


















Achievements for Netbeans

Achievements for Netbeans is a student's project for the Special Topics in Software Engineering lecture 'Rich Client Programming - Plugging into the NetBeans Platform' and enables NetBeans users to gain achievements in a style known from popular games like Left 4 Dead.

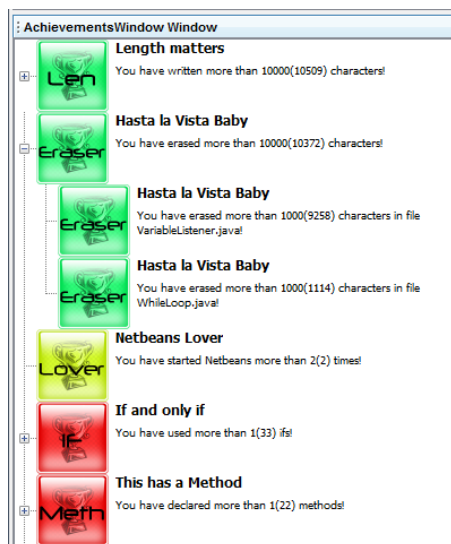
To collect the needed information we hook into the logging mechanism and the NetBeans editor. It is easy for developers to use our API for creating own achievements. You only have to implement the IAchievement-interface, one of the listener interfaces (IEditorListener, ILogListener) and provide an image. A more detailed description about how to add your own achievements is provided in the zip-file.

For demonstration purposes we implemented various achievements to show off the possibilities of our API. A list of all implemented achievements follows:

	To be or not to be You gain this achievement when you define boolean variables. This achievement is class based and has a global summarized achievement.
	Strong Character You gain this achievement when you define char variables. This achievement is class based and has a global summarized achievement.
	Floating away You gain this achievement when you define float variables. This achievement is class based and has a global summarized achievement.
	You're of integrity You gain this achievement when you define integer variables. This achievement is class based and has a global summarized achievement.
	This has a method You gain this achievement when you define methods. This achievement is class based and has a global summarized achievement.
	Closed Door You gain this achievement when you close files or projects. This is a global achievement.
	Open minded You gain this achievement when you open files or projects. This is a global achievement.
	Netbeans Lover You gain this achievement when you start Netbeans. This is a global achievement.
	Try before Buy You gain this achievement when you debug your application. This is a global achievement.
	Runner You gain this achievement when you run your program. This is a global achievement.

	Safety first You gain this achievement when you save your files. This is a global achievement
	F1 You gain this achievement when you ask for help. This is a global achievement.
	Hasta la Vista Baby You gain this achievement when you delete characters. This is a file based achievement and has a global summarized achievement.
	Length matters You gain this achievement when you write characters. This is a file based achievement and has a global summarized achievement.
	If and only if You gain this achievement when you use Ifs in your application. This is a file based achievement and has a global summarized achievement.
	For what You gain this achievement when you use For-loops and Enhanced-For-loops in your application. This is a file based achievement and has a global summarized achievement.
	Do it again You gain this achievement when you use While- and Do-While-loops in your application. This is a file based achievement and has a global summarized achievement.

These above mentioned achievements are displayed in a Tree-like manner in a separate window, which is shown next:



The different levels of an achievement are displayed through different colorization of the icon as small golden star symbolizes a maxed out achievement.