

## Assignment 1: Superhero Tracker (15% of course total) Marking Guide

Must be done individually.

Total = [30] marks. Use the formula  $\text{Quiz\_completed?}(\text{Quiz\_mark} + \text{Program\_mark}) : (0.5 * \text{Program\_mark})$ .

### Quiz\_mark

[5] Quiz: Online quiz.

### Program\_mark has two parts [20]+[5]

0 on Program\_mark if cannot compile (communicate this to the student).

#### [20] Superhero Tracker Functionality

- [2] Able to list top 3 superheroes correctly.
- [2] Able to save and load added superheroes for subsequent running of the program
  - No marks for this point if methods other than JSON is used.
- [4] Robust keyboard input: when given a number out of range it gracefully asks for retry (need not handle invalid types, like "hi" for a number).
  - Test it for each menu option, -1 for each, max. penalty is losing all 4 marks in this point
- [4] Able to add and remove superheroes correctly.
- [4] Able to update a superhero's number of civilians saved correctly.
- [4] Good listing of superheroes, and debug listing (using toString).

#### [5] Code Quality and Style Guide

- Reasonable object oriented structure
  - must at least 3 non-trivial classes.
- Very minor violations of style guide have no penalty
  - (e.g., having "int myCount=0;" (spacing wrong) once)
- Lose a few marks for consistent problems
  - (like always getting the spacing wrong).
- Larger penalties possible for horrific code (0 on Program\_mark)

Some specifics to check with suggested deductions (to Program\_mark)

- -3 Poor/missing JavaDoc comment on a class (not needed on methods and fields)
- -5 Incorrect indentation, brackets, or spacing (use IDE's reformat if needed).
- -5 Poor intention revealing class, method/variable names.
  - (e.g., making everything public or static, undecipherable names)
- -3 Uneven menu

Forward to instructor if...

- Material is suspiciously similar to another submission or code posted online.

