

# Assignment 1

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CSE 1720, Winter 2010, v1, Prepared by: M. Baljko

**Due Date:** Tuesday, January 26, 2010, 11:59pm

**Course Weight:** 5%

## A Simple Slideshow

Write an application called `Asst1.java` that implements a slide show.

### Details

- the start of the slideshow will correspond to the invocation of the application
- a progression of images should be shown that invoke the theme of "escalation" (the interpretation of this theme is left up to the student)
- use services of `SimpleDrawingCanvas` and `SimpleImageServer`. Both of these can be found on the course wiki.
- use at least 10 images, from source(s) of your choosing
- put images in a sub-directory as indicated in API of `SimpleImageServer` (i.e., in a subdirectory called `img/`)
- choose the display sequence and frame effects from services provided in `SimpleDrawingCanvas`
- scale the images as desired before using them in your application (you can manipulate size for dramatic effect). Use your favourite image editing suite.
- no soundtrack is required for this assignment
- place the file `Asst1.java` in a subdirectory called `A1` (as well as the sub-directory for the image files)

## Code Convention

Follow the coding convention as outline in Appendix C of *Java By Abstraction*.

## Submission

Use the submit command from any machine in PRISM lab infrastructure, in the following form:

```
submit 1720 a1 A1
```

- Careful!! You are submitting the entire directory called `A1`, which should contain `Asst1.java` and the sub-directory `img/` and all of the image files within the `img/` sub-directory
- **DO NOT MAKE ANY TYPOS IN THE NAMES OF ANY OF YOUR SUBMITTED FILES** (e.g., "`asst1.java`" instead of "`Asst1.java`"). Any incorrectly named files will not be marked.
- To check whether your files have been correctly submitted, use the following command:

```
submit -l 1720 a1
```

- For details on how to submit, please refer to the Lab#2 materials (week 2).

## Grading

The following criteria will be employed for grading:

- correctness relative to assignment specification (70%)
- correctness relative to coding style convention (15%)
- creativity and interpretation of the theme (15%)