



**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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84.88%

**A**

Criteria	Mark
VirtualMeetingSystem	28.0
VirtualRoom	17.0
BreakoutRoom	20.0
Participant	8.0
<b>Total (out of 86.0)</b>	<b>73.0</b>

## 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 participants 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 <code>participants</code> 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 <code>participants</code> attribute equals not an array containing null		✗

## VirtualRoom Class

Passed 7/14; Partially passed 5/14; 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
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>closeBreakoutRoom(int)</code>	2.0 / 2.0
Constructor	<code>VirtualRoom(String)</code>	0.5 / 2.0
Does not initialize the name attribute. We expect your constructor to initialize a particular set of instance attributes, but yours doesn't.		
Check <code>public VirtualRoom(String)</code> constructor exists and defined properly		✓
Check <code>VirtualRoom(String)</code> constructor creates instances with args ( <code>"VirtualRoom"</code> ) +0.5		✓
Check name attribute equals <code>"VirtualRoom"</code>		✗
Constructor	<code>VirtualRoom(String, int)</code>	1.5 / 2.0
Does not initialize the breakoutRooms attribute. We expect your constructor to initialize a particular set of instance attributes, but yours doesn't.		
Check <code>public VirtualRoom(String, int)</code> constructor exists and defined properly		✓
Check <code>VirtualRoom(String, int)</code> constructor creates instances with args ( <code>"VirtualRoom"</code> , <code>10</code> ) +0.5		✓
Check name attribute equals <code>"VirtualRoom"</code> +0.5		✓
Check <code>breakoutRoomLimit</code> attribute equals <code>10</code> +0.5		✓

Check breakoutRooms attribute equals an array with size 10

✗

Method

findParticipantBreakoutRoom(String)

0.0 / 2.0

Does not work as anticipated for valid inputs. We expect your method to work in a particular way (and possibly return an anticipated value) when given valid inputs, but yours doesn't.

Check VirtualRoom(String) constructor exists and is accessible

✓

Check createBreakoutRooms() method exists and is accessible

✓

Check listParticipantsInBreakoutRoom(int) method exists and is accessible

✓

Check addParticipantToBreakoutRoom(String, int) method exists and is accessible

✓

Check public String findParticipantBreakoutRoom(String) method exists and defined properly

✓

Check VirtualRoom(String) constructor creates instances with args ("VirtualRoom")

✓

Check createBreakoutRooms() method runs

✓

Check openBreakoutRoom(int) method runs with args (1)

✓

Check addParticipantToBreakoutRoom(String, int) method runs with args ("12345678", 1)

✓

Check findParticipantBreakoutRoom(String) method returns not null with args ("12345678")

✗

Method

getNumberOfBreakoutRooms()

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 VirtualRoom(String) constructor exists and is accessible

✓

Check breakoutRoomLimit attribute exists

✓

Check public int getNumberOfBreakoutRooms() method exists and defined properly

✓

Check VirtualRoom(String) constructor creates instances with args ("VirtualRoom")

✓

Check getNumberOfBreakoutRooms() method returns value equal to attribute breakoutRoomLimit

✗

Method

addParticipantToBreakoutRoom(String, int)

1.0 / 2.0

Cannot be further tested because testing relies on the `listParticipantsInBreakoutRoom` method that does not alter the value 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>listParticipantsInBreakoutRoom(int)</code> method exists and is accessible	✓
Check <code>public boolean addParticipantToBreakoutRoom(String, 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>openBreakoutRoom(int)</code> method runs with args ( <code>1</code> )	✓
Check <code>addParticipantToBreakoutRoom(String, int)</code> method returns <code>true</code> with args ( <code>"12345678"</code> , <code>1</code> ) +1.0	✓
Check <code>listParticipantsInBreakoutRoom(int)</code> method returns a string containing <code>"12345678"</code> with args ( <code>1</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</code> +1.5	✓
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>	✗

Method	<code>listParticipantsInBreakoutRoom(int)</code>	1.5 / 2.0
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Does not alter the value 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>addParticipantToBreakoutRoom(String, int)</code> method exists and is accessible	✓
Check <code>public String listParticipantsInBreakoutRoom(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>listParticipantsInBreakoutRoom(int)</code> method returns <code>not null</code> with args <code>(1)</code> +1.0	✓
Check <code>listParticipantsInBreakoutRoom(int)</code> method returns string containing attribute name with args <code>(1)</code> +0.5	✓
Check <code>openBreakoutRoom(int)</code> method runs with args <code>(1)</code> +0.5	✓
Check <code>addParticipantToBreakoutRoom(String, int)</code> method runs with args <code>("12345678", 1)</code> +0.5	✓
Check <code>listParticipantsInBreakoutRoom(int)</code> method returns a string containing <code>"12345678"</code> with args <code>(1)</code>	✗

## BreakoutRoom Class

Passed 14/16; Partially passed 2/16.

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>getBreakoutRoomID()</code>	1.0 / 1.0
Method	<code>getOpen()</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>toString()</code>	1.0 / 2.0
<p>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.</p> <p>Check <code>BreakoutRoom(String)</code> constructor exists and is accessible ✓</p> <p>Check <code>breakoutRoomID</code> attribute exists ✓</p> <p>Check <code>numberOfParticipants</code> attribute exists ✓</p> <p>Check <code>public String toString()</code> method exists and defined properly ✓</p> <p>Check <code>BreakoutRoom(String)</code> constructor creates instances with args ( "Room1" ) ✓</p> <p>Check <code>openBreakoutRoom()</code> method runs ✓</p> <p>Check <code>toString()</code> method returns string containing attribute <code>breakoutRoomID</code> +0.5 ✓</p> <p>Check <code>toString()</code> method returns string containing attribute <code>numberOfParticipants</code> +0.5 ✓</p> <p>Check <code>toString()</code> method returns string containing attribute <code>breakoutRoomID</code> in format <code>breakoutRoomID OPEN</code> ✗</p>		
Method	<code>listParticipants()</code>	1.0 / 2.0
<p>Returns correct information in an incorrect format. We expect your method to return a particular value in a</p>		

given format, but instead yours returns the value in another format.

Check <code>BreakoutRoom(String)</code> constructor exists and is accessible	✓
Check <code>addParticipant(String)</code> method exists and is accessible	✓
Check <code>openBreakoutRoom()</code> method exists and is accessible	✓
Check <code>breakoutRoomID</code> attribute exists	✓
Check <code>public String listParticipants()</code> method exists and defined properly	✓
Check <code>BreakoutRoom(String)</code> constructor creates instances with args ( "Room1" )	✓
Check <code>openBreakoutRoom()</code> method runs	✓
Check <code>addParticipant(String)</code> method runs with args ( "10000000" )	✓
Check <code>listParticipants()</code> method returns string containing attribute <code>breakoutRoomID + 1.0</code>	✓
Check <code>listParticipants()</code> method returns string containing attribute <code>participants</code> in format "participant_1.toString() \n participant_2.toString() \n ... participant_ n.toString() "	✗

## Participant Class

Passed 5/5.

Attribute	<code>participantID</code>	1.0 / 1.0
Constructor	<code>Participant(String)</code>	2.0 / 2.0
Method	<code>toString()</code>	2.0 / 2.0
Method	<code>verifyID(String)</code>	2.0 / 2.0
Method	<code>getParticipantID()</code>	1.0 / 1.0