

MODULE NAME:	MODULE CODE:
PROGRAMMING 1A	PROGf5111
PROGRAMMING 1A	PROG5121

ASSESSMENT TYPE: ASSIGNMENT 1 (PAPER ONLY)

TOTAL MARK ALLOCATION: 100 MARKS

TOTAL HOURS: 15 HOURS

By submitting this assignment, you acknowledge that you have read and understood all the rules as per the terms in the registration contract, in particular the assignment and assessment rules in The IIE Assessment Strategy and Policy (IIE009), the intellectual integrity and plagiarism rules in the Intellectual Integrity Policy (IIE023), as well as any rules and regulations published in the student portal.

INSTRUCTIONS:

- 1. No material may be copied from original sources, even if referenced correctly, unless it is a direct quote indicated with quotation marks. No more than 10% of the assignment may consist of direct quotes.
- 2. Any assignment with a similarity index of more than 25% will be scrutinised for plagiarism. Please ensure you attach an originality report to your assignment if required.
- 3. Make a copy of your assignment before handing it in.
- 4. Assignments must be typed unless otherwise specified.
- 5. All work must be adequately and correctly referenced.
- 6. Begin each section on a new page.
- 7. Follow all instructions on the assignment cover sheet.
- 8. This is an individual assignment.

Referencing Rubric

Providing evidence based on valid and referenced academic sources is a fundamental educational principle and the cornerstone of high-quality a cademic work. Hence, The IIE considers it essential to develop the referencing skills of our students in our commitment to achieve high a cademic standards. Part of achieving these high standards is referencing in a way that is consistent, technically correct and congruent. This is not plagiarism, which is handled differently.

Poor quality formatting in your referencing will result in a penalty <u>of a maximum of ten percent</u> being deducted from the mark awarded, according to the following guidelines. Please note, however, that evidence of plagiarism in the form of copied or uncited work (not referenced), absent reference lists, or exceptionally poor referencing, may result in action being taken in accordance with The IIE's Intellectual Integrity Policy (0023).

Markers are required to provide feedback to students by indicating (<u>circling/underlining</u>) the information that best <u>describes the student's work.</u>

<u>Minor technical referencing errors: 5% deduction from the overall mark</u> – the student's work contains <u>five or more errors</u> listed in the minor errors column in the table below.

<u>Major technical referencing errors: 10% deduction from the overall mark</u> – the student's work contains <u>five or more errors</u> listed in the major errors column in the table below.

If both minor and major errors are indicated, then 10% is deducted from the overall mark.

The examples provided below are not exhaustive but are provided to illustrate the error.

Required:	Minor errors	Major errors
Technically correct referencing style	in technical correctness of referencing	In technical correctness of referencing
	style	style
	Deduct 5% from mark awarded	Deduct 10% from mark awarded
Consistency	Minor inconsistencies.	Major inconsistencies.
	The referencing style is generally	Poor and inconsistent referencing style
The same referencing format has been	consistent, but there are one or two	used in-text and/or in the bibliography/
used for all in-text references and in the	changes in the format of in-text	reference list.
bibliography/reference list.	referencing and/or in the bibliography.	Multiple formats for the same type of
3 1 <i>1</i> .	For example, page numbers for direct	referencing have been used.
	guotes (in-text) have been provided for	For example, the format for direct quotes
	one source, but not in a nother instance.	(in-text) and/or book chapters
	Two book chapters (bibliography) have	(bibliography/reference list) is different
	been referenced in the bibliography in two	across multiple instances.
	different formats.	•
<u>Technical correctness</u>	Generally, technically correct with some	Technically incorrect.
	minor errors.	The referencing format is incorrect.
Referencing format is technically correct	The correct referencing format has been	Concepts and ideas are typically
throughout the submission.	consistently used, but there are one or	referenced, but a reference is missing from
	two errors.	small sections of the work.
	Concepts and ideas are typically	Position of the references: references are
Position of the reference: a reference is	referenced, but a reference is missing	only given at the beginning or end of large
directly associated with every concept or	from one small section of the work.	sections of work.
idea.	Position of the references: references are	For example, incorrect author information
	only given at the beginning or end of every	is provided, no year of publication is
	paragraph.	provided, quotation marks and/or page
For example, quotation marks, page	For example, the student has incorrectly	numbers for direct quotes missing, page
numbers, years, etc. are applied correctly,	presented direct quotes (in-text) and/or	numbers are provided for paraphrased
sources in the bibliography/reference list	book chapters (bibliography/reference	material, the incorrect punctuation is used
are correctly presented.	list).	(in-text); the bibliography/reference list is
		not in alpha betical order, the incorrect
		format for a bookchapter/journal article is
		used, information is missing e.g. no place
		of publication had been provided
		(bibliography); repeated sources on the
Congruence between in toxt referencing	Generally congruence between their test	reference list.
Congruence between in-text referencing	Generally, congruence between the in-text	A lack of congruence between the in-text
and bibliography/reference list	referencing and the bibliography/ reference list with one or two errors.	referencing and the bibliography. No relationship/several incongruencies
All courses are a courately reflected and		
All sources are accurately reflected and are all accurately included in the	There is largely a match between the sources presented in-text and the	between the in-text referencing and the bibliography/reference list.
bibliography/reference list.	bibliography.	For example, sources are included in-text,
pipilogiapily/reletelletice list.	For example, a source appears in the text,	but not in the bibliography and vice versa,
	but not in the bibliography/reference list	a link, rather than the actual reference is
	or vice versa.	provided in the bibliography.
In summary: the recording of references	In summary, at least 80% of the sources	In summary, at least 60% of the sources
is accurate and complete.	are correctly reflected and included in a	are incorrectly reflected and/or not
.s assa. atc arra complete.	reference list.	included in reference list.
	Telefeliociba	moraded in reference is a

 $Overall\ Feedback\ about the\ consistency,\ technical\ correctness\ and\ congruence\ between\ in-text\ referencing\ and\ bibliography:$

Question 1 (Marks: 40)

Jeff runs a local retail store in your neighbourhood. He has contracted you to create an interactive application that will assist him in increasing staff salaries. Create a class named Details that will contain get and set methods for an employee ID number, first name, surname and salary. Include a method called getUpdatedSalary() that will increase the staff members salary by 10%. In your main class include a static method named printDetails() that will produce an employee details report, also include a static method named salaryDeductions() that will display the employee deductions report if required.

Notes — Below are the deduction percentages:

Deduction	Percentage
Tax	18%
Medical	12.5%
Car Allowance	8%
UIF	2%

Hint:

- You may make use of your own initiative to improve the application and how it works.
- Classes | Methods | Decision Structures | Number Format, etc.

Sample

```
Enter the employee number >> 101
Enter the employee first name >> Joe
Enter the employee surname >> Bloggs
Enter the employee salary to be increased >> 10000
```

Question 1 Mark Allocation

Marking Guideline	Mark	Examiner	Moderator
Variables Declared			
${\sf Excellent: Correct variables created three marks}$			
Good: Correct but just a minor error — two marks	3		
Developing: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			
Imported Correct Libraries			
${\sf Excellent: Correct imports used - three marks}$			
Good: Correct but just a minor error — two marks	3		
Developing: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			

Marking Guideline	Mark	Examiner	Moderator
Input and Output			
Excellent: Correct input and output used — five marks			
Good: Correct but just a minor error — four marks	_		
Developing: Attempted but not correct — between two	5		
and three marks			
Poor: Not attempted — 0 marks			
Get and set methods created in second class			
Excellent: Get and set methods created in second class —			
fourmarks			
Good: Correct but just a minor error — three marks	4		
Developing: Attempted but not correct — between one			
and two marks			
Poor: Not attempted — 0 marks			
Salary increased and returned correctly			
${\sf Excellent: Salary increase} \ {\sf and returned correctly-two}$			
marks	2		
Good: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			
Decision structures (if statements or switch)			
Excellent: Correct decision statement used — five marks			
Good: Correct but just a minor error — four marks	_		
Developing: Attempted but not correct — between one	5		
and three marks			
Poor: Not attempted — 0 marks			
String Formats			
Excellent: Correct formatting — three marks	3		
Good: Correct but just a minor error — two marks			
Developing: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			

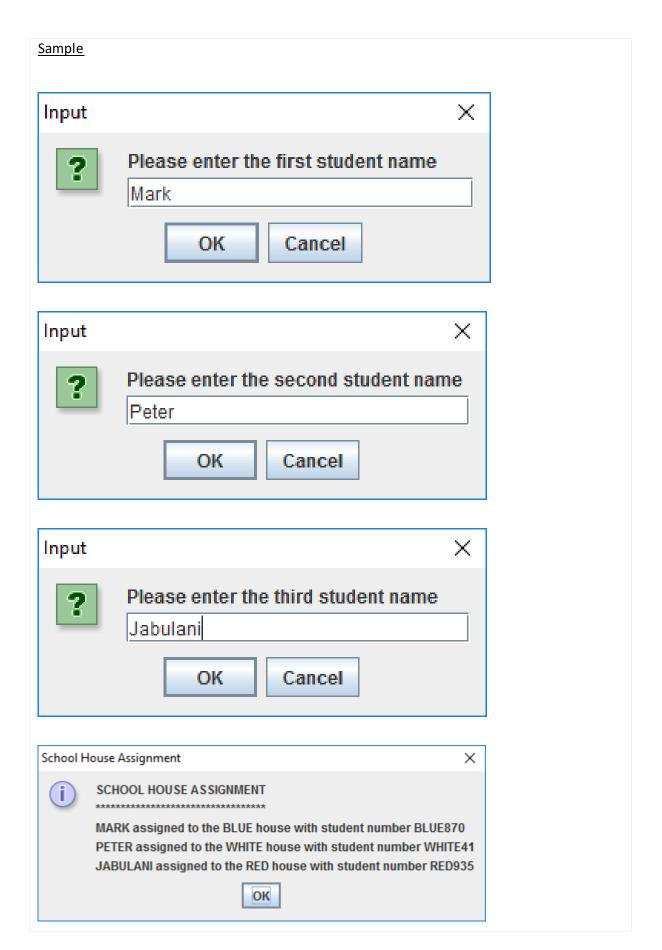
Marking Guideline	Mark	Examiner	Moderator
Good Programming Practise			
Good programming practise — five marks			
Developing: Correct but just minor errors — between one	5		
and four marks			
Poor: Not attempted — 0 marks			
Code Efficiency			
Excellent: code efficiency — three marks			
Good: Correct but just a minor error — two marks	3		
Developing: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			
Program Working			
Excellent: Program Working — five marks			
Good: Correct but just a minor error — four marks	5		
Developing: Attempted but not correct — between one			
and three marks			
Poor: Not attempted — 0 marks			
Comments	2		
TOTAL	40		

Question 2 (Marks: 20)

The local high school you attended has asked you to create an interactive application that will assist the teachers to assign new students to a relevant sports house. You are required to prompt a user for three student names which will randomly be assigned to either the <u>red</u>, <u>blue</u> or <u>white</u> house. The teachers also require a random student number to be generated for the student, which consists of the house name and a maximum of four randomly generated numbers.

Hint:

- You may make use of your own initiative to improve the application and how it works.
- There may be situations where all three students are added to the same house.



Question 2 Mark Allocation

Marking Guideline	Mark	Examiner	Moderator
Variables Declared	1		
Imported Correct Libraries	1		
Input and Output			
${\sf Excellent: Correct input} \ {\sf and output} \ {\sf usedthree} \ {\sf marks}$			
Good: Correct but just a minor error — two marks	3		
Developing: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			
Random House Generated			
${\tt Excellent: Randomhousegeneratedcorrectly-twomarks}$	2		
Developing: Attempted but not correct — one mark	2		
Poor: Not attempted — 0 marks			
Random Student House Number Generated			
${\tt Excellent: Randomhousenumbergeneratedcorrectly-two}$			
marks	2		
Developing: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			
Good Programming Practise			
Good programming practise — five marks			
${\tt Developing: Correctbutjustminorerrors-betweenoneand}$	3		
two marks			
Poor: Not attempted — 0 marks			
Code Efficiency			
Excellent: code efficiency — three marks			
Good: Correct but just a minor error — two marks	3		
Developing: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			
Program Working			
Excellent: Program Working — three marks			
Good: Correct but just a minor error — two marks	3		
Developing: Attempted but not correct — 1 mark			
Poor: Not attempted — 0 marks			

Marking Guideline	Mark	Examiner	Moderator
Comments			
Excellent: Comments made — two marks	2		
Good: Correct but just a minor error — one mark	2		
Poor: Not attempted — 0 marks			
TOTAL	20		

Question 3 (Marks: 40)

Fast and Secure is a logistics company specialising in the delivery of products to Cape Town, Pretoria and Durban. The company outsources the delivery jobs to existing courier companies and only deals with the planning of the deliveries. Fast and Secure has hired the software development house you work for to create an application that will allow a user to select a town to post a package to, select a weight category, and finally select a relevant courier company to handle the delivery.

