COSC 3P91 Assignment 2 Marking Scheme

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| Requirement | Mark | Comments |
| Overall Implementation | 16/20 | -4.0 Moving, gambling, looking and asserting are implemented but can’t be tested because the game won’t allow me to play the game after adding a road, intersections, and a player |
| Correct Use of Object-Oriented Principles | 20/20 |  |
| Generics | 5/10 | -5.0 Should also be creating a parameterized method or class such as: public void move<T> (List<T> Vehicles) {...} |
| Local and Anonymous Classes | 0/10 | -10.0 No local or anonymous classes are being used |
| Lambda Expressions and Method References | 10/10 |  |
| Exceptions and Customized Exceptions | 5/10 | -5.0 Need to create a custom exception of some kind, such as a lanefullexception |
| Java-Standard Utility classes – Collections | 10/10 |  |
| I/O ex streams | 5/10 | -5.0 Should be reading in something such as the map data from a file using a stream |
| Total | 71/100 |  |

Additional Comments: