Fractical ASS	Julia	01 (1 A	<u>''') </u>											1										
	Task 1:	Defining	Soldiers			11 2 Snin	er, Berse	rkor Mo	dic and F	Engineer		1.4	1	Task 2: C	reating Soldiers			1						т—
	1.1 Solo	lier Abstr	act Class	s			e classes	,	uic aliu L	_iigiiieei		Design	TOTAL	2.1 Cond	crete Creator pa	rticipants		2.2 crea	teSoldie	r method	impleme	ntation		2.3 UML
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u16016239					0						0		0				0						0	
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u16115092					0						0		0				0						0	
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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
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u17029377	1	1	1	2	5	2	2	2	2	2	10	1	16	3	3	3 3	12	4			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	12	3
u17053928	1	_	1	2	5	2	2	2	2	2	10	1	16	3		3 3		4				2	12	3
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u17169811					0						0		0				0						0	
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u17259772 u17311030	1	1	1	0	3	2	2	2	2		10	1	14	0	0	0 0		0	0	0	0	0	0	3
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u18034332	1	1			5	2	2	2	2	2	10	1	16	3	3	3 3		4			2	2	12	0
u18041494	1	1	1	2	5	2	2	2	2	2	10	1	16	3	3	3 3		4	2			2	12	3
u18045881	1	0	0			0	0	0	0	0		0		0		0 0		0					0	0
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u18055461	1	1	0	0		2	2	2	2	2	10	0	_	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		3	3	3 3	12	4			2	2	12	3
u18069704	1	1	1	0	3	2	2	2	2	2	10	0		2		2 2	8	0			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

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UBB196366						0						0		0				0						0	
USB197729 1	u18191135	1	1	1	1	4	2	2	2	2	2	10	0	14	3	3	3	12	0	2	2	2	2	8	3
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Practical Ass	ignment	UT (PAU	1)																					
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	Attributes	attack operation	Constructors and destructor	(Pure) Virtual hitZombie, celebrate, getHit, die		hitZombie implementation per class	ate implementation ass	gethit implementation per class	die implementation per class	ng marches class and		ctly identified as late Method	_	SniperFactory Implementation structurally correct - own .h and .cpp	ctory tion correct - ry ttion	Structurally correct - own EngineerFactory Implmentation Structurally correct - own		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		Soldier hierarchy
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u19072164 u19077450	1	1	1		0						0	"	0	 	3	3 3	0	4					0	3
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u19116498	1	1	1	2	5	2	2	2	2	2	10	1	16	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		4		2		2	12	3
u19126353	1	1	1	2	5	2	2	2	2	2	10	0		3		3 3	12	4	2		2	2	12	3
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u19141859	1	1	1	2	5	2	2	2	2	2	10	1	16	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	12	4	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	12	0	2	2	2	2	8	3
u19236183	1	1	1	2	5	2	2	2	2	2	10	1		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		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	12	4	2		2	2	12	3
u19290498	1	1	1	2	5	2	2	2	2	2	10	1	16	3		3 3	12	4	2		2	2	12	3
