Practical Assignment 01 (PA01)

	Task 1: Defining Soldiers													Task 2: Creating Soldiers										
	1.1 Soldier Abstract Class					1.2 Sniper, Berserker, Medic and Engineer Concrete classes						1.4 Design	TOTAL	2.1 Concrete Creator participants					2.2 createSoldier method implementation						2.3 UML
	1	1	1	2	5	2	2	2	2	2	10	1	16	3	3	3	3	12	4	2	2	2	2	12	3
Student#	4 Attributes	attack operation	Constructors and destructor	(Pure) Virtual hitZombie, celebrate, getHit, die	Total	hitZombie implementation per class	celebrate implementation per class	gethit implementation per class	die implementation per class	Wording marches class and method	Total	Correctly identified as Template Method	TOTAL	SniperFactory Implementation structurally correct - own .h and .cpp	BerserkerFactory Impementation structurally correct - own	MedicFactory Implementation structurally correct - own	EngineerFactory Implmentation structurally correct - own	Total	Addition of setters or constructor in Soldier class	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Total	Soldier hierarchy
u04483716	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	
u04515146	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u04534205	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u14047986					**0**						**0**		**0**					**0**						**0**	
u15036058					**0**						**0**		**0**					**0**						**0**	
u15223893	1	1	1	0	**3**	0	0	0	0	0	**0**	1	**4**	2	2	2	2	**8**	0	0	0	0	0	**0**	0
u15231748	1	1	1	1	**4**	2	2	2	2	2	**10**	1	**15**	3	3	3	3	**12**	2	2	2	2	2	**10**	3
u16016239					**0**						**0**		**0**					**0**						**0**	
u16032889					**0**						**0**		**0**					**0**						**0**	
u16068344	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u16115092					**0**						**0**		**0**					**0**						**0**	
u16172494					**0**						**0**		**0**					**0**						**0**	
u16320965	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	1	1	1	1	**8**	0
u17016534					**0**						**0**		**0**					**0**						**0**	
u17029377	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u17030553	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u17053928	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u17066736	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u17080012					**0**						**0**		**0**					**0**						**0**	
u17102210	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u17110310	1	1	1	0	**3**	2	2	2	2	2	**10**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u17169811					**0**						**0**		**0**					**0**						**0**	
u17229457	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u17259772	1	1	1	0	**3**	2	2	2	2	2	**10**	1	**14**	0	0	0	0	**0**	0	0	0	0	0	**0**	3
u17311030					**0**						**0**		**0**					**0**						**0**	
u17320012					**0**						**0**		**0**					**0**						**0**	
u18003193					**0**						**0**		**0**					**0**						**0**	
u18019499	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u18021388					**0**						**0**		**0**					**0**						**0**	
u18025685	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u18034332	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u18041494	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18045881	1	0	0	0	**1**	0	0	0	0	0	**0**	0	**1**	0	0	0	0	**0**	0	0	0	0	0	**0**	0
u18046887					**0**						**0**		**0**					**0**						**0**	
u18053239	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u18055215					**0**						**0**		**0**					**0**						**0**	
u18055461	1	1	0	0	**2**	2	2	2	2	2	**10**	0	**12**	3	3	3	3	**12**	0	2	2	2	2	**8**	0
u18061908	1	1	1	1	**4**	2	2	2	2	2	**10**	0	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18069704	1	1	1	0	**3**	2	2	2	2	2	**10**	0	**13**	2	2	2	2	**8**	0	2	2	2	2	**8**	3
u18074074	1	1	0	1	**3**	1	1	1	1	1	**5**	0	**8**	3	3	3	3	**12**	4	2	2	2	2	**12**	3

Practical Assignment 01 (PA01)

	Task 1: Defining Soldiers													Task 2: Creating Soldiers										
	1.1 Soldier Abstract Class					1.2 Sniper, Berserker, Medic and Engineer Concrete classes						1.4 Design	TOTAL	2.1 Concrete Creator participants					2.2 createSoldier method implementation						2.3 UML
	1	1	1	2	5	2	2	2	2	2	10	1	16	3	3	3	3	12	4	2	2	2	2	12	3
Student#	4 Attributes	attack operation	Constructors and destructor	(Pure) Virtual hitZombie, celebrate, getHit, die	Total	hitZombie implementation per class	celebrate implementation per class	gethit implementation per class	die implementation per class	Wording marches class and method	Total	Correctly identified as Template Method	TOTAL	SniperFactory Implementation structurally correct - own .h and .cpp	BerserkerFactory Impementation structurally correct - own	MedicFactory Implementation structurally correct - own	EngineerFactory Implmentation structurally correct - own	Total	Addition of setters or constructor in Soldier class	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Total	Soldier hierarchy
