



**University of Johannesburg**

**Academy of Computer Science & Software Engineering**

**IFM01B1: Introduction to Data Structures (VB)**

**Practical Assignment 03 (Due: 05 August 2022 @ 09h00)**

### Programming Instructions

Copy and paste the following text at the beginning of each class you create and fill in the relevant details:

\*\*\*\*\*

' Surname, Initials:

' Student Number:

' Practical: P03

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### Question

You are a captain of a beginner golf club that has made it their mission for all members to improve together. The golf club arranges a golf week in which the club members go out and play on a predefined set of courses. Each player must play each course and keep track of the score they achieved. You have decided that you want to keep track of each person's scores for the golf week to see if there are any improvements over this short period. You want to keep track of the following information for each player

Name of the Player
Handicap
Score for each course played {95,92,85,...}
Average score

You can assume that each player played each one of the course chosen. Display the recorded information on a grid along with the best score the player had (the lowest number) and the worst score the player had (the highest number) as well as calculate and display the players average.

**Note that your program should adhere to both encapsulation, abstraction, and modular principles.**

Marksheet	
Design *	10
UML Class Diagram *	10
Form look and feel	15
Definition of Class (includes attributes and relevant method(s))	25
Use of Class (initialization and Instantiation)	10
Use of Class (calculations and display)	5
Correct	40
Programming Style (commenting of code, readability of code)	15
Total	130

\* A full design and UML Class Diagram must be completed, or the project will not be marked