TERM PROJECT : Server-Client RMI Whiteboard

1. Introduction
   In this project, you will learn about GUI programming. You should implement a paint program and connect it to a network via RMI. That is, both paint programs share the same result.

2. Design
   Using the given skeleton code which includes pre-defined methods, Students should fill the constructor and method. RMI module is already implemented as well.

3. Requirements
   Implement a button to select shapes (Line/Circle/Rectangular) and a choice menu to select between color options (Black/Red/Green/Blue) and a ShapeContainer to perform drawing into the paint.
4. Running program
   In the command line, move to class directory and type following command

   rmic WhiteBoardServiceImpl
   Java WhiteBoardServiceImpl server localhost
   Java WhiteBoardServiceImpl client localhost

5. Implement
   A. Add a button
      1. Make a Panel instance in Constructor of DrawingFrame
         buttonPanel = new Panel();

      2. Add a button(Line, Circle, Rectangular, Clear ALL)
         new ButtonController(this);
         Button b1 = new("line");
         jF.getButtonPanel().add(b1);
         (...)

      3. align panel at South
         getContentPane().add("South", buttonPanel);

      4. Set a action when button is clicked.
         if(ae.getActionCommand().equals("line")) {
             bT.setShape(new Shape().LINE);
         }
        
B. Add a choice menu
C. Add a name panel
D. Add a ShapeContainer

E. Declare MouseController Class

Decalre CanvasMouseController in constructor of DrawingFrame then Define Constructor and Method. You don't need to define all the method.
(hint : DrawingFrame class - removeFrontShape(), addShape())

F. Draw Line, Circle, Rectangular

First of all you need to call all of Paint Method. Also fill Line/Circle/Rectangular method
Blue: Link(Listener)
Red: Class Hierarchy
Green: Contain
6. Submission – Compressed file that source code and report

1. Source Code
   - It is recommended to create a batch file for compiling such Compile.bat

2. Report (PDF, DOC)
   - How to run the program
   - Developing environment
   - Detailed description of code
   - Need outputs of the program

3. How to submit
   Email: cp2016s@gmail.com
   Deadline: June 13, until 23:59:59
   Please Keep These Submission Format!!
   Submission format:
   Mail title:
   [COMP-PRJ]student id_NAME
   (ex: [COMP-PRJ]2016-12345_JEESOOMIN)
   Compressed filename:
   student id_NAME.zip(tar)
   (ex: 2016-12345_JEESOOMIN.zip)

★ Caution
   - Over the deadline; after June 08, 23:59:59 – minus 20% of your grade
   - 2days late, 0 point
   - Do not keep the file format – minus 20% of your grade
   - Compile error – 0 point
   - Code plagiarism using Clone Checker – related students 0 point