

# Object Oriented Programming 2021/22

## Project self-evaluation form

Oral discussion date \_\_\_\_\_ Group number 36

Student Number	Student Name	Percentage of participation (must sum 100)	Expected mark (0-10 points)
93015	André Rafael Almeida Bastos	30	7.5
96152	André Alexandre Costa Santos	30	7
96328	Tiago Alexandre Oliveira Almeida	40	8

Mark	Command/feature	Correctly implemented	Implemented with faults	Not implemented	Prof notes
<b>UML</b>					
5/20	Tool used: <u>Visual Paradigm</u> Was it done with reverse Engineering? <u>Yes</u>				
<b>Basic game</b>					
1/20	Bet command	X			
1/20	Credit command	X			
1/20	Deal command	X			
1/20	Hold command	X			
<b>Strategy and statistics</b>					
3/20	Perfect strategy	X			
0.5/20	Advice command	X			
0.5/20	Statistics command	X			
<b>Modes</b>					
1/20	Debug mode Reading card and command files and running commands	X			
1/20	Simulation mode Shuffling/Re-shuffling, commands with perfect strategy and statistics	X			
<b>Documentation</b>					
1/20	Examples of debug files Examples to test the game in debug mode		X		
2/20	Java doc Packages, interfaces, classes, methods, fields	X			

<b>Visualization</b>			
1.5/20	Correct in example files without errors A correct output should give a correct info in all commands/advice/statistics	Prof notes:	
0.5/20	Correct in example files <u>with</u> errors A correct output should not crash and give information to the user	Prof notes:	
<b>Discounts</b>			
-3/20	Interfaces and polymorphism used incorrectly	Give here the name of all interfaces in your project: <b>Variant</b> Give here the name of all abstract classes in your project: <b>Mode</b> Give here the name of all polymorphic methods in your project:	Prof notes:
-2/20	Open-closed principle used incorrectly	How many packages? <b>4</b> Visibility of the attributes (choose all used): <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>	Prof notes:
-1/20	Object class / collections used incorrectly	Which classes override equals? Did you use any sorting method or sorted collection from Java? <b>Arrays.sort</b> How is the deck shuffled? <b>Collections.shuffle</b> Did you provide your own exceptions?	Prof notes:
-1/20	Incorrect data structures	Collections used (apart from arrays): <b>java.io.File; java.util.ArrayList</b>	Prof notes:
-1/20	Prints outside the format	Professor notes:	
-0.5/20	Problems with the executable Incorrect MANIFEST.MF and JAR w/out java sources		
-0.5/20	Files submitted outside the format Other compression than .zip and incorrect folders		
-2 <sup>n</sup> /day	Projects submitted after the established date		