

PROG7312 - Part 3

APPLICATION PROGRAMMING 3B

Updates Based on Feedback

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Updates Based on Part 1 Feedback

Feedback:

The feedback that I received was that I apparently used AI for my research part, that I also used an untrusted source of information for my research. I received 85%

Levels Of achievement				Result	Feedback
ent	Good	Developing	Poor		
Score Ranges Per Level (½ marks possible)					
ict user strategies listed.	3—4 Three or four distinct user engagement strategies features listed.	1—2 One or two distinct user engagement strategies features listed.	0 No user engagement strategies features listed.	3	Undeclared use of AI. Who is userpilot. 2024 and where did he get his .PHD? Great code...pity about the Ai usage that came back as 100%.
0 mprehensive anation and	7 - 8 A good comprehensive 500-word explanation and	4 - 6 Either the comprehensive	0 - 3 No comprehensive 500-word explanation or		

Feedback Implementation:

1. I did not agree with the feedback and mark that I received and therefore I went to the lecturer to ask what was meant by my feedback and showed the lecturer with the same AI detector that he uses, that mine comes back as 0% AI through my whole document.
2. As a result, the lecturer remarked my research part, and my marks increased with 7%, My final mark was 92% and the lecturer gave me feedback in person on where I lost 8% in my code.
3. I implemented the feedback that was too many public methods in my report issue manager. To making almost all of them private.

The screenshot shows the QuillBot AI Detector interface. On the left is a sidebar with various tools: Paraphraser, Grammar Checker, AI Detector (highlighted), Plagiarism Checker, and more. The main area displays a text sample in English. The AI Detector results show 0% of text is likely AI-generated. A breakdown on the right shows: AI-generated (0%), AI-generated & AI-refined (0%), Human-written & AI-refined (0%), and Human-written (100%). A green button at the bottom says 'Try Paraphraser'. The status 'Analysis complete' is shown at the bottom right.

Updates Based on Part 2 Feedback

Feedback:

The feedback that I received was that my application looks okay, and that dummy data was needed for the application to be tested. I had too many public members in my classes that exposed my data structure. I received 78%

Levels Of achievement				Result	Feedback
Excellent	Good	Developing	Poor		
Score Ranges Per Level (½ marks possible)				23	Looks Okish but some demo data? Too many public members in your classes...what is the point of that...you never expose a data structure to the outside. The filter is ok but how can I test it with no data?
21 - 30 The Main Menu is flawlessly implemented with organised options, and all features work perfectly without any errors.	17 - 20 The Main Menu is well-implemented with minor issues that do not significantly impact functionality.	9 - 16 The Main Menu is implemented, but there are notable bugs affecting user interaction.	0 The Main Menu is not implemented, or it does not work at all.		
15 The implementation effectively utilises stacks, queues, or priority queues for managing event-related data structures.	11 - 14 Stacks, queues, or priority queues are well-implemented but may have minor issues.	5 - 10 Stacks, queues, or priority queues are implemented, but there are significant problems affecting	0 - 4 Stacks, queues, or priority queues are not implemented or do not work correctly	12	

Feedback Implementation:

1. I updated the UI of my application completely, making it more user friendly and professional.
2. I updated navigation and displayed the list of issues to the user that they can filter through and not just display them in the chat feature.
3. I added dummy data to my application, that will be randomly generated every time that the application runs, to ensure that everything works perfectly and not only with fixed data.
4. I minimized the number of public methods and variables that I have, so that my application is more secure
5. I made sure that only the necessary data structures are exposed.
6. I also made sure that my app is scalable, with different window sizes.

