Coursework 1

Opened: Thursday, 5 November 2020, 12:00 AM
Due: Tuesday, 24 November 2020, 9:00 AM

For students enrolled on Principles and Applications of programming this coursework is worth 5% of your overall grade (30 credits). For students enrolled on Java for Industry this coursework is worth 20% of your final grade (15 credits).

The coursework is in 3 parts worth 20, 15 and and 10 marks respectively. Additional marks will be awarded for formatting, style and commenting (5 marks). The total marks available is 50.

Submit your work as a zip file. The zip should contain 3 subfolders, one for each part of the coursework. Each subfolder should only contain the source files.

To complete the coursework the only imported libraries you should use are **java.util.ArrayList** and **java.util.Scanner**.

Please download the following file and follow the instructions carefully

CW1.pdf 11 November 2020, 12:17 PM

Submission status

Submission status	Submitted for grading
Grading status	Released

Time remaining	Assignment was submitted 6 days 9 hours early

Grading criteria

Private members added to Student	Not attempted ***0 points***	Not all members included or syntax errors ***1 points***	Incorrect access modifier ***2 points***	perfect ***3 points***
Getters and setters added to Student	Not attempted ***0 points***	Incomplete ***1 points***	Complete ***2 points***	
Student Constructor	Not attempted ***0 points***	Incomplete ***1 points***	Complete ***2 points***	
Grade ArrayList in Student	Not attempted ***0 points***	Complete ***1 points***		
Grade class. Properties and Constructor	Not attempted ***0 points***	Incomplete ***1 points***	Complete ***2 points***	
getLetterGrade static method	Not attempted ***0 points***	Incomplete ***1 points***	Doesn't return correct result (including <0 or >100) ***2 points***	Perfect ***3 points***
Students and grades instantiated	Not attempted ***0 points***	Students created correctly ***1 points***	All grades added to th students ***2 points***	

Menu system	Not attempted *0 points*	Report output *1 points*	Letter grades correct for each student's report *2 points*	Outputs failed students *3 points*	Outputs average grades *4 points*	Qu pro *5 p*	
Password generation	Not attempted *0 points*	Static method created *1 points*	returns a string *2 points*	password is correct length *3 points*	password include digits and symbols *4 points*	password includes upper and lower case letters *5 points*	Pa in ra or *6*
Password validation	Not attempted *0 points*	Static method created *1 points*	returns a string , either excellent, good , ok or poor *2 points*	Correctly identifies a poor password *3 points*	Correctly identifies an ok password *4 points*	Correctly identifies a good password *5 points*	Co id ex pa *6*
Password menu system	Not attempted *0 points*		Password generator option *1 points*		Password validator option *2 points*		Quit system c *3 points*
Huffman: Frequency of characters and ordering	Not attempted *0 points*		. *1 points*		. *2 points*		Input string c frequencies i and ordered. *3 points*

Huffman: Node Class	Not attempted *0 points*	. *1 points*	. *2 points*	Node class th includes left a right children character and frequency *3 points*	
Huffman: Tree class	Not attempted *0 points*	. *1 points*	. *2 points*	Tree class that builds up a Huffman tree. *3 points*	Tree sto outputs codes fo characte *4 point*
Formatting, style and commenting	Not attempted *0 points*	Tidy well indented code. *1 points*	Effective commenting that enhances readability. *2 points*	Code organised using Object Oriented principles. *3 points*	Correctly chosen coding techniques *4 points*	Ad co tec use *5 p*

Last modified	Tuesday, 17 November 2020, 11:09 PM
File submissions	CW1.zip 17 November 2020, 11:09 PM
Submission comments	Comments (0)

Feedback

Grade

Private members added to Student	Not attempted ***0 points***	Not all members included or syntax errors ***1 points***	Incorrect access modifier ***2 points***	perfect ***3 points***
Getters and setters added to Student	Not attempted ***0 points***	Incomplete ***1 points***	Complete ***2 points***	
Student Constructor	Not attempted ***0 points***	Incomplete ***1 points***	Complete ***2 points***	
Grade ArrayList in Student	Not attempted ***0 points***	Complete ***1 points***		
Grade class. Properties and Constructor	Not attempted ***0 points***	Incomplete ***1 points***	Complete ***2 points***	
getLetterGrade static method	Not attempted ***0 points***	Incomplete ***1 points***	Doesn't return correct result (including <0 or >100) ***2 points***	Perfect ***3 points***
Students and grades instantiated	Not attempted ***0 points***	Students created correctly ***1 points***	All grades added to the correct students ***2 points***	

Menu system	Not attempted ***0 points***	Report output ***1 points***	Letter grades correct for each student's report ***2 points***	Outputs failed students ***3 points***	Outputs average grades ***4 points***	Quits the program ***5 points***
Password generation	Not attempted ***0 points***	Static method created ***1 points***	returns a string ***2 points***	password is correct length ***3 points***	password include digits and symbols ***4 points***	password includes upper and lower case letters ***5 points***	Password is in a randomised order ***6 points***
Password validation	Not attempted ***0 points***	Static method created ***1 points***	returns a string , either excellent, good , ok or poor ***2 points***	Correctly identifies a poor password ***3 points***	Correctly identifies an ok password ***4 points***	Correctly identifies a good password ***5 points***	Correctly identifies an excellent password. ***6 points***
Password menu system	Not attempted ***0 points***	Password generator option ***1 points***	Password validator option ***2 points***	Quit system option ***3 points***
Huffman: Frequency of characters and ordering	Not attempted ***0 points***	. ***1 points***	. ***2 points***	Input string character frequencies identified and ordered. ***3 points***

Huffman: Node Class	Not attempted ***0 points***	. ***1 points***	. ***2 points***	Node class that includes left and the right children as well as character and frequency ***3 points***	
Huffman: Tree class	Not attempted ***0 points***	. ***1 points***	. ***2 points***	Tree class that builds up a Huffman tree. ***3 points***	Tree stores / outputs Huffman codes for each character ***4 points***
Formatting, style and commenting	Not attempted ***0 points***	Tidy well indented code. ***1 points***	Effective commenting that enhances readability. ***2 points***	Code organised using Object Oriented principles. ***3 points***	Correctly chosen coding techniques ***4 points***	Additional, complex techniques used. ***5 points***

78 / 100

Graded on Tuesday, 22 December 2020, 2:32 PM

Graded by  Edward Anstead

◄ week 5: Methods

Jump to...

Lecture Slides Week 5: Importing Libraries and the Scanner class ►