

Concept List with Descriptions: This is your chance to show off one example for each Java concept you used in your code, and show off all the Java you used!

In the same order as appears in your proposal's **II. PARTS OF THE GAME**, list the concept names (e.g. Layout, Components, etc). Next to each one, when it says to explain, it means to pick one example and explain how it is used, *in detail*. For your final code, number each page in the bottom right corner, starting with 1 and continuing with consecutive numbers until all pages have been labeled. (Do not start over for different classes.) To the left of the list item, show a color or symbol, then apply this same color or symbol to the code in your final draft. Also, write the page number (that you wrote) in the same area as the color or symbol.

- A. Layout. Highlight the code for the three different layouts used. Pick one of BorderLayout, FlowLayout or GridLayout and explain in detail why you chose to use that layout and the advantage of using it.
- B. Components. Highlight the code for six different components (or the number of different components you have if less than six). Pick one to explain how it was created, its handler class and its roll in your game.
- C. File IO and Images. Highlight the code to create the object used to either open or create the object for working with a file. Explain the code that uses the object to read or write to the file.
- D. Events. Highlight the code for the four different event listeners. Explain one.
- E. Highlight the code the use of a control structure, e.g. if-else blocks, loops (for, while, or do-while) or recursion. Pick one example to explain the code that uses it and the purpose it serves.