u18080368	1	1	1	1	**4**	2	2	2	2	2	**10**	1	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18098721					**0**						**0**		**0**					**0**						**0**	
u18105883	1	1	1	0	**3**	2	2	2	2	2	**10**	0	**13**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u18108467	0	1	1	1	**3**	2	2	2	2	2	**10**	0	**13**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18118802					**0**						**0**	0	**0**					**0**						**0**	
u18169253	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	1	1	1	1	**4**	4	2	2	2	2	**12**	3
u18183052					**0**						**0**		**0**					**0**						**0**	
u18191135	1	1	1	1	**4**	2	2	2	2	2	**10**	0	**14**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u18196366	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18197729	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u18219919					**0**						**0**		**0**					**0**						**0**	
u18265163	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18286250	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18312374	1	1	1	0	**3**	2	2	2	2	2	**10**	0	**13**	0	0	0	0	**0**	0	0	0	0	0	**0**	0
u18335412	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18350110	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u18371435					**0**						**0**		**0**					**0**						**0**	
u19001836	1	1	1	0	**3**	2	2	2	2	2	**10**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19004232	1	0	1	2	**4**	2	2	2	2	2	**10**	0	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19007443					**0**						**0**		**0**					**0**						**0**	
u19008130					**0**						**0**		**0**					**0**						**0**	
u19009977	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19015951	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19021209	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	0	0	0	0	**0**	0	0	0	0	0	**0**	0
u19023210					**0**						**0**		**0**					**0**						**0**	
u19027372	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19028084					**0**						**0**		**0**					**0**						**0**	
u19028815	1	1	1	2	**5**	0	0	0	0	0	**0**	1	**6**	0	0	0	0	**0**	0	0	0	0	0	**0**	0
u19029242	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19033347					**0**						**0**		**0**					**0**						**0**	
u19037717	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19044233	1	1	1	0	**3**	2	2	2	2	2	**10**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u19048280	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	1
u19050993	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19053313	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19061359	0	0	0	0	**0**	0	0	0	0	0	**0**	0	**0**	0	0	0	0	**0**	0	0	0	0	0	**0**	0
u19061430					**0**						**0**		**0**					**0**						**0**	
u19062665	1	1	1	0	**3**	2	2	2	2	2	**10**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	2
u19068035	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19068710	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3

Practical Assignment 01 (PA01)

	Task 1: Defining Soldiers													Task 2: Creating Soldiers										
	1.1 Soldier Abstract Class					1.2 Sniper, Berserker, Medic and Engineer Concrete classes						1.4 Design	TOTAL	2.1 Concrete Creator participants					2.2 createSoldier method implementation					2.3 UML
	1	1	1	2	5	2	2	2	2	2	10	1	16	3	3	3	3	12	4	2	2	2	2	12	3
Student#	4 Attributes	attack operation	Constructors and destructor	(Pure) Virtual hitZombie, celebrate, getHit, die	Total	hitZombie implementation per class	celebrate implementation per class	gethit implementation per class	die implementation per class	Wording marches class and method	Total	Correctly identified as Template Method	TOTAL	SniperFactory Implementation structurally correct - own .h and .cpp	BerserkerFactory Impementation structurally correct - own	MedicFactory Implementation structurally correct - own	EngineerFactory Implmentation structurally correct - own	Total	Addition of setters or constructor in Soldier class	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Total	Soldier hierarchy
u19068752	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19072067	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u19072164	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19077450					**0**						**0**		**0**					**0**						**0**	
u19083786	1	1	1	2	**5**	0	0	0	0	0	**0**	1	**6**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u19085584					**0**						**0**		**0**					**0**						**0**	
u19088133	1	1	1	0	**3**	2	2	2	2	2	**10**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19100133	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	1	1	1	1	**8**	3
u19103345	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19116498	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19123460	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19126353	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19130938	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	2	2	2	2	**8**	2	0	0	0	0	**2**	3
