

## CECS 277

## Project 2 Checklist

Name: \_\_\_\_\_

Requirements	Comments	Points	Point Value
Classes	Classes: __Pattern __Computer __Main		5
File IO	__Read HashMap contents from file __Write HashMap contents to file		15
Pattern Class	__String for pattern __Constructor & getPattern(), no setPattern() __Override equals() and hashCode()		10
Computer Class	__Stores the HashMap __makePrediction() returns computer's prediction __storePattern() adds the new pattern to the HashMap __File IO methods		15
Main	__Takes in userInput __Loops until user quits __Awards points to winner & displays points and percentage __Choose Beginner or Veteran (if file exists) __Choose to write to file __Has a computer object, but no pattern objects		15
Program	__Predicts single repeated throw __Predicts repeated pattern  Best Implementation: _____		15
Coding Standards & JavaDocs	Jdocs: __classes __methods __data members CS: __var names __tabs/spacing __capitalization __Error check all user input __No exceptions / does not throw exceptions from main __No global variables __Did not change UML design __Commenting		25
Errors	Errors:     -1       -1		0
Early/Late (±10%)	Date Submitted: _____		Early / Late
Total			100