



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

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90.12%

A+

Criteria	Mark
VirtualMeetingSystem	28.0
VirtualRoom	16.5
BreakoutRoom	20.0
Participant	8.0
Bonuses	+5.0
Total (out of 86.0)	77.5

Grade Changes

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

Bonuses	
Question Bonus: allocateParticipants(String)	+5.0

VirtualMeetingSystem Class

Passed 9/10; Partially passed 1/10.

Method	<code>createVirtualRoom(String)</code>	2.0 / 2.0
Method	<code>allocateParticipants(String)</code>	10.0 / 10.0
Method	<code>addParticipant(String, int)</code>	2.0 / 2.0
Method	<code>listParticipants(int)</code>	3.0 / 3.0
Method	<code>openBreakoutRoom(int)</code>	2.0 / 2.0
Method	<code>closeBreakoutRoom(int)</code>	2.0 / 2.0
Method	<code>listAllBreakoutRooms()</code>	2.0 / 2.0
Method	<code>findParticipantBreakoutRoom(String)</code>	2.0 / 2.0
Method	<code>listParticipantsInAllBreakoutRooms()</code>	2.0 / 2.0
Method	<code>loadParticipantData(String)</code>	1.0 / 5.0
Does not alter the data attribute as it should. We expect your method to change the values of a particular set of instance attributes, but yours doesn't, or it does it in an unanticipated way.		
Check <code>VirtualMeetingSystem()</code> constructor exists and is accessible		✓
Check <code>public void loadParticipantData(String)</code> method exists and defined properly		✓
Check <code>VirtualMeetingSystem()</code> constructor creates instances		✓

Check <code>loadParticipantData(String)</code> method runs with args (<code>"src/al/test/resources/participant.dat"</code>)	✓
Check first attribute with type <code>String[]</code> equals an array with size 50	✓
Check data attribute equals an array with size 50 +1.0	✓
Check first attribute with type <code>String[]</code> equals not an array containing null +1.0	✓
Check data attribute equals not an array containing null	✗

VirtualRoom Class

Passed 9/14; Partially passed 1/14; Failed 4/14.

Attribute	<code>breakoutRooms</code>	1.0 / 1.0
Attribute	<code>breakoutRoomLimit</code>	1.0 / 1.0
Attribute	<code>name</code>	1.0 / 1.0
Constructor	<code>VirtualRoom(String, int)</code>	2.0 / 2.0
Constructor	<code>VirtualRoom(String)</code>	2.0 / 2.0
Method	<code>findBreakoutRoom(int)</code>	2.0 / 2.0
Method	<code>findParticipantBreakoutRoom(String)</code>	2.0 / 2.0
Method	<code>listParticipantsInBreakoutRoom(int)</code>	2.0 / 2.0
Method	<code>addParticipantToBreakoutRoom(String, int)</code>	2.0 / 2.0
Method	<code>createBreakoutRooms()</code>	0.0 / 2.0
<p>Cannot be further tested because testing relies on another method that Does not alter the <code>breakoutRooms</code> attribute as it should. We expect your method to change the values of a particular set of instance attributes, but yours doesn't, or it does it in an unanticipated way.</p>		
Check <code>VirtualRoom(String)</code> constructor exists and is accessible		✓

Check <code>breakoutRooms</code> attribute exists	✓
Check <code>public void createBreakoutRooms()</code> method exists and defined properly	✓
Check <code>VirtualRoom(String)</code> constructor creates instances with args (<code>"VirtualRoom"</code>)	✓
Check <code>createBreakoutRooms()</code> method runs	✓
Check <code>breakoutRooms</code> attribute equals not an array containing null	✗

Method	<code>openBreakoutRoom(int)</code>	0.0 / 2.0
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Cannot be further tested because testing relies on another method that Does not alter the `breakoutRooms` attribute as it should. We expect your method to change the values of a particular set of instance attributes, but yours doesn't, or it does it in an unanticipated way.

Check <code>VirtualRoom(String)</code> constructor exists and is accessible	✓
Check <code>createBreakoutRooms()</code> method exists and is accessible	✓
Check <code>closeBreakoutRoom(int)</code> method exists and is accessible	✓
Check <code>breakoutRooms</code> attribute exists	✓
Check <code>public boolean openBreakoutRoom(int)</code> method exists and defined properly	✓
Check <code>VirtualRoom(String)</code> constructor creates instances with args (<code>"VirtualRoom"</code>)	✓
Check <code>createBreakoutRooms()</code> method runs	✓
Check <code>closeBreakoutRoom(int)</code> method runs with args (<code>1</code>)	✓
Check <code>openBreakoutRoom(int)</code> method runs with args (<code>1</code>)	✓
Check <code>breakoutRooms</code> attribute equals an array containing <code>hasProperty("open", true)</code>	✗

Method	<code>closeBreakoutRoom(int)</code>	0.0 / 2.0
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Cannot be further tested because testing relies on another method that Does not alter the `breakoutRooms` attribute as it should. We expect your method to change the values of a particular set of instance attributes, but yours doesn't, or it does it in an unanticipated way.