u19141859	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19151952	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19153113	1	1	1	0	**3**	2	2	2	2	2	**10**	0	**13**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19185032					**0**						**0**		**0**					**0**						**0**	
u19185678	1	1	1	1	**4**	2	2	2	2	2	**10**	1	**15**	3	3	3	3	**12**	2	2	2	2	2	**10**	0
u19198958	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	1	1	1	1	**8**	3
u19214597	1	1	1	2	**5**	1	1	1	1	1	**5**	0	**10**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19228882	1	1	0	2	**4**	2	2	2	2	2	**10**	0	**14**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u19236183	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u19236272					**0**						**0**		**0**					**0**						**0**	
u19247258					**0**						**0**		**0**					**0**						**0**	
u19264047	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19276720					**0**						**0**		**0**					**0**						**0**	
u19284072	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19290498	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u19294418	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	1	1	1	1	**4**	4	2	2	2	2	**12**	3
u19340631	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u19367211	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20421169					**0**						**0**		**0**					**0**						**0**	
u20424575					**0**						**0**		**0**					**0**						**0**	
u20424622	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20426799	1	1	1	0	**3**	2	2	2	2	2	**10**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20426918	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	0	0	0	0	**4**	3
u20427248					**0**						**0**		**0**					**0**						**0**	
u20427736	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20428082	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u20430168	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	0

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	Task 1: Defining Soldiers													Task 2: Creating Soldiers										
	1.1 Soldier Abstract Class					1.2 Sniper, Berserker, Medic and Engineer Concrete classes						1.4 Design	TOTAL	2.1 Concrete Creator participants					2.2 createSoldier method implementation					2.3 UML
	1	1	1	2	5	2	2	2	2	2	10	1	16	3	3	3	3	12	4	2	2	2	2	12	3
Student#	4 Attributes	attack operation	Constructors and destructor	(Pure) Virtual hitZombie, celebrate, getHit, die	Total	hitZombie implementation per class	celebrate implementation per class	gethit implementation per class	die implementation per class	Wording marches class and method	Total	Correctly identified as Template Method	TOTAL	SniperFactory Implementation structurally correct - own .h and .cpp	BerserkerFactory Impementation structurally correct - own	MedicFactory Implementation structurally correct - own	EngineerFactory Implmentation structurally correct - own	Total	Addition of setters or constructor in Soldier class	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Total	Soldier hierarchy
u20430516	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20430630	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20431997	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20432748	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20435780					**0**						**0**		**0**					**0**						**0**	
u20435992	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20436077	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20437863	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u20438151	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20439963	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20440562	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20441135	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20441984					**0**						**0**		**0**					**0**						**0**	
u20442018	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20443260	0	0	0	2	**2**	2	2	1	2	2	**9**	0	**11**	3	3	3	3	**12**	4	1	1	1	1	**8**	3
u20443626	1	1	1	2	**5**	2	2	1	2	2	**9**	1	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20444738	1	0	1	2	**4**	2	2	0	2	2	**8**	1	**13**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20448474	1	1	1	0	**3**	0	2	0	2	2	**6**	1	**10**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u20450533	1	1	1	2	**5**	2	2	0	2	2	**8**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20450932	1	0	0	2	**3**	0	2	0	2	2	**6**	0	**9**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20451696	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20453222	1	1	1	2	**5**	0	2	2	2	2	**8**	1	**14**	3	3	3	3	**12**	4	1	1	1	1	**8**	3
u20453478	1	0	1	2	**4**	2	2	0	2	2	**8**	1	**13**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20454342					**0**						**0**		**0**					**0**						**0**	
u20456078	1	0	1	2	**4**	2	2	0	2	2	**8**	1	**13**	3	3	3	3	**12**	3	2	2	2	2	**11**	3
u20460067	1	0	1	2	**4**	2	2	0	2	2	**8**	1	**13**	3	3	3	3	**12**	3	2	2	2	2	**11**	3
u20460687	1	1	1	2	**5**	2	2	0	2	2	**8**	0	**13**	3	3	3	3	**12**	4	1	1	1	1	**8**	3