u19294418	1	1	1		5	2	2	2	2	2	10	1	16	1		1 1	4	4				2	12	3
u19340631	1	1	1	2	5	2	2	2	2	2	10	1	16	3		3 3	12	0	2	2	2	2	8	3
u19367211	1	1	1		5	2	2	2	2		10	1	16 0	3	3	3 3	12	4	2		2	2	12	3
u20421169 u20424575				-	0				 	-	0				 	-	0				-		0	4
u20424575 u20424622	1	_	_	-	5	2	2	2	2	_	0 10	-	0 16	<u> </u>	3	3 3	0 12	4	2	_	2		0 12	3
u20424622 u20426799	1	1	1	2						2	10	1		3			12	4		2		2	12	3
u20426799	1	1	1	2	3 5	2	2	2	2	2	10	1	16	3		3 3	12	4	0				4	3
u20426918 u20427248	1	1	1		0						0	-	0	3	3	3 3	0	4	0	1	U	U	0	1 3
u20427248	1	1	1	2	5	2	2	2	2	2	10	1		3	3	3 3	12	4	2	2	2	2	12	3
u20427730	1	1	1	2	5	2	2	2	2	2	10	1	16	3		3 3	12	4			2		12	0
u20430168	1	1	1	2	5	2	2	2	2	2	10	1	16	3		3 3	12	1	2	2	2	2	12	0
423-30100					·											J J								

Practical Ass	igninent	UI (FAU	''')																					
	Task 1:	Defining	Soldiers			11 2 Snin	er Berse	rker Me	dic and E	ngineer		11.4		Task 2: C	reating Soldiers			l						
	1.1 Sold	lier Abstr	act Class	5			ci, beroe		alo alla E	-iigiiicci		Design	TOTAL	2.1 Cond	crete Creator par	ticipants		2.2 crea	teSoldie	r method	impleme	ntation		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
	Attributes	attack operation	Constructors and destructor	(Pure) Virtual hitZombie, celebrate, getHit, die		nbie implementation ass	ate implementation	gethit implementation per class	implementation per	ng marches class and		xly identified as ate Method	_	SniperFactory Implementation structurally correct - own .h and .cpp	ctory tion correct ry rtion	Structurally correct - own EngineerFactory Implmentation structurally correct - own		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		Soldier hierarchy
C4		ttack	onst	onre)	Total	hitZombie per class	celebrate per class	gethit lass	die im class	Wording method	Total	Correctly id Template	TOTAL	nipe mpler orrec	nper mper truct Aedic	ngin npln truct	Total	Addition	npler reate etter	npler reate etter	npler reate etter	npler reate etter	Total	oldie
Student#	4	σ 1	0	E 0						> <u>E</u>		0 -		<u>ω = δ</u>				< 5			<u> </u>	_ D 0		
u20430516 u20430630	1 1	1	1	2	5	2	2	2	2	2	10 10	1	16 16	3	3	-	12 12	4	2	2	2	2	12	3
u20430630 u20431997	1	1		2	5 5	2	2	2	2	2	10	1	16	3		3 3	12	4	2		2	2	12 12	3
u20431997 u20432748	1 1	1	1	2	5	2	2	2	2	2	10	1	16	3		3 3	12	4	2	2	2	2	12	3
u20432748	1				0						0		0	3	3	5 5	0	4					0	3
u20435780	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
u20433992	1	1	1		5	2	2	2	2	2	10	1		3		3 3	12	0		2	2	2	8	3
u20437863	1	1		2	5	2	2	2	2	2	10	1	16	3		3 3	12	4	_			2	12	0
u20437863	1	1		2	5	2	2	2	2	2	10	1	16	3		3 3	12	4	2		2	_	12	3
u20439963	1	1	1	2	5	2	2	2	2	2	10	1	16	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	12	4		2		2	12	3
u20441135	1	1	1	2	5	2	2	2	2	2	10	1	16	3		3 3	12	4	2		2	2	12	3
u20441984	·				0				_	_	0		0	Ť	<u> </u>	9	0	•			_		0	Ť
u20442018	1	1	1	2	5	2	2	2	2	2	10	1	_	3	3	3 3	12	4	2	2	2	2	12	3
u20443260	0				2	2	2	1	2	2	9	0		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	12	4	2	2	2	2	12	3
u20444738	1	0	1		4	2	2	0	2	2	8	1		3		3 3	12	0		2		2	8	3
u20448474	1	1	1	0		0	2	0	2	2	6	1	10	3		3 3	12	4	2		2		12	0
u20450533	1	1	1	2	5	2	2	0	2	2	8	1	14	3		3 3	12	4	2		2	2	12	3
u20450932	1	0	0		3	0	2	0	2	2	6	0		3		3 3	12	4				2	12	3
