



**The University of the West Indies, St. Augustine**  
**COMP 2603 Object Oriented Programming I**  
**Assignment 1 Grade Sheet**  
**2020/2021 Semester 2**

Kevin Murphy (816003734)

0.00%

**F3**

Criteria	Mark
VirtualMeetingSystem	0.0
VirtualRoom	6.0
BreakoutRoom	4.5
Participant	3.0
Deductions	-15.9
<b>Total (out of 53.0)</b>	<b>0.0</b>

## Grade Changes

Observe any deductions or bonuses that you have incurred or earned.

Deductions	
Plagiarism Detected: "Cheater - First Infraction" from cluster with 3 other persons (-30%)	-15.9

## VirtualMeetingSystem Class

Failed 11/11.

Class	Should not be printed	0.0 / 1.0
Should not be printed. Should not be printed.		

Class	Should not be printed	0.0 / 1.0
Should not be printed. Should not be printed.		

Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

## VirtualRoom Class

Passed 4/14; Failed 10/14.

Attribute	breakoutRooms	1.0 / 1.0
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Attribute	name	1.0 / 1.0
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Constructor	VirtualRoom(String, int)	2.0 / 2.0
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Constructor	VirtualRoom(String)	2.0 / 2.0
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Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

Attribute	<code>breakoutRoomLimit</code>	0.0 / 1.0
Does not have final modifier. We expect your attribute or method to have the final keyword indicating that it is a constant attribute or an un-overridable method, but yours doesn't.		
Check <code>private final int breakoutRoomLimit</code> attribute exists and defined properly		✖
Class	<code>Should not be printed</code>	0.0 / 1.0
Should not be printed. Should not be printed.		
Class	<code>Should not be printed</code>	0.0 / 1.0
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Class	<code>Should not be printed</code>	0.0 / 1.0
Should not be printed. Should not be printed.		
Class	<code>Should not be printed</code>	0.0 / 1.0
Should not be printed. Should not be printed.		
Class	<code>Should not be printed</code>	0.0 / 1.0
Should not be printed. Should not be printed.		

## BreakoutRoom Class

Passed 3/16; Partially passed 1/16; Failed 12/16.

Attribute	<code>breakoutRoomID</code>	1.0 / 1.0
Attribute	<code>participants</code>	1.0 / 1.0
Attribute	<code>open</code>	1.0 / 1.0

Attribute	<code>breakoutRoomSize</code>	0.0 / 1.0
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Does not have final modifier. We expect your attribute or method to have the final keyword indicating that it is a constant attribute or an un-overridable method, but yours doesn't.

Check `private final int breakoutRoomSize` attribute exists and defined properly

✗

Attribute	<code>numberOfParticipants</code>	0.0 / 1.0
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Is not defined. We expect your attribute, method or constructor to be defined in a particular way, but yours isn't or not defined at all.

Check `private int numberOfParticipants` attribute exists and defined properly

✗

Class	<code>Should not be printed</code>	0.0 / 1.0
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Should not be printed. Should not be printed.

Class	<code>Should not be printed</code>	0.0 / 1.0
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Should not be printed. Should not be printed.

Attribute	<code>breakoutRoomNumberCounter</code>	0.0 / 1.0
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Is not defined. We expect your attribute, method or constructor to be defined in a particular way, but yours isn't or not defined at all.

Check `private static int breakoutRoomNumberCounter` attribute exists and defined properly

✗

Constructor	<code>BreakoutRoom(String)</code>	1.5 / 3.0
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Does not initialize the breakoutRoomSize attribute. We expect your constructor to initialize a particular set of instance attributes, but yours doesn't.

Check `public BreakoutRoom(String)` constructor exists and defined properly

✓

Check `BreakoutRoom(String)` constructor creates instances with args ( "Room1" ) +1.0

✓

Check `breakoutRoomID` attribute equals `not null` +0.5

✓

Check `breakoutRoomSize` attribute equals 10

✗

Method	<code>toString()</code>	0.0 / 2.0
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Is not testable because testing relies on the numberOfParticipants attribute that is not defined. We expect your attribute, method or constructor to be defined in a particular way, but yours isn't or not defined at all.

Check BreakoutRoom(String) constructor exists and is accessible ✓

Check breakoutRoomID attribute exists ✓

Check numberOfParticipants attribute exists ✗

Method	getBreakoutRoomID()	0.0 / 1.0
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Is not defined. We expect your attribute, method or constructor to be defined in a particular way, but yours isn't or not defined at all.

Check BreakoutRoom(String) constructor exists and is accessible ✓

Check breakoutRoomID attribute exists ✓

Check public String getBreakoutRoomID() method exists and defined properly ✗

Method	getOpen()	0.0 / 1.0
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Is not defined. We expect your attribute, method or constructor to be defined in a particular way, but yours isn't or not defined at all.

Check BreakoutRoom(String) constructor exists and is accessible ✓

Check open attribute exists ✓

Check public boolean getOpen() method exists and defined properly ✗

Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

Method	closeBreakoutRoom()	0.0 / 1.0
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Is not testable because testing relies on the numberOfParticipants attribute that is not defined. We expect your attribute, method or constructor to be defined in a particular way, but yours isn't or not defined at all.

Check BreakoutRoom(String) constructor exists and is accessible ✓

Check <code>open</code> attribute exists	✓
Check <code>numberOfParticipants</code> attribute exists	✗

Method	<code>getNumberOfParticipants()</code>	0.0 / 1.0
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Is not testable because testing relies on the `numberOfParticipants` attribute that is not defined. We expect your attribute, method or constructor to be defined in a particular way, but yours isn't or not defined at all.

Check <code>BreakoutRoom(String)</code> constructor exists and is accessible	✓
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Check <code>numberOfParticipants</code> attribute exists	✗
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## Participant Class

Passed 2/5; Failed 3/5.

Attribute	<code>participantID</code>	1.0 / 1.0
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Constructor	<code>Participant(String)</code>	2.0 / 2.0
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Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.

Method	<code>verifyID(String)</code>	0.0 / 2.0
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Is not a class method. We expect your method to be defined with the `static` keyword indicating that it is an class method, but yours isn't.

Check <code>public static boolean verifyID(String)</code> method exists and defined properly	✗
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Class	Should not be printed	0.0 / 1.0
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Should not be printed. Should not be printed.