u20463163	1	0	1	2	**4**	2	2	2	2	2	**10**	1	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20465026	1	1	1	2	**5**	2	2	0	2	2	**8**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20466570					**0**						**0**		**0**					**0**						**0**	
u20468203	1	0	1	2	**4**	2	2	0	2	2	**8**	1	**13**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20469366	1	0	1	2	**4**	0	2	0	2	2	**6**	1	**11**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20471582	1	1	1	2	**5**	2	2	0	2	2	**8**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20473509	1	0	1	2	**4**	0	2	0	2	2	**6**	1	**11**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20477181					**0**						**0**		**0**					**0**						**0**	
u20478144	1	1	1	2	**5**	0	2	0	2	2	**6**	1	**12**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u20479884	1	1	1	2	**5**	2	2	0	2	2	**8**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20481218	1	0	1	2	**4**	0	2	0	2	2	**6**	1	**11**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20486783	1	1	1	0	**3**	2	2	2	2	2	**10**	1	**14**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20491141	1	1	1	2	**5**	2	2	0	2	2	**8**	1	**14**	3	3	3	3	**12**	4	3	3	3	3	**16**	3

Practical Assignment 01 (PA01)

	Task 1: Defining Soldiers													Task 2: Creating Soldiers										
	1.1 Soldier Abstract Class					1.2 Sniper, Berserker, Medic and Engineer Concrete classes						1.4 Design	TOTAL	2.1 Concrete Creator participants					2.2 createSoldier method implementation					2.3 UML
	1	1	1	2	5	2	2	2	2	2	10	1	16	3	3	3	3	12	4	2	2	2	2	12	3
Student#	4 Attributes	attack operation	Constructors and destructor	(Pure) Virtual hitZombie, celebrate, getHit, die	Total	hitZombie implementation per class	celebrate implementation per class	gethit implementation per class	die implementation per class	Wording marches class and method	Total	Correctly identified as Template Method	TOTAL	SniperFactory Implementation structurally correct - own .h and .cpp	BerserkerFactory Impementation structurally correct - own	MedicFactory Implementation structurally correct - own	EngineerFactory Implmentation structurally correct - own	Total	Addition of setters or constructor in Soldier class	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Implementation of createSoldier calling the setter or constructor for	Total	Soldier hierarchy
u20493836	1	1	1	1	**4**	2	2	2	2	2	**10**	0	**14**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20494166	1	0	1	2	**4**	2	2	0	2	2	**8**	0	**12**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u20494654	1	0	1	2	**4**	2	2	2	2	2	**10**	1	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20498510	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20502126	1	1	1	2	**5**	2	2	0	2	2	**8**	0	**13**	3	3	3	3	**12**	4	1	1	1	1	**8**	3
u20504552	1	1	1	0	**3**	2	2	0	2	2	**8**	1	**12**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20506237	0	0	0	0	**0**	0	0	0	0	0	**0**	0	**0**	0	0	0	0	**0**	0	0	0	0	0	**0**	0
u20507102	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20513667	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20519517	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u20522623	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u20528036	0	1	1	2	**4**	2	2	2	2	2	**10**	1	**15**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20528834	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20529440	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	0	2	2	2	2	**8**	0
u20532581	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20534541	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	2	2	2	2	2	**10**	3
u20536951	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20538945	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20554240	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20556455	1	1	1	1	**4**	2	2	2	2	2	**10**	1	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20557622	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20573783					**0**						**0**		**0**					**0**						**0**	
u20575085	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20578688	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	0
u20581018	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20586737					**0**						**0**		**0**					**0**						**0**	
u20592061	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20612894					**0**						**0**		**0**					**0**						**0**	
u20632429	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20646284	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20660652	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20662302	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	0	2	2	2	2	**8**	3
u20692286	1	1	1	2	**5**	2	2	2	2	2	**10**	0	**15**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20734621	1	1	1	2	**5**	2	2	2	2	2	**10**	1	**16**	3	3	3	3	**12**	4	2	2	2	2	**12**	3
u20780479	1	1	1	1	**4**	2	2	2	2	2	**10**	0	**14**	3	3	3	3	**12**	3	2	2	2	2	**11**	3

