

CMPINF 0401 Fall 2022 Assignment 3

Name: _____

GamePlayer Class:

- Instance Variables: _____ (5)
- getName(), setPass() methods: _____ (10)
- equals() method: _____ (5)
- toString() method: _____ (5)
- toStringFile() method: _____ (5)

PlayerList Class:

- Array to store Players: _____ (5)
- Array resized as specified: _____ (10)
- PlayerList constructor (init. from file): _____ (15)
- addPlayer() method: _____ (5)
- containsName() method: _____ (10)
- authenticate() method: _____ (10)
- toString() method: _____ (10)
- saveList() method: _____ (10)
- size(), capacity() methods: _____ (5)
- PlayerListTest works as written: _____ (10)

Main Program / Class¹:

- Initialization of PlayerList: _____ (5)
- Main program loop: _____ (10)
- Returning GamePlayer login: _____ (15)

¹ If your program does not compile correctly, you can score no more than ½ of the points on any of the execution items

New GamePlayer handled:	_____ (15)
GamePlayer updated correctly during game:	_____ (10)
PlayerList maintained / saved correctly:	_____ (10)
Misc. Style Issues:	_____ (5)
Assignment Information Sheet/Submission:	_____ (5)
Documentation:	_____ (5)
Subtotal:	_____ (200)
Normalized Total (Subtotal / 2.0):	_____ (100)
Extra Credit:	_____ (10)
Late Penalty	_____ (-15)
Total	_____ (100)