# COMP90041 ProjA Feedback: XXUSERNAMEXX

# **Program Presentation**

Including: layout and style, readability, adherence to coding expectations, general care and appearance. The full marks for this section of marking are as follows, depending on up to which stage you have completed. The stages refer to the items of Section 2 of the project specification.

- Stage 1: Items 1 − 6
- Stage 2: Items 1-9
- Stage 3: Items 1 − 10
- Stages 1 3 initial allocation, +3.5

#### **Deductions**

Some subset of the following lines will be selected by the marker. Deduct 0.5 marks for any two errors listed below.

- constants not in upper case;
- bad choices for method names;
- bad choices for variable names;
- no commenting;
- inconsistent bracket placement;
- inconsistent indentation:
- lack of whitespace to separate different parts of code (visual appeal);
- lines >100 chars;
- no authorship statement (name, student number, username);
- use of magic numbers;
- other stylistic issue, if major then deduct 0.5 marks for this error alone;

Additions (included in total mark only if marks lost within this first section)

• overall care and presentation, +0.5;

Other Comments from Marker

# Structure and Approach

Including: decomposition in to methods, declaration of instance variables at the appropriate locations, choice of parameters to methods.

The full marks for this section of marking are as follows, depending on up to which stage you have completed.

• Stages 1- 3 initial allocation, +5.

### **Deductions**

Some subset of the following lines will be selected by the marker. Deduct 0.5 marks for any two errors listed below. (For points in **Bold**, we only give feedback, but not deduce mark).

- duplicate code segments;
- methods too long or too complex;
- insufficient use of methods:
- overly complex algorithmic approach;
- unnecessary duplication/copying of data;
- method has more than 5 arguments;

- use more than 3 static methods (main method included);
- use more than 4 static variables:
- other structural issue, if major then deduct 0.5 marks for this error alone;
- not creating 2 instances of NimPlayer, -1.0 for this error alone;

Other comments from marker:

## **Program execution**

Including: compilation, execution on test data, output presentation and readability. Programs that do not compile in the test environment will lose all marks in this section. Be sure to <code>verify</code> your submission and **check the output** before you say "finished" to yourself.

The full marks for this section of marking are as follows, depending on up to which stage you have completed.

- Stage 1 initial allocation, +1.5
- Stage 2 initial allocation, +6.5
- Stage 3 initial allocation, +3.5

#### Deductions

Some subset of the following lines will be selected by the marker. (For points in **Bold**, we only give feedback, but not deduce mark).

- unnecessary warning messages in compilation
- Format difference but same content in "Do you want to play again (Y/N):"
- grossly incorrect Stage 1 output on test1, -0.5
- grossly incorrect Stage 2 output on test2, -0.5
- somewhat incorrect Stage 2 output on test1, -0.5
- (or) grossly incorrect Stage 2 output on test1, -1.5;
- somewhat incorrect Stage 2 output on test2, -0.5;
- (or) grossly incorrect Stage 2 output on test2, -1.5;
- grossly incorrect Stage 3 output on test1, -1;
- grossly incorrect Stage 3 output on test2, -1;

#### **XXMARKXX**

Overall comments from marker:

Assignment Marker: XXMARKERXX

If you have any questions regarding your mark, please contact the lecturers