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						Task 3: Clone the Zombies	Task 4: Let the apocolypse begin																	Final Mark
	Class diagram			2.4 Design	TOTAL		4.2 Design stores			4.3 Save	4.4 Apocolypse simulation			4.5 Final UML Class diagram										
	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92	
Student#	SoldierFactory hierarchy	Dependency between ConcreteCreators and ConcreteProduct	Total	Correctly identified and Factory Method	TOTAL	Clone function added to the Zombies class	Soldier store using the Memento pattern	Zombie store using the Memento pattern	Total	Save the created soldiers	For n Soldiers and n Zombies, runs the simulation n*n times	Publish each simulation's results	Total	Template Method Pattern highlighted	Factory Method Pattern correctly depicted with the factory method highlighted	clone operation of "part" Prototype visisble - it should be at least virtual	Memento for Soldiers	Memento for Zombies	Associations correctly shown	Generalisation correctly shown	Total	TOTAL	FINAL MARK	
u04483716	0	0	**0**	0	**24**	5	2	2	**4**	0	5	5	**10**	0	0	0	0	0	0	0	**0**	**14**	**58**	
u04515146	3	4	**10**	2	**36**	5	5	5	**10**	6	5	5	**10**	0	2	1	2	2	1	1	**9**	**35**	**92**	
u04534205	3	3	**9**	0	**33**	5	5	5	**10**	6	0	0	**0**	1	2	1	2	2	1	1	**10**	**26**	**79**	
u14047986			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u15036058			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u15223893	3	4	**7**	1	**16**	5	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**25**	
u15231748	3	4	**10**	1	**33**	5	5	5	**10**	6	5	5	**10**	1	2	0	2	2	1	1	**9**	**35**	**88**	
u16016239			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u16032889			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u16068344	3	2	**8**	0	**28**	5	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**48**	
u16115092			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u16172494			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u16320965	0	0	**0**	1	**21**	5	2	2	**4**	4	5	0	**5**	0	0	0	0	0	0	0	**0**	**13**	**55**	
u17016534			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u17029377	3	3	**9**	1	**34**	5	5	5	**10**	6	5	0	**5**	1	2	1	2	2	1	1	**10**	**31**	**86**	
u17030553	3	4	**10**	0	**34**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**50**	
u17053928	3	4	**10**	1	**35**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**51**	
u17066736	3	3	**9**	1	**34**	5	5	5	**10**	0	0	0	**0**	1	2	1	0	0	1	1	**6**	**16**	**71**	
u17080012			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u17102210	3	0	**6**	1	**31**	5	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**52**	
u17110310	3	4	**10**	1	**35**	5	5	5	**10**	3	5	0	**5**	0	2	1	2	0	1	1	**7**	**25**	**79**	
u17169811			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u17229457	0	0	**3**	1	**24**	5	0	0	**0**	0	0	0	**0**	1	2	0	2	2	1	1	**9**	**9**	**54**	
u17259772	3	2	**8**	1	**9**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**23**	
u17311030			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u17320012			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18003193			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18019499	0	0	**0**	0	**24**	5	5	5	**10**	6	0	0	**0**	0	0	0	2	2	0	0	**4**	**20**	**64**	
u18021388			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18025685	0	0	**0**	1	**25**	5	0	0	**0**	0	0	0	**0**	0	2	1	0	0	0	0	**3**	**3**	**49**	
u18034332	0	0	**0**	1	**25**	5	0	0	**0**	0	0	0	**0**	1	0	0	0	0	0	1	**2**	**2**	**48**	
u18041494	3	4	**10**	1	**35**	5	5	5	**10**	6	5	0	**5**	0	2	1	2	2	1	1	**9**	**30**	**86**	
u18045881	0	0	**0**	0	**0**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**1**	
u18046887			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18053239	0	0	**0**	0	**24**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**39**	
u18055215			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18055461	3	0	**3**	0	**23**	5	5	5	**10**	6	5	0	**5**	0	0	0	2	2	1	1	**6**	**27**	**67**	
u18061908	3	2	**8**	1	**33**	5	5	5	**10**	6	5	0	**5**	1	2	1	2	2	1	1	**10**	**31**	**83**	
u18069704	3	2	**8**	1	**25**	5	0	0	**0**	0	0	0	**0**	0	2	0	0	0	1	1	**4**	**4**	**47**	
u18074074	3	4	**10**	1	**35**	5	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**48**	

Practical Assig

						Task 3: Clone the Zombies	Task 4: Let the apocolypse begin																	Final Mark
	Class diagram			2.4 Design	TOTAL		4.2 Design stores			4.3 Save	4.4 Apocolypse simulation			4.5 Final UML Class diagram										
	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92	
Student#	SoldierFactory hierarchy	Dependency between ConcreteCreators and ConcreteProduct	Total	Correctly identified and Factory Method	TOTAL	Clone function added to the Zombies class	Soldier store using the Memento pattern	Zombie store using the Memento pattern	Total	Save the created soldiers	For n Soldiers and n Zombies, runs the simulation n*n times	Publish each simulation's results	Total	Template Method Pattern highlighted	Factory Method Pattern correctly depicted with the factory method highlighted	clone operation of "part" Prototype visisble - it should be at least virtual	Memento for Soldiers	Memento for Zombies	Associations correctly shown	Generalisation correctly shown	Total	TOTAL	FINAL MARK	
