**2013 Question 2: Token Pass (9 points)**

| Total Scored out of 9 |  |
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**Part A: TokenPass constructor (4 points)**

Intent: Create TokenPass object and correctly initialize game state

+1 Creates instance variable board as int array of size playerCount

+1 Computes a random number between 1 and 10, inclusive, and a random number between 0 and playerCount - 1, inclusive

+1 Initializes all entries in board with computed random value (no bounds errors)

+1 Initializes instance variable currentPlayer to computed random value

**Part B: distrubuteCurrentPlayerTokens (5 points)**

Intent: Distribute all tokens from currentPlayer position to subsequent positions m array

+1 Uses initial value of board[currentPlayer] to control distribution of tokens

+1 Increases at least one board entry in the context of a loop

+1 Starts distribution of tokens at correct board entry

+1 Distributes next token (if any remain) to position 0 after distributing to highest position In board

+1 On exit: token count at each position in board is correct

**Question-Specific Penalties**

-2 (v) Consistently uses incorrect array name instead of board

-1 (y) Destruction of persistent data (currentPlayer)

-1 (z) Attempts to return a value from distributeCurrentPlayerTokens