u20451696	1	1		2	5	2	2	2	2	2	10	1	16	3		3 3	12	4	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	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	1-7	3	3	3	12	4	2	2	2	2	12	3
u20466570					0						0		0				0						0	
u20468203	1	0		2	4	2	2	0	2	2	8	1	13	3		3 3	12	4	2	2	2	2	12	3
u20469366	1	0		2	4	0	2	0	2	2	6	1		3		3	12	4				2	12	3
u20471582	1	1		2	5	2	2	0	2	2	8	1	14	3		3 3	12	4		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	\perp
u20478144	1	1	1	2	5	0	2	0	2	2	6	1	12	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	12	4	2	2	2	2	12	3
u20481218	1	0	1		4	0	2	0	2	2	6	1		3		3 3	12	4		2		2	12	3
u20486783	1	1	1	0		2	2	2	2	2	10	1	14	3		3 3	12	4		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

Fractical Assi]	. (. 7.0	<u>·, </u>																						
	Tack 1	Defining	Soldiere											Tack 2: C	reating Sold	liore									
	Tuok II	Demmig	Ocidiois			1.2 Snip	er, Berse	rker, Me	dic and E	ngineer		1.4		ruok 2. C	reading oord	iicio									$\overline{}$
	1.1 Sold	lier Abstr	act Class	6		Concrete	classes	•		•		Design	TOTAL	2.1 Cond	crete Creato	or parti	cipants		2.2 crea	teSoldie	r method	impleme	ntation		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		3	_	3	3	12	4			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		3	3	3	3	12	0	2	2	2	2	8	0
u20532581	1	1	1	2		2	2	2	2	2	10	1	16	3		3		12	4				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	12	0			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		2	2	2	2	2	10	1	16	3	ŭ	3	3	12	4	2		2	2	12	3
u20556455	1	1	1	1	4	2	2	2	2	2	10	1	15	3		3	3	12	4	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	4
u20575085	1	1	1	2	5	2	2	2	2	2	10	1	16	3	3	3	3	12	0			2	2	8	3
u20578688	1		1	2	_	2	2	2	2	2	10	1	16	3		3	3	12	4	-		2		12	0
u20581018	1	1	1	2		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	4
u20592061	1	1	1	2		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	4
u20632429	1	1	1	2		2	2	2	2	2	10	1	16	3	3	3		12	4				2	12	3
u20646284	1	1	1	2		2	2	2	2	2	10	1	16	3		3	3	12	4			2	2	12	3
u20660652	1	1	1	2		2	2	2	2	2	10	1	16	3		3		12	0			2	2	8	3
u20662302	1	1	1	2		2	2	2	2	2	10	1	16	3	3	3	3	12	0			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	12	3
u20734621	1	1	1	2	_	2	2	2	2	2	10	1	16	3	3	3	3	12	4	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

Practical Assi	9					Task 3:																	
						Clone the																	Final
						Zombies	Task 4:	Let the ap	ocolyps	se begin													Mark
				2.4			Tuen III		, ссс., рс	4.3	4.4 Apoc	olypse											
	Class di	agram		Design	TOTAL		4.2 Desi	gn stores		Save	simulati	on		4.5 Final	UML Clas	ss diagra	ım						
	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92
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	ξ			ъ		\$		Ф		e.		s,uc		terr	th the	rt				<u>></u>			
	arc	and		an		ed	Ĕ	ŧ		Pog	⊏ ∞	atic		⊃at	ortte Mith hlig	"pa Virt	2	ies	ctly	ect			
	Jier	etwo		eq.		adc	ë E	iis E		р р	and n the times	mu		pc	Pe be hig	of ole . ast	ġ	gu.	rre	con			
	2	/ be		ntif Doc		on s	te ns	e us		ate	rs a	is r)the	od od	tion sisk t lea	တ္တ	Z Z	8	uc			Y
	loto	Cre Pro		ide //et/		ies	pa	tore pa		S S	die Tar	act		ğσ	Aeth dep eth	e Ki	<u>o</u>	Į.	ous	sati			4RI
	Ę	ete ete		를 스	_	후	nto nto	ie s nto		the	Sol ies,	e "		ate	Z E Z	ope ype	uto	nto	iati	<u>a</u>		_	Ψ.
