

Main individual Assignment: The Question Bank Project

Marking grid

		Maximum marks
1	Documentation on design and general	20
1.1	General: Cover page	1
1.2	General: Contents page	1
1.3	General: Introduction of the assignment	2
1.4	Design: Use case diagram	3
1.5	Design: Class diagram	5
1.6	Design: Textual class descriptions	5
1.7	Design: Pseudo-code	2
1.8	General: Spelling/grammar	1
2	Implementation: Question bank management	5
2.1	FR1: Create question bank	2
2.2	FR3: List / remove questions	1
2.3	FR4: List banks for module	1
2.4	FR5: Delete bank when empty	1
3	Implementation: Creating new questions	5
3.1	FR2a: Single choice questions	3
3.2	FR2b: Fill the blanks questions	2
4	Implementation: Running the quiz	5
4.1	FR6: Attempt quiz	1
4.2	FR7: End question session/statistics	1
4.3	FR8: Quiz displays Q questions random	1
4.4	FR9: Student moving to next question	1
4.5	FR10: Question displayed in correct form	1
5	Implementation: Persistence and UI	5
5.1	NFR1: Persistence	2
5.2	NFR2: Program menu	1
5.3	NFR3: Plugging new questions	2
6	General implementation and design	20
6.1	Code quality: Applying OOP principles	10
6.2	Code quality: Appropriate identifier names	1
6.3	Code quality: Proper indentation	1
6.4	Code quality: Small methods	2
6.5	Code quality: Comments	2
6.6	Code quality: Error checking	2
6.7	Code quality: Package use	2
7	Use of Inheritance	10
7.1	The "is a" test works	4
7.2	Correct placement of fields	2

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7.3	Correct placement of methods / overriding	2
7.4	Correct use of polymorphism	2
8	Testing	15
8.1	Test table	8
8.2	Appropriate screenshots	4
8.3	Discussion of testing	2
8.4	Shown running from OS command prompt window or terminal	1
9	Evaluation	5
9.1	What difficulties you faced?	1
9.2	What remains to be done?	1
9.3	What did you learn?	1
9.4	What marks should be awarded and why?	1
9.5	Brief description of creativity and innovation.	1
	Creativity and innovation	10
	Total	100