

CSE 1325-001 Demonstration Checklist: Dinosaur Bone, Phase 2

Date: _____

Student Name: _____

Student ID: _____

Student Name: _____

Student ID: _____

Scorer: _____

| Penalties | Penalty | Forfeited |
|--------------------------------------|---------|-----------|
| 2 programs (2 Mains, 2 Menus) | 15 | |
| Three Packages (Buyer, Seller, Data) | 15 | |
| 2 diagrams (Buyer, Seller) | 15 | |
| Comments (File, Class, Function) | 15 | |
| Constructors with beginning Values | 15 | |
| Try /Catch Blocks | 15 | |
| Inheritance must be present | 15 | |

| # | Action | Description | Points | Awarded |
|----|------------------------|--|--------|---------|
| 1 | Run the Seller Program | Students must start the Dinosaur Bone Seller Tool without crashing. | 2.5 | |
| 2 | Load the Files | Load Dinosaur Bones, and continents, and/or seller | 2.5 | |
| 3 | Create a Seller | Create a Seller at location (-179°, 8°). | 2.5 | |
| 5 | Add Dinosaur Bone | Create a Dinosaur Bone of type "Spinosaurus" at (150°, -72°) in Antarctica | 2.5 | |
| 6 | Dinosaur Bone price | Decide to go with suggested price. (should be \$2000) | 2.5 | |
| 7 | Add Dinosaur Bone | Create a Dinosaur Bone of type "Tyrannosaurus Rex" at (-168°, 63°). North America. | 2.5 | |
| 8 | Dinosaur Bone price | Override the suggested Dinosaur Bone price (\$650) with \$550. | 2.5 | |
| 9 | Add Dinosaur Bone | Add a Dinosaur Bone of any type by inputting a single line of text. (long: -96°, lat: 80°, price: \$9876.54) | 2.5 | |
| 10 | Dinosaur Bone Price | Stay with the price of \$9876.54 | 2.5 | |
| 11 | Save the Files | Save the Dinosaur Bones and seller to file. | 2.5 | |
| 12 | Show the Map | View the map. The three new Dinosaur Bones should be visible. | 2.5 | |

| | | | | |
|----|-------------------|---|-----|--|
| 13 | Run Buyer Program | Students must start the program without crashing. | 2.5 | |
| 14 | Load the Files | Load Dinosaur Bones and continents, and/or buyer | 2.5 | |
| 15 | Create a Buyer | Create a Buyer at location (174°, -81°). | 2.5 | |
| 16 | Update Buyer | Update the location of the Buyer to (-180°, 90°). | 2.5 | |
| 17 | Show the map | Show the Map with Dinosaur Bones | 2.5 | |

| | | | | |
|----|-----------------|---|-----|--|
| 18 | Run the Program | Start the Appropriate Program | 2.5 | |
| 19 | Scramble | Completely scramble the map using the Random functions. | 2.5 | |
| 20 | Show the map | Show the map with Dinosaur Bones, it should have changed. | 2.5 | |

| | | | | |
|----|-----------|--|---|--|
| 21 | Bonus 2.1 | Set Seller to Location (38.4, 22.5) | 5 | |
| 22 | Bonus 2.2 | Set Buyer to Location (32.7, -97.1) | 5 | |
| 23 | Bonus 2.3 | Load both Buyer and Seller into one tool | 5 | |
| 24 | Bonus 2.4 | Find the distance. | 5 | |

Coding Checklist

| Demonstration | 50 Points | Awarded |
|---------------|-----------|---------|
| See Page 1 | 50 | |

| Diagrams | 25 points | Awarded |
|--|-----------|---------|
| Matches the Code | 10 | |
| Shows Inheritance structure for Dinosaur Bones | 5 | |
| Shows Association and/or Aggregation with Continents | 5 | |
| Shows Association with Position | 5 | |
| Subtotal | 25 | |

| Code | 25 points | Awarded |
|--|-----------|---------|
| Good Coding Style (TA Discretion) | 10 | |
| Demonstration of Continent Class | 5 | |
| Demonstration of Inheritance with Dinosaur Bones | 5 | |
| Demonstration of Random Number | 5 | |
| Total | 25 | |

Final Total Score_____