	SoldierFactory hierarchy	ncr	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	Forn Soldiers and Zombies, runs the simulation n*n time	Publish each simulation's results	Total	Template Method Pattern highlighted	Factory Method Pattem correctly depicted with the factory method highlighted	otot ouk	Memento for Soldiers	Memento for Zombies	Associations correctly shown	Generalisation correctly shown	tal	TOTAL	FINAL MARK
Student#	So	Dependency between ConcreteCreators and ConcreteProduct	To	SE	ТО	th Cic	So Me	Zo Me	<u>P</u>	Sa	S S in	Pu res	10	Te	Fa cor fac	clone operation of "part" Prototype visisble - it should be at least virtual	Me	Me	As	Ge	Total	ТО	
u04483716	0	0	0	0	24	5	2	2	4	C		5	10	0	0	0	0	0	0	0	0	14	58
u04515146	3		10	2		5		5	10	6		5	10	0	2	1	2	2	1	1	9	35	92
u04534205	3	3	9	0		5	5	5	10	6	6 0	0	0	1	2	1	2	2	1	1	10	26	79
u14047986	ļ		0		0				0		1		0								0	0	0
u15036058			0		0	_		_	0	_	_	_	0	_	_	_				_	0	0	0
u15223893	3		7	1	16	5		<u>0</u>	0	6		0	0	0	0	0	0	0	0	0	0	0	25 88
u15231748 u16016239	3	4	10	1	33	5	5	5	10	- 6	5	5	10	1	2	0	2	2	1	1	9	35	88 0
u16016239 u16032889			0		0				0				0								0	0	0
u16052889	3	2	8	0		5	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	48
u16115092	3		0	0	0	5	<u> </u>	U	0		, 0	U	0	U	U	U	U	U		U	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	<u> </u>		0	·	0				0	<u> </u>		Ŭ	0	Ů	Ů	Ŭ	Ŭ		-	Ŭ	0	0	0
u17029377	3	3	9	1	34	5	5	5	10	6	5 5	0	5	1	2	1	2	2	1	1	10	31	86
u17030553	3	4	10	0	34	0		0	0	C	0	0	0	0	0	0	0	0	0	0	0	0	50
u17053928	3	4	10	1	35	0	0	0	0	C	0	0	0	0	0	0	0	0	0	0	0	0	51
u17066736	3	3	9	1	34	5	5	5	10	C	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	C		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		3	1	24	5		0	0	C		0	0	1	2	0	2	2	1	1	9	9	54
u17259772	3	2	8	1	9	0	0	0	0	C	0	0	0	0	0	0	0	0	0	0	0	0	23 0
u17311030 u17320012	 		0		0				0	-	1		0								0	0	0
u17320012 u18003193	 		0		0				0		-		0								0	0	0
u18003193	0	0	0	0		5	5	5	10	-	5 0	0	0	0	0	0	2	2	0	0	4	20	64
u18019499 u18021388	+ -	0	0	0	0	5	 	J	0		1 0	U	0	"	U	- 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	1	25	5		0	0		0 0	0	0	1	0	0	0	0	0		2	2	48
u18041494	3		10	1	35	5		5	10	6		0	5	0	2	1	2	2	1		9	30	86
u18045881	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		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		0	5	0	0	0	2	2	1	1	6	27	67
u18061908	3	2	8	1	33	5		5	10	6		0	5	1	2	1	2	2	1	1	10	31	83
u18069704	3		8	1	25	5		0	0		0		0	0		0	0	0	1		4	4	47
u18074074	3	4	10	1	35	5	0	0	0	C	0	0	0	0	0	0	0	0	0	0	0	0	48

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				2.4		Zonibles	145K 4.	Let tile a	pocoryp	4.3	4.4 Apoc	colvpse		1									Walk
