

# CMSI 370

## INTERACTION DESIGN

Fall 2009

### 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 implement 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 project (i.e., correct *pom.xml* that results in a successful *mvn package*, producing a *.jar* file that correctly runs with a *java -jar* command).
2. Start with the actual direct manipulation behavior (event handling, feedback), ending such actions 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 refactoring your original work as necessary.

### How to Turn It In

Commit your source code under one of your repositories as */homework/cmsi370/directmanipulation*. If you have chosen to use DHTML as your implementation technology, upload your site to your *cs.lmu.edu* home page at:

*http://www.cs.lmu.edu/~username/cmsi370/fall2009/directmanipulation*