u18080368	3	2	**8**	0	**32**	5	5	5	**10**	6	5	3	**8**	1	2	1	0	0	1	1	**6**	**30**	**82**	
u18098721			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18105883	0	0	**0**	0	**24**	5	5	5	**10**	6	5	5	**10**	1	2	1	2	2	1	1	**10**	**36**	**78**	
u18108467	3	4	**10**	0	**34**	5	5	5	**10**	6	5	5	**10**	0	2	1	2	2	1	1	**9**	**35**	**87**	
u18118802			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18169253	3	0	**6**	0	**22**	5	5	5	**10**	6	5	0	**5**	1	2	0	0	0	0	1	**4**	**25**	**67**	
u18183052			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18191135	3	3	**9**	0	**29**	5	5	5	**10**	6	0	0	**0**	1	2	0	2	2	1	1	**9**	**25**	**73**	
u18196366	3	0	**6**	0	**30**	5	5	5	**10**	5	0	0	**0**	1	2	0	0	0	1	1	**5**	**20**	**70**	
u18197729	0	0	**0**	1	**25**	5	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**46**	
u18219919			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u18265163	3	0	**6**	1	**31**	5	0	0	**0**	0	0	0	**0**	1	0	0	0	2	0	1	**4**	**4**	**56**	
u18286250	3	0	**6**		**30**	5	5	5	**10**	6	5	5	**10**	0	0	0	0	0	0	0	**0**	**26**	**76**	
u18312374	0	0	**0**	0	**0**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**13**	
u18335412	3	4	**10**	0	**34**	5	3	3	**6**	4	5	5	**10**	0	2	0	2	2	1	1	**8**	**28**	**82**	
u18350110	0	0	**3**	0	**27**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**42**	
u18371435			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19001836	3	4	**10**	1	**35**	5	3	3	**6**	0	0	0	**0**	1	2	1	2	2	1	1	**10**	**16**	**70**	
u19004232	3	4	**10**	0	**34**	0	3	3	**6**	0	3	3	**6**	1	2	1	2	2	1	1	**10**	**22**	**70**	
u19007443			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19008130			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19009977	3	4	**10**	1	**35**	4	5	5	**10**	6	5	5	**10**	0	2	0	0	0	1	1	**4**	**30**	**85**	
u19015951	3	4	**10**	1	**35**	5	4	4	**8**	6	5	5	**10**	1	2	1	2	2	1	1	**10**	**34**	**90**	
u19021209	0	0	**0**	0	**0**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**15**	
u19023210			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19027372	0	2	**5**	0	**29**	5	0	0	**0**	0	0	0	**0**	0	0	1	0	0	1	0	**2**	**2**	**51**	
u19028084			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19028815	3	0	**3**	1	**4**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**10**	
u19029242	3	4	**10**	1	**35**	5	5	5	**10**	6	3	5	**8**	1	2	1	2	2	1	1	**10**	**34**	**90**	
u19033347			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19037717	0	2	**5**	1	**30**	5	0	0	**0**	0	0	2	**2**	0	0	0	0	0	0	0	**0**	**2**	**53**	
u19044233	0	0	**0**	0	**24**	5	4	4	**8**	0	0	2	**2**	0	0	0	0	0	0	0	**0**	**10**	**53**	
u19048280	1	4	**6**	1	**31**	5	5	5	**10**	3	5	5	**10**	0	0	0	0	0	0	0	**0**	**23**	**75**	
u19050993	3	4	**10**	0	**34**	5	3	3	**6**	0	0	2	**2**	1	2	1	2	2	1	1	**10**	**18**	**72**	
u19053313	3	4	**10**	0	**34**	5	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**54**	
u19061359	0	0	**0**	0	**0**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**0**	
u19061430			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19062665	2	2	**6**	1	**31**	5	5	5	**10**	6	5	3	**8**	0	2	1	1	1	1	1	**7**	**31**	**81**	
u19068035	3	4	**10**	0	**34**	5	0	0	**0**	0	0	2	**2**	1	2	1	2	2	1	1	**10**	**12**	**66**	
u19068710	3	4	**10**	0	**34**	5	5	5	**10**	0	0	2	**2**	1	2	1	2	2	1	1	**10**	**22**	**76**	

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						Task 3: Clone the Zombies	Task 4: Let the apocolypse begin																	Final Mark
	Class diagram			2.4 Design	TOTAL		4.2 Design stores			4.3 Save	4.4 Apocolypse simulation			4.5 Final UML Class diagram										
	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92	
Student#	SoldierFactory hierarchy	Dependency between ConcreteCreators and ConcreteProduct	Total	Correctly identified and Factory Method	TOTAL	Clone function added to the Zombies class	Soldier store using the Memento pattern	Zombie store using the Memento pattern	Total	Save the created soldiers	For n Soldiers and n Zombies, runs the simulation n*n times	Publish each simulation's results	Total	Template Method Pattern highlighted	Factory Method Pattern correctly depicted with the factory method highlighted	clone operation of "part" Prototype visisble - it should be at least virtual	Memento for Soldiers	Memento for Zombies	Associations correctly shown	Generalisation correctly shown	Total	TOTAL	FINAL MARK	
u19068752	3	4	**10**	1	**35**	2	5	5	**10**	0	0	0	**0**	1	2	1	2	2	1	1	**10**	**20**	**73**	
u19072067	0	0	**0**	0	**24**	5	2	2	**4**	2	0	2	**2**	0	0	0	0	0	0	0	**0**	**8**	**52**	
u19072164	3	4	**10**	1	**35**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**50**	
