



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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100.00%

A+

Criteria	Mark
VirtualMeetingSystem	28.0
VirtualRoom	21.0
BreakoutRoom	22.0
Participant	8.0
Bonuses	+10.0
Total (out of 86.0)	86.0

Grade Changes

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

Bonuses	
Merit Bonus: Early submission	+5.0
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 list 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 list 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 list attribute equals not an array containing null	✗

VirtualRoom Class

Passed 12/14; Failed 2/14.

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>listBreakoutRooms()</code>	2.0 / 2.0
Method	<code>findBreakoutRoom(int)</code>	2.0 / 2.0
Method	<code>createBreakoutRooms()</code>	2.0 / 2.0
Method	<code>openBreakoutRoom(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>closeBreakoutRoom(int)</code>	0.0 / 2.0
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
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>		✗

BreakoutRoom Class

Passed 16/16.

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

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	<code>verifyID(String)</code>	2.0 / 2.0
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Method	<code>getParticipantID()</code>	1.0 / 1.0
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