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	SoldierFactory hierarchy	Dependency between ConcreteCreators and ConcreteProduct		Correctly identified a Factory Method		Clone function added the Zombies class	using ttern	store using to pattern		the created soldiers	and n the times	Publish each simulation's results		Template Method Pattern highlighted	Factory Method Pattem correctly depicted with the factory method highlighted	ration of "part" visisble - it at least virtual	Memento for Soldiers	Memento for Zombies	correctly	correctly			
	∑-	y by		nti hoc		on S cl	ore usin	Zombie store usir Memento pattem		eat	Forn Soldiers a Zombies, runs t simulation n*n t	h si		eth	hoc pict	clone operation of Prototype visisble should be at least	Ñ	ŗŽ	8	Generalisation shown			×
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	iģ	onc	Total	orre	TOTAL	one e Z	oldi eme	Zombie Mement	Total	Save	교	Publish	Total	ghli	act c	clone Protot shoulc	eŭ	e Lie	Associe	Genera	Total	TOTAL	NA
Student#		٥٥٥						ΝŽ			RXS									Q 20	-	_	
u18080368	3	2	8	0	32	5	5	5	10	6	5	3	8	1	2	1	0	0	1	1	6	30	82 0
u18098721 u18105883	0	0	0	0	0 24	5	5	-	0 10	6	5	5	10	1	2	1	2	2	1	1	0 10	0 36	78
u18108467	3	1	10	0	34	5			10	6				0		1	2	2		1	9	35	87
u18118802	1 ,	1	0		0				0	1		, J	0		<u> </u>	'			<u> </u>	<u> </u>	0	0	0
u18169253	3	0		0	22	5	5	5	10	6	5	0		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	1	2		2	2		1	9	25	73
u18196366	3	0		0	30	5			10	5				1	_		0			1	5	20	70
u18197729	0	0		1	25	5	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	-	1	31	5			0	0			0	1	·		0			_	4	4	56
u18286250 u18312374	3	0		0	30 0	5 0			10 0	6				0		-	0				0	26 0	76 13
u18335412	3	4	10	0	34	5			6	4				0			2	2		1	8	28	82
u18350110	0	0		0	27	0			0	0				0			0	0			0	0	42
u18371435	<u> </u>	Ů	0	Ť	0	Ť			0		Ť		0	Ť	Ť	Ĭ				-	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			10	0		0	0			1	4	30	85
u19015951	3	4	10	1	35	5			8	6				1			2				10	34	90
u19021209 u19023210	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	15 0
u19023210 u19027372	0	2	5	0	29	5	0	0	-	0	0	0		0	0	1	0	0	1	0	2	2	51
u19027372	1 0		0		0	5		- 0	0	0	0	0	0	"	"	1	U	- 0	1	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	10
u19029242	3	4		1	35	5			10	6				1			2	2			10	34	90
u19033347			0		0				0				0								0	0	0
u19037717	0	2	5	1	30	5			0	0				0			0				0	2	53
u19044233	0	_		0	24	5			8	0				0			0					10	53
u19048280	1	4	6	1	31	5			10	3				0			0					23	75
u19050993	3	4	10	0	34	5			6	0			2	1			2	2			10	18	72
u19053313	3	4	10	0	34	5			0	0				0			0				0	0	54 0
u19061359 u19061430	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
u19061430	2	2	6	1	31	5	5	5	10	6	5	3		0	2	1	1	1	1	1	7	31	81
u19068035	3	4	10	0	34	5			0	0				1			2			1	10	12	66
u19068710	3	4	10	0	34	5			10	0			2	1			2	2		1	10	22	76
