Marking Scheme of Assignment 4

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 (screen dialog: shape + message + system.out message)	Experiment 1 (Circle)	15
	Experiment 2 (Square)	15
	Experiment 3 (Cross)	15
	Experiment 4 (Sunglasses)	15
Total		100

II. Specification

1. The names of zip package, project, package and .java file should be *MonteCarlo.zip*, *MonteCarlo*, *tool* and *MonteCarlo.java* respectively. In addition*, Shape.java* is saved with MonteCarlo.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 Shape class should not be modified or copied to MonteCarlo class. Once found, the mark will be deducted by 10 directly.
5. During running the code, four experiments should be displayed sequentially. The screen dialog body with shape displayed on the left and message displayed on the right, and the message from the console will be checked. For each missing or incorrect part, mark will be deducted by 5.