u19077450			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19083786	0	0	**3**	1	**24**	0	2	0	**2**	0	0	3	**3**	1	0	0	0	0	0	0	**1**	**6**	**36**	
u19085584			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19088133	3	4	**10**	0	**34**	5	5	5	**10**	5	5	3	**8**	0	2	1	2	2	0	1	**8**	**31**	**84**	
u19100133	3	4	**10**	0	**30**	5	0	0	**0**	0	0	2	**2**	0	0	0	0	0	0	0	**0**	**2**	**52**	
u19103345	3	4	**10**	1	**35**	5	5	5	**10**	6	5	5	**10**	0	2	1	2	2	1	1	**9**	**35**	**91**	
u19116498	3	0	**6**	0	**30**	5	5	0	**5**	0	0	0	**0**	0	2	1	2	0	0	1	**6**	**11**	**62**	
u19123460	3	4	**10**	1	**35**	5	5	5	**10**	6	5	2	**7**	0	2	1	2	2	1	1	**9**	**32**	**88**	
u19126353	3	0	**6**	0	**30**	5	5	5	**10**	6	5	3	**8**	0	2	1	1	1	0	0	**5**	**29**	**79**	
u19130938	3	0	**6**	0	**16**	5	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**37**	
u19141859	3	4	**10**	1	**35**	5	3	3	**6**	6	5	5	**10**	1	2	0	2	2	1	1	**9**	**31**	**87**	
u19151952	3	0	**6**	1	**31**	5	5	5	**10**	6	5	5	**10**	1	2	0	2	2	0	0	**7**	**33**	**85**	
u19153113	3	4	**10**	1	**35**	0	5	5	**10**	6	5	0	**5**	1	2	1	2	2	1	1	**10**	**31**	**79**	
u19185032			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19185678	3	0	**3**	1	**26**	5	5	5	**10**	6	6	5	**11**	0	1	0	0	0	0	0	**1**	**28**	**74**	
u19198958	3	4	**10**	1	**31**	3	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**50**	
u19214597	3	0	**6**	0	**30**	5	5	5	**10**	6	5	5	**10**	1	1	0	2	2	0	0	**6**	**32**	**77**	
u19228882	3	4	**10**	0	**30**	0	0	0	**0**	0	0	0	**0**	0	0	0	0	0	0	0	**0**	**0**	**44**	
u19236183	3	3	**9**	1	**30**		5	5	**10**	6	0	5	**5**	1	2	0	2	2	0	1	**8**	**29**	**75**	
u19236272			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19247258			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19264047	3	4	**10**	0	**34**	5	5	5	**10**	6	5	5	**10**	0	0	0	2	2	1	1	**6**	**32**	**86**	
u19276720			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u19284072	3	4	**10**	1	**35**	5	5	5	**10**	6	5	5	**10**	1	2	1	2	2	1	1	**10**	**36**	**92**	
u19290498	3	0	**6**	1	**31**	5	5	5	**10**	6	5	0	**5**	1	2	0	2	2	0	1	**8**	**29**	**81**	
u19294418	3	0	**6**	1	**23**		5	5	**10**	6	5	0	**5**	1	1	0	0	0	0	0	**2**	**23**	**62**	
u19340631	3	0	**6**	0	**26**	5	5	5	**10**	6	5	5	**10**	1	2	0	2	2	1	1	**9**	**35**	**82**	
u19367211	3	0	**6**	1	**31**	5	5	5	**10**	0	0	5	**5**	1	2	0	2	2	0	0	**7**	**22**	**74**	
u20421169			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u20424575			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u20424622	3	4	**10**	1	**35**	5	5	5	**10**	6	0	5	**5**	1	2	1	2	2	1	1	**10**	**31**	**87**	
u20426799	3	3	**9**	1	**34**	5	5	5	**10**	6	0	0	**0**	1	2	0	2	2	1	1	**9**	**25**	**78**	
u20426918	3	4	**10**	1	**27**	5	5	5	**10**	6	0	5	**5**	1	2	0	2	2	1	1	**9**	**30**	**78**	
u20427248			**0**		**0**				**0**				**0**								**0**	**0**	**0**	
u20427736	3	0	**6**	1	**31**		5	5	**10**	0	0	2	**2**	1	2	0	2	2	1	1	**9**	**21**	**68**	
u20428082	0	0	**0**	1	**25**	5	5	5	**10**	0	0	5	**5**	0	0	0	0	0	0	0	**0**	**15**	**61**	
u20430168	0	0	**0**	1	**25**	5	5	5	**10**	0	0	5	**5**	0	0	0	0	0	0	0	**0**	**15**	**61**	

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						Task 3: Clone the Zombies	Task 4: Let the apocolypse begin																	Final Mark
	Class diagram			2.4 Design	TOTAL		4.2 Design stores			4.3 Save	4.4 Apocolypse simulation			4.5 Final UML Class diagram										
	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92	
Student#	SoldierFactory hierarchy	Dependency between ConcreteCreators and ConcreteProduct	Total	Correctly identified and Factory Method	TOTAL	Clone function added to the Zombies class	Soldier store using the Memento pattern	Zombie store using the Memento pattern	Total	Save the created soldiers	For n Soldiers and n Zombies, runs the simulation n*n times	Publish each simulation's results	Total	Template Method Pattern highlighted	Factory Method Pattern correctly depicted with the factory method highlighted	clone operation of "part" Prototype visisble - it should be at least virtual	Memento for Soldiers	Memento for Zombies	Associations correctly shown	Generalisation correctly shown	Total	TOTAL	FINAL MARK	
u20430516	3	2	8	1	33	5	5	5	10	0	5	5	10	1	2	0	2	2	1	1	9	29	83	
u20430630	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	0	2	2	1	1	9	35	91	
u20431997	3	0	6	1	31	5	5	5	10	0	0	5	5	1	2	0	2	2	1	1	9	24	76	
u20432748	3	0	6	1	31	5	0	0	0	0	0	5	5	0	0	0	0	0	0	0	0	5	57	
u20435780			0		0				0				0								0	0	0	
u20435992	3	4	10	1	35		5	5	10	6	6	5	11	1	2	0	2	2	1	1	9	36	87	
u20436077	3	4	10	1	31	5	0	0	0	0	0	5	5	0	0	0	0	0	0	0	0	5	57	
u20437863	3	4	7	1	32	5	5	5	10	6	0	0	0	0	0	0	0	0	0	0	0	16	69	
u20438151	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	0	2	2	1	1	9	35	91	
u20439963	3	4	10	1	35		5	5	10	5	0	5	5	1	2	0	2	2	1	1	9	29	80	
u20440562	3	4	10	1	35	5	5	5	10	6	0	0	0	1	2	0	2	2	1	1	9	25	81	
u20441135	3	4	10	1	35	5	5	5	10	0	0	0	0	1	2	0	2	2	1	1	9	19	75	
