

Marking Scheme of Assignment 1

CSCII530 Computer Principles and Java Programming

I. General Marking Scheme

| Category | Sub-category | Score |
|------------------------------|-----------------------|-------|
| 1. Naming | Zip package naming | 5 |
| | Project naming | 5 |
| | Package naming | 5 |
| | File naming | 5 |
| 2. Personal Information | Student name | 4 |
| | Student ID | 3 |
| | Declaration statement | 3 |
| 3. Compilation and execution | No errors | 20 |
| 4. Output: Morse code | 10-digit code | 20 |
| 5. Output: Last name | Last name | 15 |
| | Format | 15 |
| Total | | 100 |

II. Specification

1. The names of zip package, project, package and .java file should be *FirstProgram.zip*, *FirstProgram*, *firstprogram* and *FirstProgram.java* respectively.
2. Corresponding student name, student ID and date should be filled into the specified position in the annotation.
3. The program should be free of any compilation errors or runtime exception. For each kind of error/exception, mark is deducted by 10 (max deduction: 20).
4. The SID and corresponding Morse code representation should be correctly displayed (marks: 20). For each wrong digit of Morse code, mark is deducted by 2.
5. The last name is displayed in accordance to the ASCII Art look-and-feel defined in the assignment (marks: 30), and 5 characters is sufficient for those whose surnames are longer than 5. For each missing character of last name, mark is deducted by 5 (max deduction: 15). For each wrong ASCII Art look-and-feel character, mark is deducted by 5 (max deduction: 15).