Check <code>VirtualRoom(String)</code> constructor exists and is accessible	✓
Check <code>createBreakoutRooms()</code> method exists and is accessible	✓
Check <code>breakoutRooms</code> attribute exists	✓

Check <code>public boolean closeBreakoutRoom(int)</code> method exists and defined properly	✓
Check <code>VirtualRoom(String)</code> constructor creates instances with args (<code>"VirtualRoom"</code>)	✓
Check <code>createBreakoutRooms()</code> method runs	✓
Check <code>closeBreakoutRoom(int)</code> method runs with args (<code>1</code>)	✓
Check <code>breakoutRooms</code> attribute equals an array containing <code>hasProperty("open", false)</code>	✗

Method	<code>getNumberOfBreakoutRooms()</code>	0.0 / 1.0
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Returns abnormal values. We expect your method to return a particular value, but instead yours returns a value that is not feasible nor valid.

Check <code>VirtualRoom(String)</code> constructor exists and is accessible	✓
Check <code>breakoutRoomLimit</code> attribute exists	✓
Check <code>public int getNumberOfBreakoutRooms()</code> method exists and defined properly	✓
Check <code>VirtualRoom(String)</code> constructor creates instances with args (<code>"VirtualRoom"</code>)	✓
Check <code>getNumberOfBreakoutRooms()</code> method returns value equal to attribute <code>breakoutRoomLimit</code>	✗

Method	<code>listBreakoutRooms()</code>	1.5 / 2.0
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Returns correct information in an incorrect format. We expect your method to return a particular value in a given format, but instead yours returns the value in another format.

Check <code>VirtualRoom(String)</code> constructor exists and is accessible	✓
Check <code>createBreakoutRooms()</code> method exists and is accessible	✓
Check <code>public String listBreakoutRooms()</code> method exists and defined properly	✓
Check <code>VirtualRoom(String)</code> constructor creates instances with args (<code>"VirtualRoom"</code>)	✓
Check <code>createBreakoutRooms()</code> method runs	✓
Check <code>listBreakoutRooms()</code> method returns string containing attribute <code>name + 1.5</code>	✓
Check <code>listBreakoutRooms()</code> method returns string containing attribute <code>breakoutRooms</code> in format <code>"breakoutRoom_1.toString() \n breakoutRoom_2.toString() \n ... breakoutRoom_n.toString()"</code>	✗

BreakoutRoom Class

Passed 14/16; Partially passed 1/16; Failed 1/16.

Attribute	<code>breakoutRoomID</code>	1.0 / 1.0
Attribute	<code>breakoutRoomSize</code>	1.0 / 1.0
Attribute	<code>participants</code>	1.0 / 1.0
Attribute	<code>numberOfParticipants</code>	1.0 / 1.0
Attribute	<code>open</code>	1.0 / 1.0
Attribute	<code>breakoutRoomNumberCounter</code>	1.0 / 1.0
Constructor	<code>BreakoutRoom(String)</code>	3.0 / 3.0
Method	<code>findParticipant(String)</code>	2.0 / 2.0
Method	<code>toString()</code>	2.0 / 2.0
Method	<code>getBreakoutRoomID()</code>	1.0 / 1.0
Method	<code>addParticipant(String)</code>	2.0 / 2.0
Method	<code>openBreakoutRoom()</code>	1.0 / 1.0
Method	<code>closeBreakoutRoom()</code>	1.0 / 1.0
Method	<code>getNumberOfParticipants()</code>	1.0 / 1.0
Method	<code>getOpen()</code>	0.0 / 1.0
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		✓
Check <code>open</code> attribute exists		✓

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

✗

Method

`listParticipants()`

1.0 / 2.0

Returns correct information in an incorrect format. We expect your method to return a particular value in a given format, but instead yours returns the value in another format.

Check `BreakoutRoom(String)` constructor exists and is accessible

✓

Check `addParticipant(String)` method exists and is accessible

✓

Check `openBreakoutRoom()` method exists and is accessible

✓

Check `breakoutRoomID` attribute exists

✓

Check `public String listParticipants()` method exists and defined properly

✓

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

✓

Check `openBreakoutRoom()` method runs

✓

Check `addParticipant(String)` method runs with args ("10000000")

✓

Check `listParticipants()` method returns string containing attribute `breakoutRoomID + 1.0`

✓

Check `listParticipants()` method returns string containing attribute `participants` in format
"participant_1.toString() \n participant_2.toString() \n ... participant_
n.toString() "

✗

Participant Class

Passed 5/5.

Attribute

`participantID`

1.0 / 1.0

Constructor

`Participant(String)`

2.0 / 2.0

Method

`toString()`

2.0 / 2.0

Method

`verifyID(String)`

2.0 / 2.0

Method

`getParticipantID()`

1.0 / 1.0