Scoreboard

|  | **Scoring Criteria** | **Decision Rules** |  |
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| **1** | Declares class header:  class Scoreboard | Responses **will not** earn the point if they  • declare the class as something other than public | **1 point** |
| **2** | Declares at least one private String instance variable and one private int instance variable | Responses **will not** earn the point if they  • declare any instance variable static  • declare a variable outside the class | **1 point** |
| **3** | Declares constructor header:  Scoreboard(String ,  String )  and constructor initializes both team name instance variables using parameters | Responses **can** still earn the point even if they  • declare instance variable(s) outside the class, or in the class within a method or constructor  Responses **will not** earn the point if they  • fail to declare or initialize instance variables for both team names  • declare the constructor as something other than public | **1 point** |
| **4** | Declares method headers:  public void recordPlay(int )  public String getScore() | Responses **will not** earn the point if they  • use incorrect method names  • omit or declare incorrectly either method header  • omit public in either method header or declare either method as something other than public | **1 point** |
| **5** | Recording method checks for parameter value of zero | Responses **can** still earn the point even if they  • use a method name inconsistent with the examples, as long as it is recognizably equivalent | **1 point** |
| **6** | Recording method increases at least one declared instance variable representing one team’s score | Responses **can** still earn the point even if they  • declare any instance variable incorrectly, outside the class, or in the class within a method or constructor  • use something other than the parameter to update the instance variable  • use a method name inconsistent with the examples, as long as it is recognizably equivalent | **1 point** |

| **7** | Recording method switches active team | Responses **can** still earn the point even if they  • perform the switch in a method other than the recording method  • store the switched active team in a local variable, as long as the switch occurs in both active team cases  • use a method name inconsistent with the examples, as long as it is recognizably equivalent  • perform the switch when the parameter is not zero | **1 point** |
| --- | --- | --- | --- |
| **8** | Recording method adds correct number of points to the active team’s score (*algorithm*) | Responses **can** still earn the point even if they  • fail to switch active team correctly  • declare an instance variable that holds a team’s score outside the class, or in the class within a method or constructor  • use a method name inconsistent with the examples, as long as it is recognizably equivalent  Responses **will not** earn the point if they  • switch teams when the parameter is positive  • fail to declare an instance variable to track the active team, initialize it incorrectly, or never change its value  • add correct number of points for only one team  • increase score by something other than the parameter  • fail to declare instance variables to hold both teams’ scores | **1 point** |
| **9** | Accessor method builds and returns specified string (*algorithm*) | Responses **can** still earn the point even if they  • fail to declare instance variables and use variables from constructor or methods within the class  • use a method name inconsistent with the examples, as long as it is recognizably equivalent  Responses **will not** earn the point if they  • omit the literal hyphens in the constructed string | **1 point** |
|  |  | **Total for question 2** | **9 points** |