

SENG2200 Programming Languages and Paradigms

Programming Assignment 2 – Feedback

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Data Types:

PlanarShape class (Abstract, implements Comparable, compareTo(), etc) :	25/25
Polygon class (extends PlanarShape, override methods, etc) :	5/5
Circle class (extends PlanarShape, override methods, etc) :	5/5
SemiCircle class (extends PlanarShape, override methods, etc) :	5/5
shapeFactory (in PA2 or own object, returns a PlanarShape, etc) :	5/10

Containers and Sort:

LinkedList class	
(Iterable, CDLL setup, iterator inner class, prepend(), append(), insertInOrder(), generic etc) :	25/35
List Instantiation (instantiated with <PlanarShape>):	5/5

Report:

Report:	9/10
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Deductions:

Late (-10 per day late) :	
Output (incorrect or missing output – up to -25 deduction) :	-5
Other (see Feedback) :	

Total:

79/100

Notes:

Code: Something is not right with your insertInOrder() method or your Comparator – the sorted list is simply not sorted! Uses a Factory CLASS as opposed to Factory Method. Output: Sorted Listed Aint Sorted! (-5) Report: Generally good (would have been nice to have Totals and Sums and Proportions in a small table so they're easier to find), Section 4 is a little light with "Investigate the mathematical structure of an Ellipse on the Cartesian plane.", but OK.

Sorted List:

```
Poly=[(1.00,3.00)(4.00,2.00)]: 2.50
CIRC=[(3.50,5.00)4.00]: 50.27
Semi=[(-4.00,2.00)]: 31.42
Semi=[(2.00,3.00)]: 20.42
Poly=[(2.00,3.00)(5.00,2.00)(3.00,1.00)]: 7.50
CIRC=[(1.00,5.00)2.00]: 12.57
CIRC=[(4.00,2.00)3.00]: 28.27
Semi=[(6.00,3.00)]: 70.69
Semi=[(4.50,2.00)]: 38.09
Poly=[(1.00,1.00)(1.00,3.00)(3.00,3.00)(3.00,1.00)]: 4.00
Semi=[(2.00,1.00)]: 7.85
Poly=[(4.00,0.00)(4.00,8.00)(7.00,8.00)]: 32.00
Poly=[(5.00,11.00)(12.00,8.00)(9.00,5.00)(5.00,6.00)(3.00,4.00)]: 58.00
```

Poly=[(2.00,4.00) (5.00,3.00) (3.00,2.00) (4.00,1.00) (2.00,1.00)]: 11.00

Poly=[(-3.00,0.90) (2.23,4.80) (3.00,1.00) (-4.20,-3.90)]: 8.50

Poly=[(4.00,0.00) (4.00,8.00) (7.00,8.00) (7.00,3.00) (9.00,0.00) (7.00,1.00)]:
19.00

Poly=[(0.00,0.00) (0.00,2.00) (2.00,2.00) (2.00,0.00)]: 4.00