CAB302 Software Development Assignment 1

Science and Engineering Faculty
Semester 1, 2017

The Task

- Overall - Implement a soccer competition
  - Teams play each other in matches
  - Points awards for wins, loses and draws
  - Rank teams
  - At end of season relegations and promotions occur

- Specifically - Implement and test API
  - Given a JavaDoc -> implement methods

- Given some code (on BitBucket, Link via Blackboard)
  - Interact with existing code
  - Complete it
  - Test it

Assessment

- Producing understandable and maintainable code (5 marks)
  - Code quality (manually via checklist)

- Creating software with the correct functionality (20 marks)
  - Matching the required Application Programming Interface
  - Satisfying client's requirements (solution) (10 marks)
  - Thoroughly tested (10 marks)
    - Test that it works
    - Program defensively (for errors)

Assessment Approach

- You create :
  - A solution
  - A set of test cases

- We create :
  - A working solution
  - A set of test cases
  - A set of buggy solutions

- We test
  - Your solution with our test cases (10 marks)
  - Our working solution and our buggy solutions with your test cases (10 marks)

Assessment (Focus and Detail)

- Marking = 50/50
- Workload = Testing emphasised
- Previous years:

	Assign 1A	Assign 1B	Assign 2A	Assign 2B
Methods to develop	16	12	25	26
Number of unit tests	66	35	63	53

Assessment
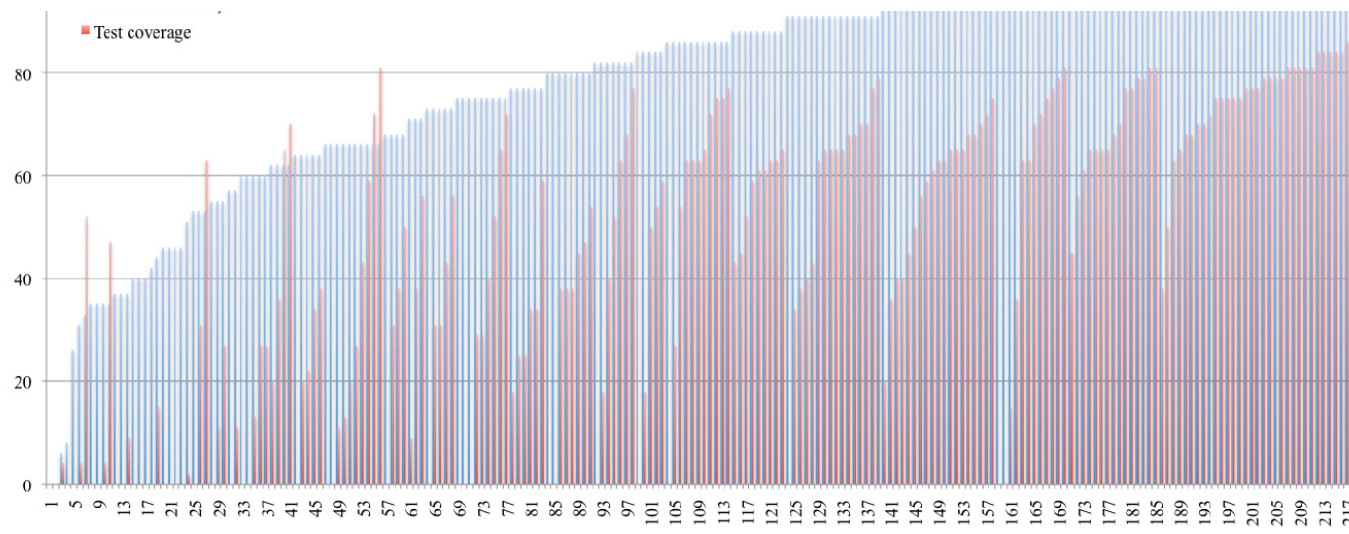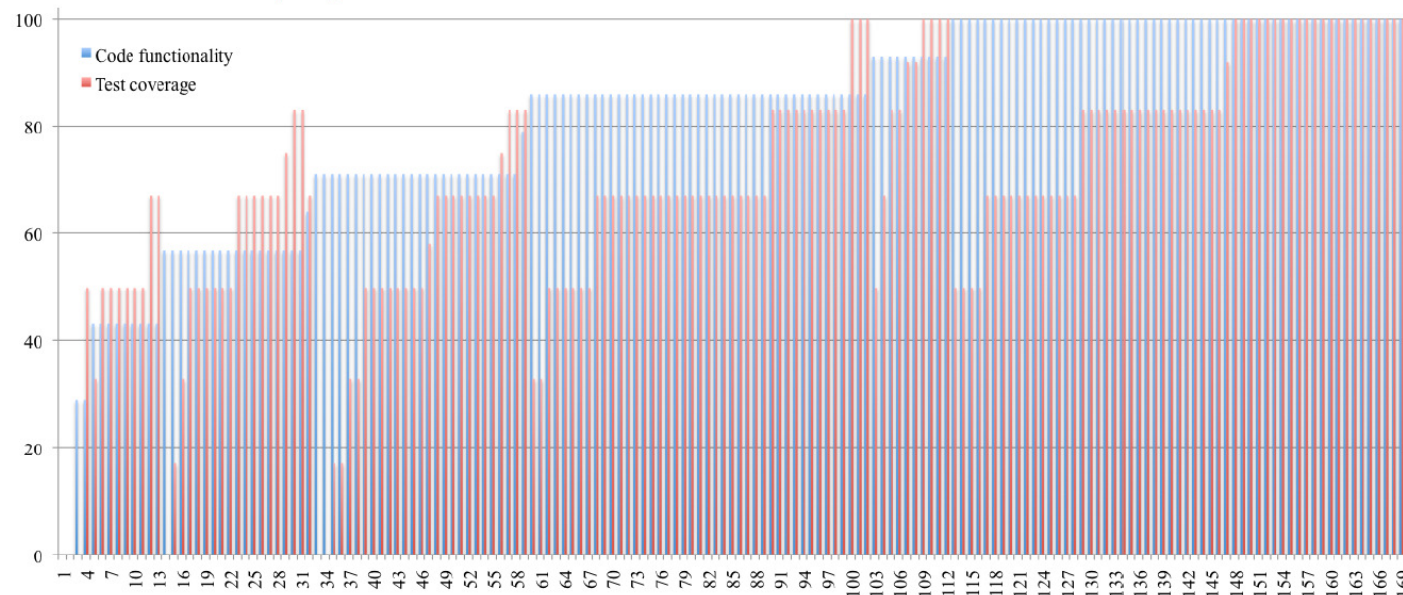
Thank You

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