Final Programming Assignment – Mark Scheme

This assessment is worth 70% of your final mark.

The submission will be assessed as follows:

Task	Maximum Points Awarded
Task 1	**15**
Task 2	**20**
Task 3	**20**
Task 4	**20**
Task 5	**5**
Commenting	**10**
Efficiency/elegance	**10**

The marker will utilise a different tsv file and assess the output based on the output generated.

Make sure to provide for “corner cases”, situations where the user has provided valid input, but the input prevents the code from working as intended. For example:

Imagine that a rectangle object is initialised without input, and so sets its height and width to -1. The coder sets the width, but forgets to set the height. If, then, the rectangle object is asked to return its area, it will return a negative number. If the coder has thought ahead, they might have set up the “area” function to print a notification to the user to let them know that this has happened, and to “fail gracefully” by returning a zero.