

COM1003 feedback -- stage 2

Zer Eng (acbl6zje) : Total mark 19 /25

General Comments

Your submission has been partially marked using an automated system, which makes use of JUnit, javac, and two profile tools, PMD (<https://pmd.github.io>) and Checkstyle (<http://checkstyle.sourceforge.net>).

I also observed the GUI (if present) and IntelligentPlayer (if present), and awarded marks based on the quality of the GUI and IntelligentPlayer.

Overall performance

There were some really excellent submissions, which show a good grasp of object oriented programming using Java.

Across all students who submitted work, the median mark was 13/25, and the maximum mark was 22/25.

Common mistakes

Some students did not follow the instructions for packaging, and so lost marks because their code did not compile.

Other students lost marks because their code did not pass the JUnit tests, or because they did not place their intelligent player in a class called IntelligentPlayer.java.

In some cases the command line flag did not work. You were asked to make sure that a GUI was launched by "java assignment2017/PlayConnect4 -gui". In some cases this did not launch a GUI.

Many students again lost marks for style. You were asked to adhere to the Google style guidelines, and the detailed feedback below indicates where there were problems. This feedback is distilled from more detailed output (often > 1000 lines) from PMD and Checkstyle.

Feedback for GUI functionality

- * Code compiled correctly
- * Code passed JUnit tests
- * GUI implements the Connect4Displayable interface.
- * A good quality GUI.

Mark for GUI functionality 7/7

Feedback for coding style

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- * A verbose solution with 1724 lines of code
 - * Threading could have been used to improve quality of GUI.
 - * Anonymous inner classes used to improve clarity.
 - * All methods are shorter than 40 lines.
 - * Classes have less than 20 methods.
 - * All lines of code are shorter than 100 characters.
 - * Incorrect or inconsistent indentation
 - * Comments present at the head of each class
- Mark for coding style 6/8
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Feedback for intelligent player

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- * Found an IntelligentPlayer class.
- A very good intelligent player.
- * Cyclomatic complexity (look it up!) exceeds 11, which makes the code difficult to test.

* NPath complexity (look it up!) exceeds 200,
which means the code may be excessively complex.
IntelligentPlayer class 6/10

Total mark 19/25

Detailed feedback on code style

Incorrect or inconsistent indentation:

acbl6zje/assignment2017/Connect4GameFrame.java:86: '(' indented 12, expected 14.
acbl6zje/assignment2017/Connect4GameFrame.java:103: 'new' indented 12, expected 14.
acbl6zje/assignment2017/Connect4GameFrame.java:104: 'new' indented 12, expected 14.
acbl6zje/assignment2017/Connect4GameModeFrame.java:25: 'array initialization' child indented 12, expected 14.

acbl6zje/assignment2017/Connect4GameModeFrame.java:26: 'array initialization' child indented 12, expected 14.
acbl6zje/assignment2017/Connect4GameModeFrame.java:27: 'array initialization' child indented 12, expected 14.

acbl6zje/assignment2017/Connect4GraphicalDisplay.java:55: 'RenderingHints' indented 12, expected 14.

acbl6zje/assignment2017/IntelligentPlayer.java:208: Block comment has incorrect indentation level 32, expected 12.

acbl6zje/assignment2017/MyGameState.java:44: Line continuation indented, expected 4. [JavadocTagContinuationIndentation]
acbl6zje/assignment2017/MyGameState.java:91: Line continuation indented, expected 4. [JavadocTagContinuationIndentation]
acbl6zje/assignment2017/MyGameState.java:156: Line continuation indented, expected 4. [JavadocTagContinuationIndentation]
acbl6zje/assignment2017/MyGameState.java:179: Line continuation indented, expected 4. [JavadocTagContinuationIndentation]

acbl6zje/assignment2017/MyGameState.java:185: '&&' indented 20, expected 22.
acbl6zje/assignment2017/MyGameState.java:186: '&&' indented 20, expected 22.
acbl6zje/assignment2017/MyGameState.java:187: '&&' indented 20, expected 22.
acbl6zje/assignment2017/MyGameState.java:200: Line continuation indented, expected 4. [JavadocTagContinuationIndentation]

acbl6zje/assignment2017/MyGameState.java:206: '&&' indented 20, expected 22.
acbl6zje/assignment2017/MyGameState.java:207: '&&' indented 20, expected 22.
acbl6zje/assignment2017/MyGameState.java:208: '&&' indented 20, expected 22.
acbl6zje/assignment2017/MyGameState.java:221: Line continuation indented, expected 4. [JavadocTagContinuationIndentation]

acbl6zje/assignment2017/MyGameState.java:229: '&&' indented 24, expected 26.
acbl6zje/assignment2017/MyGameState.java:230: '&&' indented 24, expected 26.
acbl6zje/assignment2017/MyGameState.java:231: '&&' indented 24, expected 26.
acbl6zje/assignment2017/MyGameState.java:237: '&&' indented 24, expected 26.
acbl6zje/assignment2017/MyGameState.java:238: '&&' indented 24, expected 26.
acbl6zje/assignment2017/MyGameState.java:239: '&&' indented 24, expected 26.