u20441984			0		0				0				0								0	0	0	
u20442018	3	4	10	1	35	5	4	4	8	6	0	5	5	1	2	0	1	1	0	1	6	25	81	
u20443260	3	3	9	0	29	5	0	0	0	3	0	5	5	1	2	0	0	0	0	0	3	11	56	
u20443626	3	0	6	1	31	5	4	4	8	3	0	0	0	1	1	0	0	0	0	1	3	14	65	
u20444738	3	0	6	1	27	5	4	4	8	6	0	5	5	1	2	0	2	2	1	1	9	28	73	
u20448474	3	0	3	1	28	5	0	0	0	0	0	5	5	0	2	0	0	0	0	1	3	8	51	
u20450533	3	4	10	1	35	4	0	0	0	0	0	0	0	1	2	0	0	0	0	0	3	3	56	
u20450932	3	0	6	0	30	3	4	4	8	0	0	0	0	0	0	0	0	0	0	1	1	9	51	
u20451696	3	4	10	1	35	4	3	3	6	0	0	0	0	1	0	0	1	1	0	0	3	9	64	
u20453222	3	0	6	1	27	5	4	4	8	0	0	5	5	1	2	0	1	1	0	1	6	19	65	
u20453478	3	4	10	1	35	5	4	4	8	0	0	0	0	0	0	0	2	2	1	1	6	14	67	
u20454342			0		0				0				0								0	0	0	
u20456078	3	4	10	1	34	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	51	
u20460067	3	0	6	1	30	4	4	4	8	0	0	5	5	1	2	0	1	1	0	1	6	19	66	
u20460687	0	0	3	1	24	5	4	4	8	0	0	0	0	0	0	0	0	0	0	0	0	8	50	
u20463163	3	4	10	1	35	5	0	0	0	0	0	0	0	1	2	0	0	0	0	1	4	4	59	
u20465026	3	4	10	1	35	4	5	5	10	6	0	5	5	1	2	0	2	2	1	1	9	30	83	
u20466570			0		0				0				0								0	0	0	
u20468203	3	4	10	1	35	5	4	4	8	6	0	5	5	1	2	0	2	2	0	1	8	27	80	
u20469366	3	0	6	1	31	4	4	4	8	6	5	5	10	1	2	0	2	2	0	1	8	32	78	
u20471582	3	0	6	1	31	4	4	4	8	6	0	0	0	1	2	0	2	2	0	1	8	22	71	
u20473509	3	4	10	1	35	4	4	4	8	0	0	0	0	1	2	0	2	2	0	1	8	16	66	
u20477181			0		0				0				0								0	0	0	
u20478144	3	0	3	1	28	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	44	
u20479884	3	4	10	1	35	4	4	4	8	6	5	5	10	1	2	0	2	2	1	1	9	33	86	
u20481218	3	4	10	1	35	4	4	4	8	0	0	0	0	1	2	0	2	2	0	0	7	15	65	
u20486783	3	4	10	1	35	4	0	0	0	6	0	5	5	1	0	0	0	0	0	0	1	12	65	
u20491141	3	4	10	1	39	4	4	4	8	6	3	5	8	1	2	0	1	1	1	1	7	29	86	

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	Class diagram			2.4 Design	TOTAL	Task 3: Clone the Zombies	Task 4: Let the apocolypse begin															Final Mark
							4.2 Design stores			4.3 Save	4.4 Apocolypse simulation			4.5 Final UML Class diagram								
	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92
Student#	SoldierFactory hierarchy	Dependency between ConcreteCreators and ConcreteProduct	Total	Correctly identified and Factory Method	TOTAL	Clone function added to the Zombies class	Soldier store using the Memento pattern	Zombie store using the Memento pattern	Total	Save the created soldiers	For n Soldiers and n Zombies, runs the simulation n*n times	Publish each simulation's results	Total	Template Method Pattern highlighted	Factory Method Pattern correctly depicted with the factory method highlighted	clone operation of "part" Prototype visisble - it should be at least virtual	Memento for Soldiers	Memento for Zombies	Associations correctly shown	Generalisation correctly shown	Total	TOTAL	FINAL MARK
u20493836	3	4	10	0	30	5	5	5	10	6	5	5	10	0	2	1	2	2	1	1	9	35	84
u20494166	0	0	0	0	24	5	3	3	6	0	0	0	0	0	0	0	0	0	0	0	0	6	47
u20494654	3	4	10	1	35	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1	2	2	52
u20498510	3	4	10	1	35	5	4	4	8	6	0	5	5	1	2	0	2	2	1	1	9	28	84
u20502126	3	4	10	0	30	5	4	4	8	0	0	0	0	1	2	0	2	2	1	1	9	17	65
u20504552	3	4	10	1	35	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	51
u20506237	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
u20507102	3	4	10	0	34	5	5	5	10	6	0	0	0	0	2	1	2	2	1	1	9	25	80
u20513667	0	0	3	1	28	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	85
u20519517	0	0	0	1	25	5	5	5	10	6	0	0	0	1	2	1	2	2	1	1	10	26	72
u20522623	0	0	0	0	24	5	5	5	10	6	5	5	10	0	2	1	2	2	1	1	9	35	79
u20528036	3	4	10	1	31	5	5	5	10	5	0	5	5	1	2	1	2	2	1	1	10	30	81
u20528834	3	4	10	1	31	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	88
u20529440	3	0	3	1	24	5	0	0	0	0	0	5	5	0	0	0	0	0	0	0	0	5	49
u20532581	3	0	6	1	31	5	5	5	10	6	5	5	10	0	2	0	2	2	0	0	6	32	84
u20534541	3	4	10	1	33	5	5	5	10	6	5	3	8	1	2	1	2	2	1	1	10	34	88
u20536951	3	0	6	1	27	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	84
u20538945	3	0	6	1	31	5	0	0	0	0	0	0	0	1	2	1	2	2	1	1	10	10	62
u20554240	3	4	10	1	35	5	5	5	10	5	5	5	10	0	2	1	2	2	1	1	9	34	90
u20556455	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	91
u20557622	3	0	6	1	31	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	88
u20573783			0		0				0				0								0	0	0
u20575085	3	4	10	1	31	5	5	5	10	6	5	3	8	1	2	1	2	2	1	1	10	34	86
u20578688	0	0	0	0	24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40
u20581018	3	0	6	1	31	5	5	5	10	6	0	0	0	1	1	1	1	1	0	0	5	21	73
u20586737			0		0				0				0								0	0	0
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u20612894			0		0				0				0								0	0	0
u20632429	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92
u20646284	3	4	10	1	35	5	3	3	6	3	0	0	0	0	0	0	0	0	0	0	0	9	65
u20660652	3	4	10	1	31	5	5	5	10	6	3	5	8	1	2	1	2	2	1	1	10	34	86
u20662302	3	4	10	1	31	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	88
u20692286	3	4	10	0	34	5	5	5	10	4	5	5	10	1	2	1	2	2	1	1	10	34	88
u20734621	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92
u20780479	3	4	10	0	33	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	88