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	SoldierFactory hierarchy	Dependency between ConcreteCreators and ConcreteProduct		Correctly identified a Factory Method		Clone function added the Zombies class	ore usin	Zombie store using Memento pattern		the created soldiers	Forn Soldiers a Zombies, runs t simulation n*n t	Publish each simulation's results		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	S	Generalisation shown			K
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u19068752 u19072067	0	4 0	10 0	0	35 24	2	5 2	5	10 4	0		0	0 2	0	0	0	0		0	0	10 0	20 8	52
u19072067	3	4	10	1	35	5	0		0	0				0			0				0	0	50
u19077450	1 3	4	0		0	0	"	- 0	0	T	"	"	0	"	"	J	0	"	"	0	0	0	0
u19083786	0	0		1	24	0	2	0		0	0	3		1	0	0	0	0	0	0	1	6	36
u19085584	1		0		0		_ <u> </u>	Ť	0	Ť	<u> </u>		0	_	Ť	1		<u> </u>	T ,	Ť	0	0	0
u19088133	3	4	10	0	34	5	5	5	10	5	5	3		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		10	6				0			2			1	9	35	91
u19116498	3	0	6	0	30	5	5		5	0				0		1	2	0			6	11	62
u19123460	3	4	10	1	35	5	5		10	6				0			2			-	9	32	88
u19126353	3	0	-	0	30	5	5		10	6			8	0			1	1			5	29	79
u19130938 u19141859	3	0	6	0	16 35	5	0		6	0				0			0				0	0	37 87
u19141859 u19151952	3	0	10 6	1	31	5 5	3 5		10	6				1			2			1 0	9 7	31 33	85
u19153113	3	4	10	1	35	0	5		10	6			5	1		1	2	2		1	10	31	79
u19185032	+ -		0	<u> </u>	0	0			0	1			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	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		1		0		1				1		0	0	0
u19247258	-	A	0	_	0	_			0	-			0			_				4	0	0	0
u19264047 u19276720	3	4	10 0	0	34	5	5	5	10 0	6	5	5	10	0	0	0	2	2	1	1	6	32	86 0
u19276720 u19284072	3	4	10	1	0 35	5	5	5	10	6	5	5		1	2	1	2	2	1	1	0 10	0 36	92
u19290498	3	0		1	31	5	5		10	6				1			2	2		1	8	29	81
u19294418	3	0	6	1	23	3	5		10	6				1			0				2	23	62
u19340631	3	0	6	0	26	5	5		10	6			10	1	2		2			1	9	35	82
u19367211	3	0		1	31	5	5		10	0			5	1	2	0	2	2		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		10	6				1	2	1	2			1	10	31	87
u20426799	3	3	9	1	34	5	5		10	6				1			2				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 u20427736	-		0		0		-	_	0 10	<u> </u>		-	2		-		-	-		4	9	0 21	0 68
u20427736 u20428082	3	0		1	31 25	5	5 5		10	0			5	0			0					21 15	61
u20428082 u20430168	0	0		1	25	5	5		10	0		5	5	0			0				0	15	61
u20430100	U	U	J		23	5			10	U	U	3	J		U	U	0	U	U	U	U	10	VI

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	Class di	agram		Design	TOTAL			gn stores		Save	simulati	on		4.5 Fina	I UML Clas	ss diagra							
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	SoldierFactory hierarchy	Dependency between ConcreteCreators and ConcreteProduct		Correctly identified and Factory Method		Clone function added to the Zombies class	Soldier store using the Memento pattern	Zombie store using the Memento pattern		Save the created soldiers	Forn Soldiers a Zombies, runs th simulation n*n ti	Publish each simulation's results		Template Method Pattern nighlighted	Factory Method Pattem 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			¥
