OOPD Assignment 2018s2 - Stage 3 CHECK LIST

Updated: 20th October, 2018

This check list is intended as a guide of what you should have implemented/completed for the third stage of your assignment. It **DOES NOT** map directly to the marking criteria, however, if you have completed all items according to the standards and practises emphasised in the practicals and lectures then you should be okay.

Warning: This document was created by a tutor, based on previous years expectations It has not received approval from the lecturer, so may be subject to change without notice.

Note: All functionality must be completed for this stage.

1. Subtractive Marks:

Description	Check
Readme missing/incomplete.	
Class fileds are public/other global variables.	
Class Responsibility Violated.	
Input/Output in container class.	
Methods/Submodules have low cohesion.	
Unhandled Exceptions.	

2. Design/Structure:

Music:

Description	Check
Class is abstract.	
3 Constructors (or justification of their omission.)	
Fields for name, artist, and duration.	
Abstract methods for clone, play, search	

Record/Digital/Cassette:

Description	Check
Constructors call the super constructor.	
Implementation of all abstract methods.	
equals and toString call the corresponding super class methods.	
Subclasses do not directly deal with name, artist, or duration (alternate constructor aside).	

Music Collection:

Description	Check
1 array of type Music.	
Minimal (if any) use of instance of.	

End of Assignment Feedback