

## 2004 General Usage/Java

Most common usage errors are addressed specifically in rubrics with points deducted in a manner other than indicated on this sheet. The rubric takes precedence.

Usage points can only be deducted if the part where it occurs has earned credit.

A usage error that occurs once on a part when the same usage is correct two or more times can be regarded as an oversight and not penalized. If the usage error is the only instance, one of two, or occurs two or more times, then it should be penalized.

A particular usage error should be penalized only once in a problem, even if it occurs on different parts of a problem.

Non-penalized Errors	Minor Errors (1/2 point)	Major Errors (1 point)
case discrepancies	misspelled/ confused identifier (e.g., len for length or left() for getLeft())	read new values for parameters or instance variables (prompts part of this point)
variable not declared when others are declared in some part of question	no variables declared	extraneous code which causes side-effect, for example, information written to output.
missing "new" for constructor call once, when others are present in question	new never used for constructor calls	use interface or class name instead of variable identifier, for example Simulation.step() instead of sim.step()
default constructor called without parens for example, new Fish;	void method returns a value	aMethod(obj) instead of obj.aMethod()
missing { } where indentation clearly conveys intent	modifying a constant (final)	use of object reference that is incorrect, for example use of f.move() inside method of Fish class
obj.method instead of obj.method()	use equals or compareTo method on primitives, for example int x; ...x.equals(val)	use private data or method when not accessible
loop variables used outside loop	use value 0 for null	destruction of data structure (e.g. by using root reference to a TreeNode for traversal of the tree; this is often handled in the rubric)
[r,c], (r)(c), or (r,c) instead of [r][c]	use values 0, 1 for false, true	
= instead of == (and vice versa)	use of itr.next() more than once as same value within loop	
missing ( ) around if/while conditions	use keyword as identifier	
length - size confusion for array, String, and ArrayList, with or without ()	[ ] - get confusion	
missing downcast from collection or map	assignment dyslexia, for example, x + 3 = y; for y = x + 3;	
unnecessary construction of object whose reference is reassigned, for example Direction dir = new Direction(); dir = f.Direction;		
private qualifier on local variable		
use "," instead of "+" for String in System.out.println(str1, str2);		
missing ;s or missing public		
extraneous code with no side-effect, for example a check for precondition		
automatic conversion of Integer to int and vice-versa (this is legal in Java 1.5, called auto(un)boxing)		

*Note: Case discrepancies for identifiers fall under the "not penalized" category. However, if they result in another error, they must be penalized. Sometimes students bring this on themselves with their definition of variables. For example, if a student declares "Fish fish;", then uses Fish.move() instead of fish.move(), the one point deduction applies. Interpret writing to give benefit of doubt to the student.*