



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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13.97%

F3

Criteria	Mark
VirtualMeetingSystem	0.0
VirtualRoom	2.0
BreakoutRoom	5.5
Participant	3.0
Deductions	-1.0
Total (out of 68.0)	9.5

Grade Changes

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

Deductions	
Formatting Error: Incorrect zip name format	-1

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
Should not be printed. Should not be printed.		

Method	addParticipant(String, int)	0.0 / 2.0
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>VirtualMeetingSystem()</code> constructor exists and is accessible		✓
Check <code>loadParticipantData(String)</code> method exists and is accessible		✓
Check <code>createVirtualRoom(String)</code> method exists and is accessible		✓
Check <code>openBreakoutRoom(int)</code> method exists and is accessible		✓
Check <code>public boolean addParticipant(String, int)</code> method exists and defined properly		✗

Method	listParticipants(int)	0.0 / 3.0
Is not testable because testing relies on the <code>addParticipant</code> method 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 `VirtualMeetingSystem()` constructor exists and is accessible ✓

Check `createVirtualRoom(String)` method exists and is accessible ✓

Check `openBreakoutRoom(int)` method exists and is accessible ✓

Check `addParticipant(String, int)` method exists and is accessible ✗

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.

Method `listAllBreakoutRooms()` 0.0 / 2.0

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 `VirtualMeetingSystem()` constructor exists and is accessible ✓

Check `createVirtualRoom(String)` method exists and is accessible ✓

Check `public String listAllBreakoutRooms()` method exists and defined properly ✗

Class Should not be printed 0.0 / 1.0

Should not be printed. Should not be printed.

Method `findParticipantBreakoutRoom(String)` 0.0 / 2.0

Is not testable because testing relies on the `addParticipant` method 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 `VirtualMeetingSystem()` constructor exists and is accessible ✓

Check `createVirtualRoom(String)` method exists and is accessible ✓

Check `openBreakoutRoom(int)` method exists and is accessible ✓

Check `addParticipant(String, int)` method exists and is accessible ✗

Method	<code>listParticipantsInAllBreakoutRooms()</code>	0.0 / 2.0
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Is not testable because testing relies on the `addParticipant` method 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>VirtualMeetingSystem()</code> constructor exists and is accessible	✓
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Check <code>createVirtualRoom(String)</code> method exists and is accessible	✓
--	---

Check <code>openBreakoutRoom(int)</code> method exists and is accessible	✓
--	---

Check <code>addParticipant(String, int)</code> method exists and is accessible	✗
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VirtualRoom Class

Passed 1/14; Partially passed 2/14; Failed 11/14.

Attribute	<code>name</code>	1.0 / 1.0
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Attribute	<code>breakoutRooms</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 <code>private BreakoutRoom[] breakoutRooms</code> attribute exists and defined properly	✗
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Attribute	<code>breakoutRoomLimit</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 <code>private final int breakoutRoomLimit</code> attribute exists and defined properly	✗
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Constructor	<code>VirtualRoom(String, int)</code>	0.5 / 2.0
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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, int)</code> constructor exists and defined properly	✓
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Check <code>VirtualRoom(String, int)</code> constructor creates instances with args (<code>"VirtualRoom"</code> , <code>10</code>)	✓
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+0.5

Check name attribute equals "VirtualRoom"

✗

Constructor

VirtualRoom(String)

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 `public VirtualRoom(String)` constructor exists and defined properly

✓

Check `VirtualRoom(String)` constructor creates instances with args ("VirtualRoom") +0.5

✓

Check name attribute equals "VirtualRoom"

✗

Method

listBreakoutRooms()

0.0 / 2.0

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 `VirtualRoom(String)` constructor exists and is accessible

✓

Check `createBreakoutRooms()` method exists and is accessible

✓

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

✗

Method

findBreakoutRoom(int)

0.0 / 2.0

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 `VirtualRoom(String)` constructor exists and is accessible

✓

Check `createBreakoutRooms()` method exists and is accessible

✓

Check `public BreakoutRoom findBreakoutRoom(int)` method exists and defined properly

✗

Method

createBreakoutRooms()

0.0 / 2.0

Is not testable because testing relies on the breakoutRooms 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 `VirtualRoom(String)` constructor exists and is accessible

✓

Check `breakoutRooms` attribute exists

✗

Method	<code>openBreakoutRoom(int)</code>	0.0 / 2.0
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Is not testable because testing relies on the `breakoutRooms` 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>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 | ✗ |

Method	<code>closeBreakoutRoom(int)</code>	0.0 / 2.0
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Is not testable because testing relies on the `breakoutRooms` 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>VirtualRoom(String)</code> constructor exists and is accessible | ✓ |
| Check <code>createBreakoutRooms()</code> method exists and is accessible | ✓ |
| Check <code>breakoutRooms</code> attribute exists | ✗ |

Method	<code>findParticipantBreakoutRoom(String)</code>	0.0 / 2.0
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Is not testable because testing relies on the `listParticipantsInBreakoutRoom` method 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>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 | ✗ |

Method	<code>getNumberOfBreakoutRooms()</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 <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 | ✗ |

Method	<code>listParticipantsInBreakoutRoom(int)</code>	0.0 / 2.0
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>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		✗

Method	<code>addParticipantToBreakoutRoom(String, int)</code>	0.0 / 2.0
Is not testable because testing relies on the <code>listParticipantsInBreakoutRoom</code> method 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>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		✗

BreakoutRoom Class

Passed 4/16; Partially passed 1/16; Failed 11/16.

Attribute	<code>breakoutRoomID</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>breakoutRoomSize</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 `private final int breakoutRoomSize` attribute exists and defined properly

✗

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

Should not be printed. Should not be printed.

Attribute

`breakoutRoomNumberCounter`

0.0 / 1.0

Is not a class attribute. We expect your attribute to be defined with the static keyword indicating that it is a class attribute, but yours isn't.

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

✗

Constructor

`BreakoutRoom(String)`

1.5 / 3.0

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

`findParticipant(String)`

0.0 / 2.0

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 `BreakoutRoom(String)` constructor exists and is accessible

✓

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

✓

Check <code>openBreakoutRoom()</code> method exists and is accessible	✓
Check <code>public Participant findParticipant(String)</code> method exists and defined properly	✗

Method	<code>toString()</code>	0.0 / 2.0
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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 <code>BreakoutRoom(String)</code> constructor exists and is accessible	✓
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Check <code>breakoutRoomID</code> attribute exists	✓
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Check <code>numberOfParticipants</code> attribute exists	✓
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Check <code>public String toString()</code> method exists and defined properly	✗
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Method	<code>getBreakoutRoomID()</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 <code>BreakoutRoom(String)</code> constructor exists and is accessible	✓
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Check <code>breakoutRoomID</code> attribute exists	✓
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Check <code>public String getBreakoutRoomID()</code> method exists and defined properly	✗
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Method	<code>getOpen()</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 <code>BreakoutRoom(String)</code> constructor exists and is accessible	✓
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Check <code>open</code> attribute exists	✓
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Check <code>public boolean getOpen()</code> method exists and defined properly	✗
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Method	<code>listParticipants()</code>	0.0 / 2.0
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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 <code>BreakoutRoom(String)</code> constructor exists and is accessible	✓
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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	✗

Method	<code>getNumberOfParticipants()</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>numberOfParticipants</code> attribute exists	✓	
Check <code>public int getNumberOfParticipants()</code> method exists and defined properly	✗	

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.

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.