

Programming Exam #1  
CSCI 201L Spring 2016  
10% of course grade

Add personality to the workers by randomly assigning them a color.



When a worker is clicked, create a window titled “Worker Info” containing information about it. The window should contain:

- The image of the worker
- The name of the worker
- The position of the worker
- The current task of the worker
- The destination of the worker
- The list of completed products of the worker

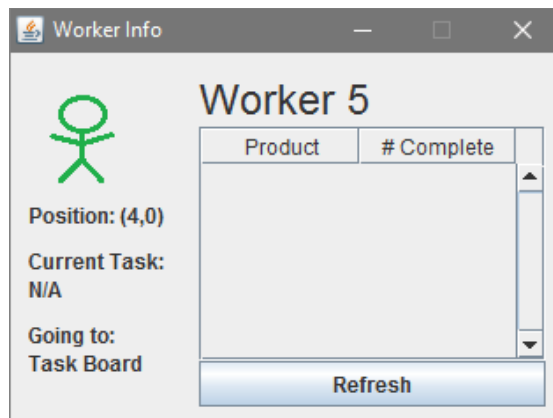


Figure 1: An example of a worker who has just started the day at the factory.

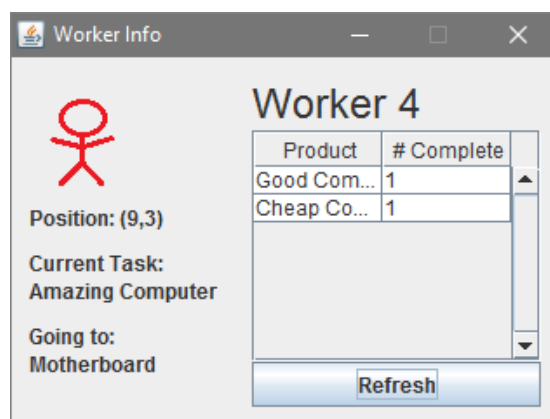


Figure 2: An example of a worker who has completed two tasks and is going to get a motherboard for an “Amazing computer”.

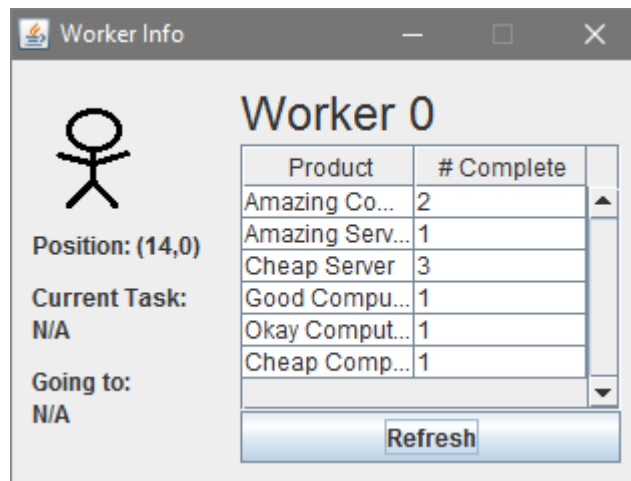


Figure 3: An example of a worker who has completed all his tasks and is done for the day.

The user should be able to click 'Refresh' to refresh all of the elements on the info window.

*Tip: If you are stuck on how to select a certain worker, hard-code clicking anywhere on the factory so that it will always bring up the information about Worker 0 so you can work on the GUI.*

#### Grading Criteria

% of Final Grade	Criteria
1.0%	Workers are colored randomly.
1.5%	Clicking on a worker brings up its window.
0.5%	The image of the worker is shown correctly.
0.5%	The name of the worker is shown correctly.
0.5%	The position of the worker is shown correctly.
1.0%	The current task of the worker is shown correctly.
1.0%	The current destination of the worker is shown correctly.
0.5%	The table always has a vertical scrollbar present.
0.5%	The table columns are labeled as shown.
1.0%	The table updates the completed products correctly.
1.0%	The refresh button updates the worker info window correctly.
0.75%	The window is laid out as shown.
0.25%	The window title and other labels are set.