**BCPR301 – Advanced Programming**

**Assessment 3 Marking Sheet**

Student Name

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

1. You MUST submit a filled self-marking sheet to indicate how many marks you think you can get for each section in the marking guide provided below.

# Marking guide (20 \* N marks in total where N = 2)

1. The class diagram before your modification (2 \* N marks)
2. The locations of code involved (i.e., code reference) **in your target assignment 1 or 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. Your assignment 3 solution needs to pass PEP8 check (10 \* N marks)