

## PROJECT 2

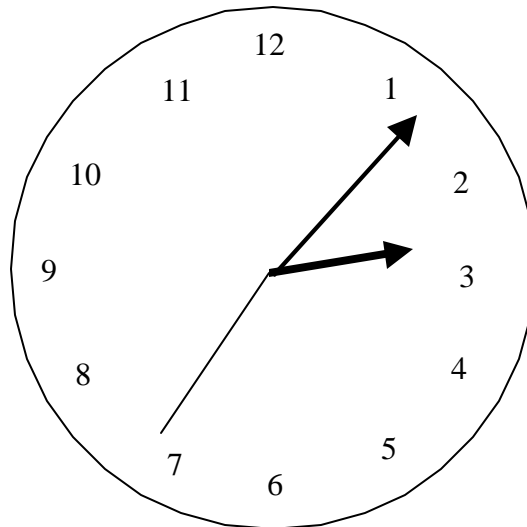
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### CLOCK APPLET

**Due: November 11, 11PM**

**Late projects loose 1 point per hour.**

TED PAWLICKI'S CLOCK



CSC 171 FALL 2004 PROJECT #2

Write a JAVA applet that displays an analog clock on the screen. When the applet starts, use a popup to query the user for a time in military format (HH:MM:SS for hours, minutes and seconds). Draw a clock on the screen corresponding to the time entered. Your clock must contain numerals to mark hours, and separate “hands” for hours minutes and seconds. Your applet must display your name and class information as part of the graphical display.

Up to 10 points of extra credit will be given for “layout” issues. If your version of clock looks especially good, you will get the extra points. A prize will be given for the best looking clock.

## HANDIN ON WEBCT

1. Source, class and html files for the game
2. HTML pages generated from running javadoc on your source file
3. A document containing a screenshot of your clock
4. A short "cover report" named "README" describing the assignment, your solution, what is in each of the other files, and how to the clock.