**University of Lincoln Assessment Framework**

**Assessment Briefing Template 2022-2023**

|  |
| --- |
| **Module Code & Title:**  **CMP1903M Object Oriented Programming** |
| **Contribution to Final Module Mark:**  **30%** |
| **Description of Assessment Task and Purpose:**  This is Assessment **1** and is an **individual** assignment.  This assignment looks at part of the process in implementing a problem – **a code review**. A code review is a review of your code by another developer or developers. Code reviews can help with:  **Motivation**  **Sharing best practice**  Also, they can highlight:  **Accidental/structural errors**  **Legibility**  Even short, informal code reviews can have a great impact on code quality and error frequency.  You should for this assignment use **one** of these methods:   1. Read the ‘Additional Information’ in this document carefully. 2. Grab the ‘base’ code from Blackboard 3. Create a Github repo and host the code 4. Create a ‘Development’ branch 5. Modify the base code and add functionality 6. Submit the code to other students on the module (of your choosing) for peer review through a **pull request** 7. Merge the modified code back into your ‘Main’ branch. 8. Provide \*helpful\* reviews on the other students code 9. Review at least 2, receive at least 2 reviews 10. Complete the self-assessment checklist 11. a) Read the ‘Additional Information’ in this document carefully.   b) Grab the ‘base’ code from Blackboard  c) Create a Github repo and host the code  d) Modify the base code and add functionality  e) Reviewers will raise an ‘issue’  f) Exchange code review comments through the issue  g) Review at least 2, receive at least 2 reviews  h) Complete the self-assessment checklist.  The questions which you should ask in your review are:   * Is the code properly documented/commented?   + Does it need more work?/Is it great?   + Where should it be better? * Does the code handle errors properly?   + Does it need more work?/Is it great?   + Where could it be better? * What suggestions do you have to improve the code? |
| **Learning Outcomes Assessed:**   * [LO1] Demonstrate the use of version control tools in a software development project * [LO3] Apply object-oriented principles to the implementation of software programs |
| **Knowledge & Skills Assessed:**  *Subject Specific Knowledge, Skills and Understanding:*  Code review process.  C# programming.  *Professional Graduate Skills:*  Code review and assessment skills.  *Emotional Intelligence:*  Awareness of others, managing and supporting others, motivation, self-confidence.  Self reflection.  *Career-focused Skills:*  Code review, Git, pull requests. |
| **Assessment Submission Instructions:**  Submit your code (the whole project, zipped) to Blackboard in Assessment 1 Supporting Documents.  You should also submit to Assignment 1 Upload:   * 1. Submit a report using the template provided.   2. Include after the report (in the same document), the self-assessment checklist. |
| **Date for Return of Feedback:**  Please see the School assessment dates spreadsheet. |
| **Format for Assessment:**  Written report (using the provided template) submitted to Blackboard. Zipped code project also submitted to Blackboard (in addition to version control repository) |
| **Feedback Format:**  Written Blackboard feedback. |
| **Additional Information for Completion of Assessment:**  **The coding task:** A playing card shuffling and dealing method.  Your software development company has been approached by a potential client to develop a card shuffling and dealing application.  The requirements that the client has specified are:   * It should only be one pack of cards. * It needs to be used by their other card games. * The pack of cards should be initialised and created in the Pack constructor. * The methods should have the following signatures (to fit in with their other software):   + public static bool shuffleCardPack(int typeOfShuffle)   + public static Card dealCard()   + public static List<Card> dealCard(int amount) * The typeOfShuffle should be 1: Fisher-Yates Shuffle[[1]](#footnote-2) 2: Riffle Shuffle[[2]](#footnote-3) 3: No Shuffle   The software designer in your company has already looked at this, and has proposed a simple design:  **Pack**  Card[52]  public static bool shuffleCardPack(int typeOfShuffle)  public static Card deal()  public static List<Card> dealCard(int amount)  **Card**  value: int  suit: int  These class diagrams describe the two classes: a ‘Card’ and a ‘Pack’ class.  A team of software developers have started on this project, however, they have been pulled onto another project, so it is up to you (the intern) to finish.  A quick chat with the Senior Software Dev highlighted these points:   * The Card and Pack classes have been created, just not finished – this is up to you to do * There is currently no way of seeing if these classes do what they should do – Create a class Testing which:   + Creates a Pack object   + Calls the shuffleCardPack method with the different shuffle types   + Calls the deal methods   + Check what is returned * The code is currently not hosted on a Version Control System (such as Git) – you need to do this. * Once hosted on eg. Git, you should ask your fellow interns for reviews of your code using:   + Pull requests or   + Github Issues. * You have the basics of a Card class and a Pack class to start… |
| **Assessment Support Information:**  Performing code reviews: <https://bit.ly/3gVeCwR> |
| **Important Information on Dishonesty & Plagiarism:**  University of Lincoln Regulations define plagiarism as 'the passing off of another person's thoughts, ideas, writings or images as one's own...Examples of plagiarism include the unacknowledged use of another person's material whether in original or summary form. Plagiarism also includes the copying of another student's work'.  Plagiarism is a serious offence and is treated by the University as a form of academic dishonesty. Students are directed to the University Regulations for details of the procedures and penalties involved.  For further information, see [www.plagiarism.org](http://www.plagiarism.org) |

1. https://en.wikipedia.org/wiki/Fisher–Yates\_shuffle [↑](#footnote-ref-2)
2. https://www.youtube.com/watch?v=o-KBNdbJOGk [↑](#footnote-ref-3)