## Object Oriented Programming 2021/22 Project self-evaluation form

Oral discussion date Quinta 23/06 18:00	Group number	43
---	--------------	----

Student Number	Student Name	Percentage of participation (must sum 100)	Expected mark (0-10 points)
96244	João Vera	32,5	8
104086	Tiago Miranda	32,5	8
88035	Joel Neves Pastilha	25	7

Mark	Command/feature	Correctly implemented	Implemented with faults	Not implemented	Prof notes	
UML						
5/20	Tool used: Visual Paradigm Was it	done with rev	erse Engineeri	ng? <b>No</b>		
Basic gam	e					
1/20	Bet command	х				
1/20	Credit command	Х				
1/20	Deal command	х				
1/20	Hold command	Х				
Strategy a	nd statistics	•	•	•		
3/20	Perfect strategy		х			
0.5/20	Advice command	х				
0.5/20	Statistics command	х				
Modes						
1/20	Debug mode Reading card and command files and running commands	х				
1/20	Simulation mode Shuffling/Re-shuffling, commands with perfect strategy and statistics	х				
Documen	Documentation					
1/20	Examples of debug files Examples to test the game in debug mode	х				
2/20	Java doc Packages, interfaces, classes, methods, fields		х			

Visualizat	tion			
1.5/20	Correct in example files without errors A correct output should give a correct info in all commands/advice/statistics	Prof notes:		
0.5/20	Correct in example files with errors A correct output should not crash and give information to the user	Prof notes:		
Discounts	3			
-3/20	Interfaces and polymorphism used incorrectly	Give here the name of all interfaces in your project:	Prof notes:	
		Give here the name of all abstract classes in your project:		
		Give here the name of all polymorphic methods in your project:  hold build addCard removeCard execute		
-2/20	Open-closed principle used incorrectly	How many packages? 5	Prof notes:	
		Visibility of the attributes (choose all used): - ~ # + + -		
-1/20	Object class / collections used incorrectly	Which classes override equals?  Did you use any sorting method or sorted collection from Java? we sorted through Collections.sort with a custom compara How is the deck shuffled? using Collections.shuffle() Did you provide your own exceptions? no, we used only java's	Prof notes:	
-1/20	Incorrect data structures	Collections used (apart from arrays): ArrayList	Prof notes:	
-1/20	Prints outside the format	Professor notes:		
-0.5/20	Problems with the executable Incorrect MANIFEST.MF and JAR w/out java sources			
-0.5/20	Files submitted outside the format Other compression than .zip and incorrect folders			
-2 <sup>n</sup> /day	Projects submitted after the established date			