Assignment 1201
As advertised, this is Part 2 of our direct manipulation assignment. This time, you will implement what you
designed in Assignment 1119.

Not for Submission
By November 24
1. Check out and examine the direct manipulation
sample code that has been uploaded to your
respective repositories.
2. Decide on whether you would like to imple-
ment your interface in Swing or DHTML.
3. Bring any questions to class on this day — the
plan is for you to be on full coding mode
through Thanksgiving to the due date.

For Submission
Implement as much of your direct manipulation
user interface as possible. Since the emphasis here
is UI implementation, I suggest that you do your
work in this order:
1. If using Swing, start with a working Maven pro-
ject (i.e., correct pom.xml that results in a suc-
cessful mvn package, producing a .jar file that cor-
rectly runs with a java -jar command).
2. Start with the actual direct manipulation behav-
ior (event handling, feedback), ending such ac-
tions with stubs that are designed to trigger any
specified functionality.
3. Connect the stubs to your pre-existing code to
actually deliver the functionality, possibly refac-
toring your original work as necessary.

How to Turn It In
Commit your source code under one of your re-
positories as /homework/cmsi370/directmanipulation.
If you have chosen to use DHTML as your im-
plementation technology, upload your site to your
cs.lmu.edu home page at:
http://www.cs.lmu.edu/~username/cmsi370/fall2009/
directmanipulation