

BCDE321 – ADVANCED PROGRAMMING ASSESSMENT THREE**SELF-MARKING SHEET**

Student Name/ID:

The link of your online repository for version control:

MARKING RUBRIC**Part A – Apply Design Patterns & Refactoring Process (25 * N marks where N === 2)**

Task				Marks
1	Identifying the target block of code with design problems, which intends to be modified in your target solution of Assessment 2 (3 * N marks)			
1.1	The locations (i.e., code reference) of the target block of code (1 * N marks)		1 mark	0 mark
		Correct	No attempt or completely incorrect	
1.2	The (before-design-pattern) class diagram of the target block of code (2 * N marks)	2 marks	1 mark	0 mark
		Correct	Roughly correct with many missing/incorrect details	No attempt or completely incorrect
2	Development of testing code (4 * N marks)			
2.1	Developing a set of testing code for all external behaviours of the target block of code in your target solution of Assessment 2. All tests should be able to be triggered through running a single Python file. And your testing code developed needs to pass PEP8 check. (2 * N marks)	2 marks	1 mark	0 mark
		Correct, meet the specification, good quality	Fair attempt	No attempt or completely incorrect

2.2	Using coverage package to generate the HTML-version report to demonstrate your developed testing code has 100% branch coverage for the target block of code (2 * N marks)	2 marks	1 mark	0 mark	
		Correct and meet the specification	Fair attempt	No attempt or completely incorrect	
3 Design (3 * N marks)					
3.1	The name of the design pattern intended to be applied (1 * N marks)		1 mark	0 mark	
			Correct	No attempt or incorrect	
3.2	The (after-design-pattern) class diagram of the target block of code after your proposed modification. All the components in the design pattern structure stated in our design pattern textbook must be explicitly labelled in your (after-design-pattern) class diagram. (2 * N marks)	2 marks	1 mark	0 mark	
		Correct and meet the specification	Roughly correct with many missing/incorrect details	No attempt or completely incorrect	
4 Refactoring by design patterns (11 * N marks)					
4.1	Applying the design pattern proposed. Your solution needs to pass PEP8 check. (10 * N marks)	10 marks	5 marks	0 mark	
		Correct, meet the specification, good quality	Fair attempt with significant issue	No attempt	
4.2	Version control via an online repository (1 * N marks)		1 mark	0 mark	
			Correct	No attempt or completely incorrect	
5 Evaluation (4 * N marks)					
5.1	Demonstrating that the refactored code can still pass the same set of tests developed at Task 2 above (2 * N marks)	2 marks	1 mark	0 mark	
		Fully pass	About half of them pass	Zero or very few pass	
5.2	Using coverage package to generate the HTML-version report to demonstrate that the same set of tests can still have 100% branch coverage for the refactored code. (2 * N marks)	2 marks	1 mark	0 mark	
		Correct and meet the specification	Fair attempt	No attempt or completely incorrect	
Total Marks					

Part B – Evaluation and Discussion (50 marks)

Answer	Marks				
	4 marks	3 marks	2 marks	1 mark	0 mark
	Correctly describe and explicitly explain a design problem in a solution of Assessment 2 and the related solution in the Assessment 3 solution with code evidence; Correctly refer to a related knowledge point of design pattern; Correctly and explicitly evaluate/discuss how the solution effectively solves the design problem based on the knowledge point	Correctly describe and explicitly explain a design problem in a solution of Assessment 2 and the related solution in the Assessment 3 solution with code evidence; Correctly refer to a related knowledge point of design pattern	Correctly describe and explicitly explain a design problem in a solution of Assessment 2 and the related solution in the Assessment 3 solution with code evidence	Correctly describe and explicitly explain a design problem in a solution of Assessment 2 or a solution in the Assessment 3 solution with code evidence	No attempt or a same knowledge point has been discussed before or completely incorrect
Point 1					
Point 2					
Point 3					
Point 4					
Point 5					
Point 6					
Point 7					
Point 8					
Point 9					
Point 10					
Point 11					
Point 12					
Point 13					

Point 14					
Point 15					
Total Marks / 60 * 50 =>					