Marking Scheme of Assignment 6

CSCI1530 Computer Principles and Java Programming

I. General Marking Scheme

Category	Sub-category	Score
1. Naming	Zip package naming & File naming	5
	Project naming & Package naming	5
2. Personal Information & Comments	Student name, ID & Declaration	5
	Comments	5
3. Compilation and execution	No errors	10
4. OOP implementation	Correct code style	10
5. Displaying results (Correct images displayed + Corresponding code)	Result 1 (imgDefault)	5
	Result 2 (imgBlank) + Code in 2nd constructer	5 + 5
	Result 3 (imgFileCorrupted) + Code in 3rd constructer	5 + 5
	Result 4 (imgFileSmall) + Code in read method	5 + 5
	Result 5 (imgFile1)	5
	Result 6 (imgFile2)	5
	Result 7 (imgBlended) + Code in write/blend method	5 + 10
Total		100

II. Specification

1. The names of zip package, project, package and .java file should be *PhotoKiosk.zip*, *PhotoKiosk*, *photokiosk* and *PhotoKiosk.java* respectively. In addition, *PPM.java* is saved with *PhotoKiosk.java* in src/ under same package.
2. Corresponding student name, student ID and date should be filled into the specified position in the annotation. Sufficient comments should be filled into correct positon of the code.
3. The program should be free of any compilation errors or runtime exception. For each kind of error/exception, mark is deduced by 5 (max deduction: 10).
4. The code should be implemented with object oriented programming concepts. Code in PPM class should not be modified or copied to PhotoKiosk class. Once found, the mark will be deducted by 10 directly.
5. During testing, 7 results will be displayed sequentially. Each screen dialog body (image displayed on the left and shape data displayed on the right), as well as the corresponding code implementation in the PPM class will be both assessed. For each failure display result, mark will be deducted by 5, and the code will be read and considered as partial mark.