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u20430516 u20430630	3	4	10	1	35	5	5 5	5 5	10	6		5 5	10	1	2	0	2	2	1	1	9	35	91
u20430030	3		6	1	31	5			10			5	5	1	2	0	2	2	1	1	9	24	76
u20431337	3		6	1	31	5		0	0			5	5	0		0	0	0	0		0	5	57
u20435780	1	T T	0		0		Ť		0	<u> </u>	† <u> </u>		0	Ť	1						0	0	0
u20435992	3	4	10	1	35		5	5	10	ε	6	5	11	1	2	0	2	2	1	1	9	36	87
u20436077	3	4	10	1	31	5	0	0	0	C	0	5	5	0	0	0	0	0	0	0	0	5	57
u20437863	3		7	1	32	5			10	6			0	0		0	0	0	0		0	16	69
u20438151	3		10	1	35	5			10	ϵ		5	10	1	2	0	2	2	1		9	35	91
u20439963	3		10	1	35		5	5	10	5		5	5	1	2	0	2	2	1	1	9	29	80
u20440562	3		10	1	35	5			10	6			0	1	2	0	2	2	1	1	9	25	81
u20441135	3	4	10	1	35	5	5	5	10	C	0	0	0	1	2	0	2	2	1	1	9	19	75
u20441984 u20442018	3	4	10	1	0 35	5	4	4	0 8	6	5 0	5	5	1	2	0	1	1	0	1	6	0 25	0 81
u20442018 u20443260	3		9	0		5			0	3			5	1	2	0	0	0	0		3	11	56
u20443626	3		6	1	31	5		4	8	3		0	0	1	1	0	0	0	0		3	14	65
u20444738	3		6	1	27	5			8	e			5	1	2	0	2	2	1		9	28	73
u20448474	3		3	1	28	5		0	0	C			5	0	2	0	0	0	0		3	8	51
u20450533	3	4	10	1	35	4	0	0	0	C	0	0	0	1	2	0	0	0	0	0	3	3	56
u20450932	3	0	6	0		3		4	8	C			0	0		0	0	0	0		1	9	51
u20451696	3		10	1	35	4		3	6	C			0	1	0	0	1	1	0		3	9	64
u20453222	3		6	1	27	5		4	8	C		5	5	1	2	0	1	1	0		6	19	65
u20453478	3	4	10	1	35	5	4	4	8	C	0	0	0	0	0	0	2	2	1	1	6	14	67
u20454342 u20456078	3	<u> </u>	0		0		<u> </u>		0	—		_	0	_			_				0	0	0 51
u20456078 u20460067	3		10 6	1	34 30	4		0 4	8	C			5	1	0	0	0 1	0	0		6	0 19	66
u20460067 u20460687	0		3	1	24	5			8	0			0	0		0	0	0	0		0	19 8	50
u20460687	3		10	1	35	5		0	0	0		0	0	1	2	0	0	0	0		4	4	59
u20465026	3		10	1	35	4			10	6			5	1	2	0	2	2	1	1	9	30	83
u20466570	1	<u> </u>	0		0		Ť		0		† <u> </u>		0	<u> </u>	-						0	0	0
u20468203	3	4	10	1	35	5	4	4	8	ε	5 0	5	5	1	2	0	2	2	0	1	8	27	80
u20469366	3	0	6	1	31	4	4	4	8	ϵ	5 5	5	10	1	2	0	2	2	0	1	8	32	78
u20471582	3		6	1	31	4			8	ϵ			0	1	2	0	2	2	0		8	22	71
u20473509	3	4	10	1	35	4	4	4	8	C	0	0	0	1	2	0	2	2	0	1	8	16	66
u20477181			0		0				0				0								0	0	0
u20478144	3		3	1	28	4		0	0	C		0	0	0	0	0	0	0	0		0	0	44
u20479884	3		10	1	35	4		4	8	6		5	10	1	2	0	2	2	1	1	9	33	86 65
u20481218 u20486783	3		10	1	35 35	4			8	0			0	1	0	0	0	2	0		7	15 12	65 65
u20486783 u20491141	3		10 10	1	35	4		0	8	6			5 8	1	2	0	1	0 1	1	0	7	29	86
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						Clone the																	Final
						Zombies	Task 4:	Let the ap	ocolvos	se beain													Mark
				2.4					,,	4.3	4.4 Apoc	olypse											
