# COP3022 Programming Project # 1

## Grading Sheet

**Total Score:** (100 points total): \_\_\_\_\_\_\_\_\_ Name: Cesar A. Santiago

NOTE all items on grade sheet refer to correctly implementation of the item.

**1.      General issues:**

a.         0. (3 pts) Well-documented

b.        0 (5 pts) Javadoc HTML file (correct format and tags)

c.         5 (5 pts) Good programming style (formatting, variable names, no magic numbers etc)

d.        5 (5 pts) Program structure (two separate class and driver program)

**2.      Golfer Class**

a.       4 (4 pts) Instance variables (name, homeCourse, IDNum, Array)

b.      1 (1 pts) Static variable (nextIDNum)

c.       4 (4 pts) Constructor (Parameterized and Default)

d.      4 (4 pts)  IDNum set programmatically in constructor and mutator

e.       Methods

i.      5 (5 pts) Accessor and mutator methods

                                                ii.      4 (4 pts)  addScore - creates a Score object from the parameters and adds to Array

                                              iii.      4 (4 pts)  findScore - private method given a parameter representing the score's date, returns the Array index of a score.

                                              iv.      4 (4 pts)  deleteScore – removes a Score object from Array, Score located by date. (uses the findScore method)

                                                v.      4 (4 pts)  getScore - returns a score object based on the score date.  (uses the findScore method)

                                              vi.      4 (4 pts)  lowestScore Access and mutator methods - returns the Score object of the lowest score. Note in golf the lower the score the better.

                                            Vii.      4 (4 pts) toString - returns a nicely formated string of a Golfer's information and all their scores.(Utilizes the Scores toString method)

**3.      Score Class**

a.       4 (4 pts) Instance variables (courseName , score, date,  courseRating,  courseSlope )

b.      4 (4 pts) Constructor (Parameterized and Default)

c.       4 (4 pts) Code ensures all instance field are valid, error code in both constructor and methods.  Error messages provided as needed.  Program continues after error.

d.      5 (5 pts) Accessor and mutator methods

e.       3 (3 pts) toString - returns a nicely formated string of scores.

**4.      GolferTester**

a.       9 (10 pts) Tests all the methods in each class directly or indirectly including error conditions

b.      5 (5 pts) Test all error conditions.

**5. UML Diagram**

a. 5 (5 pts) Simple Class diagram (with all methods, instance fields and association)

**5.      Other Issues**

a.       0 (-5 pts) Failed to use mutator methods to set instance variables.

b.      5 (+ 5 pts) Self graded grade sheet turned in.

c.      5 (+ 5 pts) Used Gregorian Calendar for date.

d.       \_\_\_\_\_\_\_\_ (submission, etc )

e.   0 (-70 points did not use an Array for Scores)

Comments: