**BCPR301 – Advanced Programming**

**Assessment4 Marking Sheet**

**Student Name/ ID:**

# The compulsory (i.e., ZERO mark if not being provided):

1. You MUST supply a filled self-marking sheet to indicate how many marks you think you can get for each part based on the marking guide provided below.

# Marking guide (max 25 \* N marks in total where N = 2):

1. Identifying design patterns used in the frameworks (5 \* N marks)

1)  The name of the design pattern identified (N marks)

2)  The locations of code involved in the framework (i.e., file name + line numbers) (2 \* N marks)

3)  The class diagram of the design pattern identified. All the components in the design pattern  class diagram provided in our textbook should be explicitly labelled in your class diagram. (2 \* N marks)

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| --- | --- | --- | --- |
| Design Pattern Identification | Name of Design Pattern (1 mark) | Location of code (2 Marks) | Class Diagram (2 marks) |
|  |  |  |  |

1. Applying design patterns to assignment 2 solution (20 \* N marks)

1)  The class diagram before your modification (2 \* N marks)

2)  The locations of code involved (i.e., code reference) in your assignment 2 solution (2 \* N marks)

3)  The name of the design pattern applied (2 \* N marks)

4)  The reasons why applying this design pattern is suitable; the reasons MUST be specified for  the particular situation you try to apply, i.e., do not just give general reasons why using that  design pattern is good. (2 \* N marks)

5)  The class diagram after your modification; all the components in the design pattern class  diagram provided in our textbook should be explicitly labelled in your class diagram. (2 \* N  marks)

6)  Applying the design pattern proposed (10 \* N marks)

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| Design Pattern Applied | Class Diagram Before (2 marks) | Location of code (2 marks) | Name of Design Pattern (2 marks) | Reasons why design pattern applied (2 marks) | Class Diagram After (2 marks) | Apply design pattern (10 marks) |
| Pattern 1 |  |  |  |  |  |  |
| Pattern 2 |  |  |  |  |  |  |