**Assignment/Project 5 Grade Sheet**

Name \_\_\_\_\_Ebony Cross\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date/time of submission \_\_\_\_11/4/14 @6:45pm\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**DOCUMENTATION 12 points**

Javadoc for user defined classes: 4 pt \_YES\_\_\_\_

Test Cases 5 pt \_\_\_YES\_\_

JUnit Test

Implement the STUDENT test in the CurlingTeamTester class

Create a JUnit test class to test the methods of your CurlingPlayer

UML Diagram 3 pt \_\_YES\_\_\_

## PROGRAMMING 38 points

Internal class documentation (within source code) using Javadoc 4 pt \_\_YES\_\_\_

For each class:

Description of what class does

Author’s Name, @author

For each method

Description

@param, @return

Compiles and Runs without runtime errors or warnings 3 pt \_\_YES\_\_\_

Program user interface

Clear to user how data is to be entered 1 pt \_\_YES\_\_\_

Output is easy to understand 1 pt \_\_YES\_\_\_

Error messages are displayed to user when appropriate 2 pt \_\_YES\_\_\_

Accuracy

Public tests (the JUnit test I gave you, with your additions) 5 pt \_\_\_YES\_\_

Private tests 5 pt \_\_YES\_\_\_

Program Details

Data Manager- CurlerTeam Class (use javadoc provided) 6 pt \_\_\_YES\_\_

1. Team class contains at least one static variable and static method
2. Methods to addPlayer, printTeam, etc.
3. contains an ArrayList of five CurlerPlayer object references

Data Element - CurlerPlayer class 3 pt \_\_YES\_\_\_

1. Player class has instance variable of type Position

Enumerated types – CurlerPosition 2 pt \_\_YES\_\_\_

1. Enumerated type Position is created with enumerated values

GUI driver 6 pt \_\_YES\_\_\_

1. Use a layout manager in the panel class
2. Create a titled border around the radio group of positions
3. Display the Olympic image on the panel
4. User is allowed to add a new team
5. Panel class uses instance variable of type Team
6. Writes to a file, uses JFileChooser

Total 50 pt \_\_\_\_\_

Comments: