

## CMP1127M – Programming and Data Structures - Assessment 3

Learning Outcome	Criterion	Pass	2:2	2:1	1st
[LO3] implement programs consisting of multiple procedures;	The application implementation (70%)	<p>A simple console implementation is presented.</p> <p>The application works, however, features may not be complete, be missing, or may not be implemented visually well.</p> <p>Erroneous input is handled, however the errors generated are not handled correctly.</p> <p>Loop and selection structures may be used, however, there may be flaws in their implementation, or they may not be used correctly for the implementation.</p> <p>Multiple methods and classes are be linked together</p>	<p>An application is presented which displays all of the compulsory elements.</p> <p>Players are presented with three PM names and a selection of one can be made. The processing of the input may not be correct.</p> <p>The code displays some commenting, transparent identifier naming and some exception handling and/or error handling.</p> <p>Loop, selection and collection structures are used in the code.</p> <p>Multiple methods and classes are be linked together.</p>	<p>An application is presented which displays all of the compulsory elements.</p> <p>Players are presented with three PM names and can make an input. The response is processed successfully. Play is smooth, and allows, for example, restarting of the game when it is finished.</p> <p>The code displays effective commenting, identifier naming and exception handling.</p> <p>Loop and selection structures are used in the code. Collection structures are appropriate for the application.</p> <p>Multiple methods and classes as indicated in the brief are linked together.</p>	<p>An application is presented which displays all of the required features and includes an attempted implementation of the stretch exercise as described in the brief also.</p> <p>Players are presented with three PM names and can make an input. The response is processed successfully. Play is smooth, and allows, for example, restarting of the game when it is finished.</p> <p>The code is well written and displays effective commenting, identifier naming and exception handling.</p> <p>Loop and selection structures are used in the code. Collection structures are appropriate for the application.</p> <p>Multiple methods and classes, as indicated in the brief, are linked together well.</p> <p>Further credit may be given here for exceptional coding.</p>
[LO4] apply simple testing techniques.	The testing of the application (30%)	<p>A basic testing strategy is evident and a brief description of the application.</p> <p>Black box and white box testing is described briefly.</p>	<p>Evidence of testing and results are provided. The application is described.</p> <p>The strategy describes how the method is used, but the tests described may not fully test the application.</p>	<p>The application is described.</p> <p>A methodical approach to developing the test plan and presentation of results is evident.</p> <p>The required tests are conducted and their results are presented.</p>	<p>The application is described.</p> <p>Methodical approach to developing excellent test plans and presentation of results.</p> <p>A comprehensive range of tests are adopted and justified by reference to theory referred to in lectures.</p> <p>Further credit may be given for the completeness of the tests and their reporting.</p>
<b>Weighting</b>	Weighting is indicated on individual criteria.				