

# Object Oriented Programming 2021/22

## Project self-evaluation form

Oral discussion date \_\_\_\_\_

Group number \_\_\_\_\_

Student Number	Student Name	Percentage of participation (must sum 100)	Expected mark (0-10 points)
81595	António Vasconcelos	50	7,5
96164	António Falacho	50	7,5

Mark	Command/feature	Correctly implemented	Implemented with faults	Not implemented	Prof notes
<b>UML</b>					
<b>5/20</b>	Tool used: <u>Visual Paradigm</u> Was it done with reverse Engineering? <u>yes</u>				
<b>Basic game</b>					
<b>1/20</b>	Bet command	X			
<b>1/20</b>	Credit command	X			
<b>1/20</b>	Deal command	X			
<b>1/20</b>	Hold command	X			
<b>Strategy and statistics</b>					
<b>3/20</b>	Perfect strategy	X			
<b>0.5/20</b>	Advice command	X			
<b>0.5/20</b>	Statistics command	X			
<b>Modes</b>					
<b>1/20</b>	Debug mode Reading card and command files and running commands	X			
<b>1/20</b>	Simulation mode Shuffling/Re-shuffling, commands with perfect strategy and statistics	X			
<b>Documentation</b>					
<b>1/20</b>	Examples of debug files Examples to test the game in debug mode	X			
<b>2/20</b>	Java doc Packages, interfaces, classes, methods, fields	X			

<b>Visualization</b>			
<b>1.5/20</b>	Correct in example files without errors A correct output should give a correct info in all commands/advice/statistics	Prof notes:	
<b>0.5/20</b>	Correct in example files <u>with</u> errors A correct output should not crash and give information to the user	Prof notes:	
<b>Discounts</b>			
<b>-3/20</b>	Interfaces and polymorphism used incorrectly	Give here the name of all interfaces in your project: <b>GameMode</b>	Prof notes:
		Give here the name of all abstract classes in your project: <b>None</b>	
		Give here the name of all polymorphic methods in your project: <b>None</b>	
<b>-2/20</b>	Open-closed principle used incorrectly	How many packages? <b>5</b>	Prof notes:
		Visibility of the attributes (choose all used): <input checked="" type="radio"/> ~ <input checked="" type="radio"/> # <input checked="" type="radio"/>	
<b>-1/20</b>	Object class / collections used incorrectly	Which classes override equals? <b>None</b> Did you use any sorting method or sorted collection from Java? <b>yes</b> How is the deck shuffled? <b>collections.shuffle</b> Did you provide your own exceptions? <b>Twice</b>	Prof notes:
<b>-1/20</b>	Incorrect data structures	Collections used (apart from arrays): <b>ArrayList&lt;Card&gt;</b> <b>for Hand and Deck</b>	Prof notes:
<b>-1/20</b>	Prints outside the format	Professor notes:	
<b>-0.5/20</b>	Problems with the executable Incorrect MANIFEST.MF and JAR w/out java sources		
<b>-0.5/20</b>	Files submitted outside the format Other compression than .zip and incorrect folders		
<b>-2<sup>n</sup>/day</b>	Projects submitted after the established date		