

**Part A COMP47500 Programming Assignment**  
*Marking Criteria*

**Part 1:**

- |   |     |
|---|-----|
| 1. Indicate that <b>SavingsAccount</b> inherits from <b>BankAccount</b> | 5%  |
| 2. Define the private <b>interestRate</b> instance variable             | 5%  |
| 3. Write the default constructor  | 5%  |
| 4. Write the overloaded constructor                                     | 5%  |
| 5. Write the <b>applyInterest</b> method                                | 10% |
| 6. Write the <b>toString</b> method                                     | 10% |
| Marks towards commenting included in 1-6                                |     |
| Successful launch of the application:                                   | 10% |

**Part 1 total:** **50%**

**Part 2:**

- |  |     |
|--|-----|
| 1. Switch Statement for <b>prepareToRace</b> method                        | 10% |
| 2. Loop calling draw for each element for <b>getReady</b> method.          | 15% |
| 3. Loop calling move, then draw for each element for <b>runRace</b> method | 15% |
| Marks towards commenting included in 1-3                                   |     |
| Successful launch of the application:                                      | 10% |

**Part 2 total:** **50%**