

Theory (20 /20 points)

Q1 +5/5

Q2 +5/5

Q3 +5/5

Q4 +5/5

Programming (80/80 points)

Functionality 48/48 pts

Setup: 20/20

+4/4 Successfully reads in words from file.

+4/4 Prompts user for valid word length and number of guesses

+4/4 Prompts user for whether or not they want a running total of number of words remaining

+8/8 Correctly constructs a collection of words whose length matches input length

Start of each turn 8/8

+4/4 Prints required information

+4/4 Prompts user for single letter guess and correctly takes in the input

Work done during each turn: 20/20

+8/8 Correctly partitions words into word families

+4/4 Correctly chooses the largest of remaining word families

+4/4 Correctly updates the “word” with new letter position. If guessed letter was unsuccessful, guess count should be decremented.

+4/4 Checking for end of game (either player guessed the word or ran out of guesses)

Design (10/12 points)

+5/6 for general OO design

--Might be better to separate file i/o into its own class that then creates a data structure with the file contents

+1/2 for cohesive methods

--there is a lot in your main method. Consider splitting it out into separate, more focused methods for certain parts.

+2/2 for appropriate use of access modifiers

+2/2 for handling bad user inputs and for general exception handling

Data Structure Design (12/12 points)

+12/12 for good choices

Style (8/8 points)

+1/1 for good variable/method/class names

+1/1 for meaningful inline comments

+3/3 for javadoc comments for all classes

+3/3 for javadoc comments for all methods