

ELEC 279 2025, Assignment 2 Self-Assessment Form

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A. Solve the problem as expected	value	mark
1. Correctly modify/implement Entity.java		
Class, variables, and constructors avoiding privacy leaks	5	5
getAwardedTicketNumber() using the difficulty variable	2.5	2.5
Declare the class as Abstract class and define abstract methods	5	5
Implement toString() method	2.5	2.5
welcomeMessage() (using entityType())	2.5	2.5
closingMessage (using toString())	2.5	2.5
subtotal	20	20
2. Correctly define Country.java		
Extend Entity Class, variables, and constructors (calling the parent constructor prop	7.5	7.5
Implement entityType()	2.5	2.5
Implement clone()	2.5	2.5
Implement toString()	2.5	2.5
subtotal	15	15
3. Correctly define Person.java		
Extend Entity Class, variables, and constructors (calling the parent constructor prop	7.5	7.5
Implement entityType()	2.5	2.5
Implement clone()	2.5	2.5
Implement toString()	2.5	2.5
subtotal	15	15
4. Correctly define Singer.java		
Extend Person Class, variables, and constructors (calling the parent constructor pro	5.5	
Implement entityType()	1.5	
Implement clone()	1.5	
Implement toString()	1.5	
subtotal	10	
5. Correctly define Politician.java		
Extend Person Class, variables, and constructors (calling the parent constructor pro	5.5	5.5
Implement entityType()	1.5	1.5
Implement clone()	1.5	1.5
Implement toString()	1.5	1.5
subtotal	10	10
6. Correctly modify/implement GuessMaster.java		
Class, variables, and constructor	1	1
addEntity() avoids privacy leaks (using the clone() method)	1	1
Use getAwardedTicketNumber(), and the logic of accumulating total number of tick	2	2
Invoke welcomeMessage() and closingMessage()	2	2
Main and the game runs correctly passing the test cases	14	14
subtotal	20	20

B. Programming style and documentation

1. Indentation and formatting	2.5	2.5
2. Comments	2.5	2.5
3. Clarity (naming, simplicity, and order)	5	5
subtotal	10	10
TOTAL	100	100