

**0/19 Questions Answered**

## Report for Project - Part 1

Q1 Academic Integrity  
0 Points

By submitting this project report, I agree that:

- The solution that I am submitting is a result of my own work and not the work of someone else.
- I have followed the academic integrity policy for this course (see the course syllabus).
- I will not share my solution with other students (past or present) or on any public website without the explicit permission of the instructor.

To confirm that you agree with this statement, type your full name in the answer space. If you do not agree, leave this question blank.

Enter your answer here

Save Answer

Q2 How to answer  
1 Point

A good way to help us understand your implementation is to provide references to your code. As an example, assume you have a class named Person and it has a method to get the Person's last name.

**Our question would look like this:**

Please indicate the section in your code that gets the Person's last name.

**Your answer should look like this:**

Person.java:42-44:getName()

*Person.java is the name of the file, 42-44 are the lines of code, and getName() is the name of your method.*

Please confirm that you have read this explanation.

I have not read this explanation

I have read this explanation

Save Answer

**Q3 Submission**

2 Points

Answer each of the following questions about your submission. Be as specific as possible.

**Q3.1 Design documents**

1 Point

Did you submit both original & revised design documents? Explain where we can find them.

Yes.

No.

Explanation

Enter your answer here

Save Answer

### Q3.2 Design changes

1 Point

What changes did you make to your design after the preliminary design submission? Please write them here.

Explanation

Enter your answer here

Save Answer

### Q4 Implementation

17 Points

Please answer the following questions regarding your implementation.

#### Q4.1 Interface

1 Point

Is there a single interface that interacts with the Driver class?

Yes

No

If yes, where can we find this in your implementation?

Enter your answer here

Save Answer

#### Q4.2 Positions 1 Point

How did you represent the player positions in your program? Explain where we can find this.

Implemented an enum with the different positions as values

Using String

Other, such as a combination of these

Explanation (if you answered Other)

Enter your answer here

Where can we find this in your implementation?

Enter your answer here

Save Answer

#### Q4.3 Skill levels

1 Point

How did you represent the skill level in your program? Explain where we can find this.

Used a simple integer

Used a String

Used an enumeration

Used a class

Other

Explanation (if you answered other)

Enter your answer here

Where can we find this in your implementation?

Enter your answer here

Save Answer

Q4.4 U10  
1 Point

How do you make sure that each player has less than ten years of age? Explain where we can find this in your code.

Explanation

Enter your answer here

Where can we find this in your implementation?

Enter your answer here

Save Answer

Q4.5 Team size  
1 Point

When creating a team, how do you make sure that the team has 10 or more children?

Explanation

Enter your answer here

Where can we find this in your implementation?

Enter your answer here

Save Answer

Q4.6 No more than 20  
2 Points

If the number of players is greater than 20, how do you make sure the team only has 20 members?

Explanation

Enter your answer here

Where can we find this in your implementation?

Enter your answer here

Save Answer

Q4.7 Random jersey numbers  
2 Points

Do you randomize how the players get their jersey numbers and ensure that these numbers are between 1 and 20?

Yes

No

If yes, show us where we can find this in your implementation.

Enter your answer here

Save Answer

Q4.8 Starting lineup  
2 Points

How do you select the team members that will join the starting lineup?

Explanation

Enter your answer here



Where can we find this in your implementation?

Enter your answer here

Save Answer

Q4.9 List of all the players  
3 Points

Did you implement the ability to get a list of all the players in the team sorted by last name? Explain where we can find this.

Yes

No

Explanation

Enter your answer here

Save Answer

Q4.10 List of players in starting lineup  
3 Points

Did you implement the ability to get a list of the starting lineup sorted by position? Explain where we can find this.

Yes

No

Explanation

Enter your answer here

Save Answer

Q5 Unit tests  
5 Points

Please answer the following questions regarding your unit tests

Q5.1 Players created  
1 Point

Do you have at least one test that tests that players are created correctly? Explain where we can find this.

Yes

No

Explanation

Enter your answer here

Save Answer

Q5.2 Invalid player  
1 Point

Do you have at least one test that verifies that an exception is thrown if creating an invalid player is attempted (e.g., older than 10)? Explain where we can find this.

Yes

No

Explanation

Enter your answer here

Save Answer

Q5.3 Less than 10 players  
1 Point

Do you have at least one test that verifies that teams cannot be created when they have less than 10 players? Explain where we can find this.

Yes

No

Explanation

Enter your answer here

Save Answer

Q5.4 Sorted alphabetically  
1 Point

Do you have at least one test that verifies that the list of all the players in the team is sorted alphabetically? Explain where we can find this.

Yes

No

Explanation

Enter your answer here

Save Answer

Q5.5 Sorted by position  
1 Point

Do you have at least one test that verifies that the list of the team's starting lineup is sorted by position (and alphabetically for the same position)? Explain where we can find this.

Yes

No

Explanation

Enter your answer here

Save Answer

Save All Answers

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