a button. (4 points)
___ Explain to the TA how you prevent two buttons' from being pressed at the same time. (4 points)
___ Explain to the TA how you prevent a button from staying in the "pressed" state after the user lets go of it. (4 points)
___ Demonstrate to the TA that a toast message appears if the user presses inside the 5x5 grid. (4 points)
___ In the TA's opinion, your program is correct and bug-free. (5 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)
___ Did you do the EXTRA CREDIT? (3 points)

POINTS EARNED: __________
POINTS POSSIBLE: 30

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 ________________________________