

CMP1903M Object Oriented Programming

Assignment 2: Checklist

All of the elements in a section must be checked for it to be considered for that grade (this isn't guaranteed though). All previous elements must also be complete for a grade to be considered.

Pass standard:

The code compiles and runs.	
Game, Player and Die classes are created.	
Some errors are captured, such as (but not limited to), die rolls are problematic (don't add up, are not random etc)	
Class definitions and object instantiation evident.	
Method calls to methods in the same class as 'Main'	

2:2 standard:

The rules of the dice game as specified in the brief are implemented.	
Application repeats or quits the game gracefully according to player choice.	
Method calls from 'Main' to methods in other classes	
Exception handling is evident.	
Class definitions show encapsulation.	

2:1 standard:

Interfaces are used	
Static polymorphism (eg. method/operator overloading)	
Inheritance showing a class hierarchy	
public/private access control in classes, abstraction evident.	

First standard:

Custom exceptions are defined and used	
Dynamic polymorphism (eg. method overriding)	
Use of virtual/abstract methods	
protected access control is used in classes	