

Software Engineering for Interactive medias 2.1 b
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Days 4-5
Javastates

1 Download and Install in Eclipse the Javastates Archive available at <http://sourceforge.net/projects/javastates>. Test that the Demo programs work.
Create a new project, that uses the previous library

2 Write a wizard program that emulates an installer, having at least three screens
Graphic objects are reused at the maximum. The same window and buttons are reused.
Each screen maps to a state. Use state inheritance to make the specification as concise as possible.

3 Create a program that behaves as a multimedia player: a main window and two auxiliary (playlist and equalizer) that we will simulate. Two buttons on the main window will make these auxiliary panels appear/disappear.

4 Improve the previous program by adding the logic of transport buttons: play pause, stop, fast forward and rewind. We will make sure that the same button does both play and pause.

5 Use mouseListeners to make sure that the fast forward / rewind buttons remains active as long as the mouse is kept down.

6 Create an interface having a main, help, about, 'confirm quit' windows, controlled by menus and buttons, and cancelled by a click anywhere in the application.

7 Improve the previous program so that hovering over the buttons make the corresponding windows appear / disappear, and a click makes them permanently visible.

8 Create a bilingual version of the demo editor (add the appropriate menu). The default language is english. Use an initial state to set the start locale.