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COMP1148 – Java Programming



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# COMP1148 Coursework Feedback sheet

Name: Overall mark: %

There are **no specific marks for each stage** and your overall mark is based on **your** **performance as a whole**. The following table indicates which Grading Band your coursework falls into and why. You may receive marks in a higher band if your tutor feels some of the work justifies it.

Remember: You cannot get marks for a particular stage unless you have made a reasonable attempt at all of the previous stages. For example, if you miss out the testing (stage 4) you cannot get a mark over 60%, regardless of how good your innovations are.

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| --- | --- | --- |
| **Grading Band** | **Indicative Grading Criteria** | **Your work** |
| **71-100%** | a very good attempt at all stages, with an excellent report |  |
| **61-70%** | a good attempt at all stages, with a good report |  |
| a very good attempt at all stages, but the report is weak |  |
| a very good attempt at all stages, but the program is hard to use |  |
| a very good attempt at all stages, but the code contains minor runtime errors |  |
| **41-60%** | a good attempt at stages 1-4, with a good report |  |
| a reasonable attempt at all stages, but the report is missing a section |  |
| a reasonable attempt at all stages, but the code contains serious runtime errors |  |
| **21-40%** | an attempt at stages 1-3, with a reasonable report |  |
| a reasonable attempt at further stages, but the report is missing several sections |  |
| a reasonable attempt at further stages, but the code cannot be run by your tutor |  |
| **11-20%** | an attempt at stages 1-2 |  |
| **0-10%** | an attempt at stage 1 |  |

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| **Assessment Criteria** | Achieved well | Partially achieved | Not achieved |
| **The functionality of the programme.** |  | | |
| Does the system do what it is supposed to do? |  |  |  |
| **Usability:** |  | | |
| Is your system straightforward and easy to use? |  |  |  |
| Is it obvious to the user what to do? |  |  |  |
| Are all messages clear and unambiguous? |  |  |  |
| Is the output formatted appropriately? |  |  |  |
| Is bad input data handled appropriately? |  |  |  |
| Is the system free from crashes and uncaught exceptions? |  |  |  |

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| **Quality of the Java code:** | |  | | |
| Inclusion of meaningful comments (other than for Stage 1). | |  |  |  |
| Use of sensible naming standards. | |  |  |  |
| Clear code layout and formatting. | |  |  |  |
| **Quality and completeness of the report:** | |  | | |
| Is the design documentation clear and concise? | |  |  |  |
| Have you included evidence of appropriate testing? | |  |  |  |
| Have you discussed any faults or failures? | |  |  |  |
| Have you reflected on the development process? | |  |  |  |
| **Feedback Comments** | | | | |
| **Interim Deliverables** | (Brief feedback on your work as the term progressed) | | | |
| **Final Deliverable** | (Feedback on your work as a whole – typically: a summary; an evaluation of your report; a suggestion of what could be improved in the program; and an indication of the best features of your coursework) | | | |

# Introduction

Please explain what you see the program should achieve.

# Design and Development

Please provide a description of how you designed and developed the final code with suitable screen shots of the program in operation.

# Testing and Faults

Please provide a summary of the white box testing (the actual table and results will be listed in appendix B) and a discussion of any faults and failures, including those that you managed to correct, and those which are still unresolved.

# Conclusions, further development and reflection

## Conclusions

Please give a summary of the program, i.e. what it does. Imagine this as a brief description that you might send to a prospective publisher.

## Future innovations

What you would do if you had another three months to work on the program?

## Reflection

Please write at least 400 words, answer either (a) **or** (b) from the following:

1. What did I actually achieve with this element of learning? Which were the most difficult parts, and why were they difficult for me? Which were the most straightforward parts, and why did I find these easy?
2. What have I got out of doing this element of the course? How have I developed my knowledge and skills? How do I see this element of the course helping me in the longer term?

**Option A**

**What did I actually achieve with this element of learning?**

**Which were the most difficult parts, and why were they difficult for me?**

**Which were the most straightforward parts, and why did I find these easy?**

**Option B**

**What have I got out of doing this element of the course?**

**How have I developed my knowledge and skills?**

**How do I see this element of the course helping me in the longer term?**

# Appendix A – The commented code for deliverable A

The commented version of the code that you that you submitted for interim deliverable A.

**Code**: CheckVideo.java

# Appendix B – White Box Testing

White box test **table** and results – this should be updated from the version you submitted for interim deliverable C to cover any changes you have made to the code since then.

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