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We are *Mark My Vords*, consisting of Matty Carroll, McKenna Galle, and Vina Le. As a team, we have decided to write a console application designed to help grade multiple choice questions. In this version, we are creating a basic, yet functionally time saving program that allows user to input an answer key to a set of questions that then gets stored in a text file. Users are able to input in the actual questions of any given quiz given to a collective and input the corresponding answers to that question. The application will then use the inputted correct answer key to compare the answers to the others quizzes or tests. In addition, user is able to input multiple questions and answers to a specific quiz onto one text file, and there is an option to input multiple tests or quizzes. This text file ensures small data sized files, while maintaining privacy for the instructor.

To start, our team would create a series of arrays that allows the user to input the question and a corresponding correct answer (consisting of A, B, C, D, or optional E, for example) that will be used to compare other answers that are then stored into an array for later computation of average score of correct answers and overall percentage. The different classes we will have are “test” class. The class will have a function to check if the answers are correct. It will also have a non-argument constructor that will hold the array. We will supplement a template that allows the user to input characters, strings, or integers as answers. Upon completion, a neatly organized display of users, test scores, and class averages will be displayed.

The challenges faced with implementing this code hinge primarily on class referencing. Depending on how we choose to implement, the aforementioned classes may require more code if we do not reference efficiently. Another trial posed to us text file input-output. Considering this is our most recent skill developed, we propose this may indeed be the most crucial. A conflict we might have with working with three different people is the level of knowledge each person acquires in computer science. With that, the conflict of time and different styles of writing code each of us has. Due to a time constraint, there might be aspects of coding that we have either not learned or yet have the chance to perfect. In conflict, we will assist each other in finding our faults and aid each other when we are having problems with our code. With personal conflict, we will hold regular meetings to track each other’s progress and keep all team members engaged in their work and staying on task.