| DISD3 2017 – OPSC7311 Assignment 2 | | | |
|--|-----|-----------------|--|
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| Criteria | | Mark awarded | Comments |
| General Requirements | 100 | 73 | |
| Good programming practice (Naming standards, indentation, variable types and scope.) | 3 | 2 | Class names should start with uppercase letter, e.g. AddGame, AddRestaurant. Method names should start with lowercase letter, eg writeToFile |
| Code efficiency | 2 | 2 | |
| Comment statements | 3 | 3 | |
| Program compiles and executes | 2 | 2 | |
| Question 1 | | | |
| Research, concept and Design | 7 | 2 | What research was done into idea behind capp? What it stores and why. |
| Saving file | 3 | 3 | |
| Loading file | 3 | 3 | |

| Code for clean-up on exit | 2 | 2 | |
|--|---|---|--|
| Code for generating a report | 5 | 5 | Good use of cardview |
| Application navigation and flow of logic | 5 | 3 | Why is the text editable in view screen? Kept trying to edit and changes was not being saved |
| User interface design and page layout | 5 | 3 | Good validation error highlighting - but how does user know what to type? Rather use numeric input guiding the user. Rating bar would have been perfect control here |
| Error checking and validation | 5 | 5 | Good validation - like field color change |
| Bonus (effort taken and lecturer discretion) | 5 | 2 | Card view |
| Question 2 | | | |
| Research, concept and Design | 5 | 3 | What research was done into idea of your app - what it stores and why. Good concept, but need to see that research |
| DB created | 5 | 5 | |
| Methods and parameter passing used correctly | 5 | 5 | |
| Code for CRUD functionality | 5 | 5 | |

| Application navigation and flow of logic | 5 | 5 | |
|--|----|---|---|
| User interface design and page layout | 5 | 3 | Very confusing editing and there is no captions to the data. No way to know what is what. As with files, good validation, but rather guide user by providing numeric input fields. Rating bar would have been perfect here. |
| Help file – contains app instructions | 5 | 3 | |
| Error checking and validation | 5 | 5 | |
| Bonus (effort taken and lecturer discretion) | 10 | 2 | |