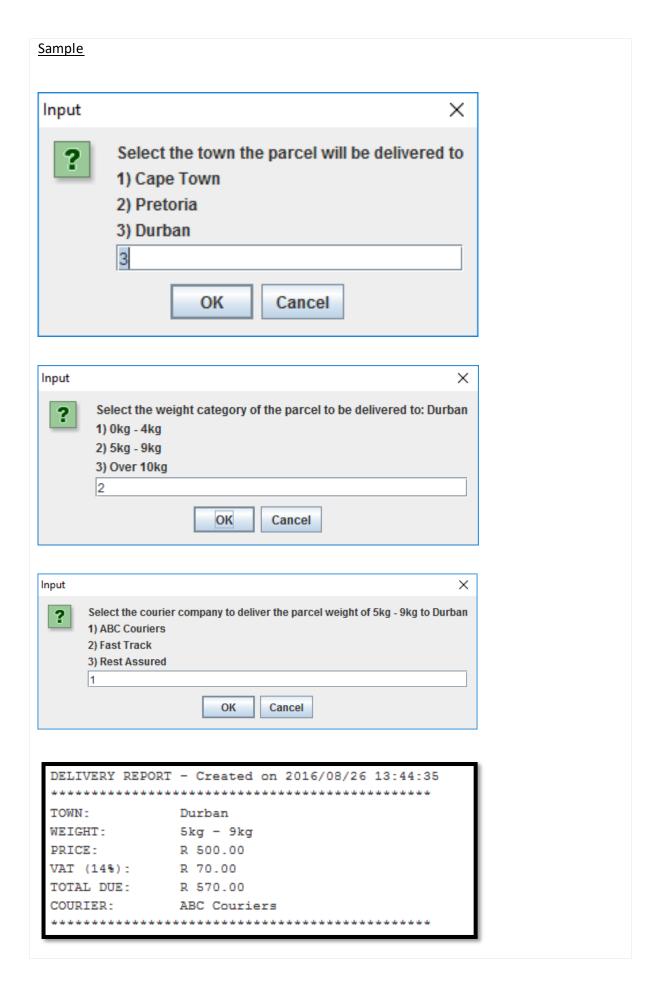
Create a class named Delivery_Details that will contain get and set methods for the town, weight, price and delivery company. In your main class must include a static method to handle the printing of the delivery report.

The cost for delivering a parcel is calculated according to the following:

Parcel Weight (kg)	Cost for the delivery (R)
0kg — 4kg	R300
5kg — 9kg	R500
Over 10kg	R700

Hint:

- You may make use of your own initiative to improve the application and how it works.
- Classes | Methods | Decision Structures | Number Format | System Date and Time, etc.



Question 3 Mark Allocation

Marking Guideline	Mark	Examiner	Moderator
Variables Declared			
Excellent: Correct variables created — two marks	2		
Developing: Attempted but not correct — one mark	2		
Not attempted — 0 marks			
Imported Correct Libraries			
Excellent: Correct imports used — three marks			
Good: Correct but just a minor error — two marks	3		
Attempted but not correct — one mark			
Not attempted — 0 marks			
Input and Output			
Excellent: Correct input and output used — four marks			
Good: Correct but just a minor error — three marks	4		
Developing: Attempted but not correct — between one and	4		
two marks			
Not attempted — 0 marks			
Get and set methods created in second class			
Excellent: Get and set methods created in the second class			
— four marks			
Good: Correct but just a minor error — three marks	4		
Developing: Attempted but not correct — between one and			
two marks			
Not attempted — 0 marks			
Correct decision statement to determine the town			
Excellent: Correct decision statement used to determine the			
town — four marks			
Good: Correct but just a minor error — three marks	4		
Developing: Attempted but not correct — between one and			
two marks			
Not attempted — 0 marks			

Marking Guideline	Mark	Examiner	Moderator
Correct decision statement to determine the weight			
Excellent: Correct decision statement used to determine	l		
the weight — four marks			
Good: Correct but just a minor error — three marks	4		
Developing: Attempted but not correct — between one			
and two marks			
Not attempted — 0 marks			
Correct decision statement to determine the delivery			
company			
Excellent: Correct decision statement used to determine			
the courier — four marks	4		
Good: Correct but just a minor error — three marks	4		
Developing: Attempted but not correct — between one			
and two marks			
Not attempted — 0 marks			
Correct report generation			
Correct report generation created as per the example —			
four marks	4		
Attempted but not correct — one mark			
Not attempted — 0 marks			
Good Programming Practise			
Good programming practise — four marks			
Developing: Correct but just minor errors — between one	4		
and three marks			
Poor: Not attempted — 0 marks			
Code Efficiency			
Excellent: code efficiency — two marks	2		
Developing: Attempted but not correct — one mark			
Poor: Not attempted — 0 marks			

Marking Guideline	Mark	Examiner	Moderator
Program Working			
Excellent: Program Working — four marks			
Good: Correct but just a minor error — three marks	4		
Developing: Attempted but not correct — between one	4		
and two marks			
Poor: Not attempted — 0 marks			
Comments			
Excellent: Comments made — one mark	1		
Poor: Not attempted — 0 marks			
TOTAL	40		