	Class d	iagram		Design	TOTAL		4.2 Desi	gn stores		Save	simulati	on		4.5 Final	I UML Cla	ss diagr	am						
	3	4	10	1	35	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	92
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	SoldierFactory hierarchy	ncr	Total	Correctly identified and Factory Method	TOTAL	Clone function added to the Zombies class	Soldier store usin Memento pattern	Zombie store using the Memento pattem	Total	Save the created soldiers	Forn Soldiers Zombies, runs simulation n*n	Publish each simulation's results	Total	Template Method Pattern highlighted	Factory Method Pattem 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 shown	Generalisation correctly shown	Total	TOTAL	FINAL MARK
Student#	S	Dependency between ConcreteCreators and ConcreteProduct	은	S E		i ii		Zo		Sa		Pu				SP. Sh	₩	Me	As	Ge sh	유		
u20493836	3	3 4	10	0		5	5	5	10	6	5	5	10	0	2	1	2	2	1	1	9	35	84
u20494166	0	,	0	0		5		3	6	0		0	0	0	0	0		0	0	0	0	6	47
u20494654	3		10	1		0		0	0	0			0	1	0	0		0	0	1	2	2	52
u20498510	3		10	1	35	5		4	8	6			5	1	2	0		2	1	1	9	28	84
u20502126	3		10	0		5		4	8	0		0	0	1	2	0		2	1	1	9	17	65
u20504552	3		10	1	35	4		0	0	0			0	0	0	0		0	0	0	0	0	51 0
u20506237	0		0	0		0		0	0	0			0	0		0		0	0	0	0	0	80
u20507102 u20513667	3		10	0	34 28	5		5 5	10	6			0	0		1	2	2	1	1	9	25 36	85
u20513667 u20519517	0		3 0	1	25	5			10	6			10 0	1	2	1	2	2	1	1	10	26	72
u20519517 u20522623	0		0	0		5			10	6		5	10	0	2	1	2	2	1	1	9	35	79
u20528036	3	, ,	10	1	31	5		5	10	5		5	5	1	2	1	2	2	1	1	10	30	81
u20528834	3	· ·	10	1	31	5		5	10	6		5	10	1	2	1	2	2	1	1	10	36	88
u20529440	3	3 0	3	1	24	5		0	0	0		5	5	0	0	0		0	0	0	0	5	49
u20532581	3		6	1	31	5		5	10	6		_	10	0	2	0		2	0	0	6	32	84
u20534541	3	3 4	10	1	-	5		5	10	6			8	1	2	1	2	2	1	1	10	34	88
u20536951	3	3 0	6	1	27	5		5	10	6		5	10	1	2	1	2	2	1	1	10	36	84
u20538945	3	3 0	6	1	31	5		0	0	0		0	0	1	2	1	2	2	1	1	10	10	62
u20554240	3	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	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	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		10	1	31	5		5	10	6			8	1	2	1	2	2	1	1	10	34	86
u20578688	0	, ,	0	0		0		0	0	0			0	0	0	0	0	0	0	0	0	0	40
u20581018	3	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
u20592061	3	3 0	6	1	31	5	5	5	10	6	5	5	10	0	2	0	2	2	0	0	6	32	84
u20612894	1		0		0				0		ļ		0								0	0	0
u20632429	3		10	1	35	5		5	10	6		5	10	1	2	1	2	2	1	1	10	36	92
u20646284	3		10	1	35	5		3	6	3		0	0	0		0		0	0	0	0	9	65
u20660652	3		10	1		5		5	10	6		5	8	1	2	1	2	2	1	1	10	34	86
u20662302	3		10	1	31	5		5	10	6		5	10	1	2	1	2	2	1	1	10	36	88
u20692286	3		10	0		5		5	10	4		5	10	1	2	1		2	1	1	10	34	88
u20734621	3		10	1	35	5		5	10	6			10	1	2	1	2	2	1	1	10	36	92 88
u20780479	3	3 4	10	0	33	5	5	5	10	6	5	5	10	1	2	1	2	2	1	1	10	36	80