COMP90041 ProjC Feedback: XX_USERNAME_XX

Program Presentation

Including: layout and style, readability, adherence to coding expectations, general care and appearance.

This section is worth **1.5 marks. Marks in each section can NOT be negative**

Deductions

Some subset of the following lines will be selected by the marker. Deduct 0.5 marks for **any error listed below**.

- constants not in upper case;**(point out where the mistake happens if there is deduction)**
- bad choices for method names;
- bad choices for variable names;
- excessive commenting;
- inconsistent bracket placement;
- inconsistent indentation;
- insufficient commenting;
- lack of whitespace (visual appeal);
- lines >100 chars;
- no authorship statement;
- use of magic numbers;
- other stylistic issue, deduct 0.5 mark for a single occurence;

Additions (only makes up for marks lost in this section)

- overall care and presentation, +0.5;

Other Comments from Marker

Structure and Approach

Including: decomposition in to methods, declaration of instance variables at the appropriate locations, choice of parameters to methods.

This section is worth **3.5 marks.**

Deductions
Some subset of the following lines will be selected by the marker. Deduct 0.5 marks **any error listed below** or deduct marks specified for particular issues.

- duplicate code segments;**(point out where the mistake happens if there is deduction)**
- main method too long or too complex;
- other methods too long or too complex;
- insufficient use of methods;

- overly complex algorithmic approach;
- unnecessary duplication/copying of data;
- overly complex method argument lists;
- avoidance of non-static instance variables/methods, –1.0 mark; **(Please give detailed suggestions for improvement if deducting under these –1.0/–2.0 items)**
- avoidance of private instance variables/methods, –1.0 mark;
- not using try/catch to handle Exceptions, –1.0 mark;
- AI player has been implemented without making use of inheritance/polymorphism (use if–else to test player type in game–play), –2.0 marks;
- other structural issue, if major then deduct 1 mark;

Other comments from marker:

Program execution

Including: compilation, execution on test data, output presentation and readability. Programs that do not compile in the test environment will lose all marks in this section. Be sure to `verify` your submission and **check the output** before you say "finished" to yourself.

The full marks for this section of marking are as follows, depending on up to which stage you have completed.

This section is worth **5 marks**.

- Exception Handling, +2.
- Player Statistics Recording, +1.
- AI Player, +2.

Deductions

Some subset of the following lines will be selected by the marker.

- somewhat incorrect Exception Handling output on test1, –1;
- grossly incorrect Exception Handling output on test1, –2;
- somewhat incorrect Player Statistics Recording output on test2, –0.5;
- grossly incorrect Player Statistics Recording output on test2, –1;
- somewhat incorrect AI Player output on test3, –1;
- grossly incorrect AI Player output on test3, –2;

Bonus

Bonus is worth **1.5 marks**.

In each test, there are three sub–tests. For each sub–test, if winning ratio under BONUS TASK **or** BONUS TASK VISIBLE TEST is 100%, we will award the 0.5 mark.

- Wining ratio is 100% if moves first, against dummy rival player, +0.5
- Wining ratio is 100% if moves first, against oracle rival player, +0.5
- Wining ratio is 100% if moves second, against dummy rival player, +0.5

The total mark for Project C is up to 11.5

Total marks:

XX_TOTAL_MARK_XX

Overall comments from marker:

XX_EMPTY_COMMENTS_XX

Assignment Marker: XX_MARKER_XX
If you have any questions regarding your mark, please contact the lecturers