REPORT CHAPTER 3
ANDROID ENGINEERING CLASS

This report belongs to a student with the name :

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Who passed Chapter 3 in Android Engineering with the following result :

General Aspect (Scale 0 - 100)	
Effective class, method, and variable names *Names chosen for classes, methods, and variables should effectively convey the purpose and meaning of the named entity.*	65
Effective top-down decomposition of algorithms *Code duplication should be avoided by factoring out common code into separate routines.*	75
Code layout should be readable and consistent *The layout of your code should be readable and consistent. This means things like placement of curly braces, code indentation, wrapping of long lines, layout of parameter lists, etc.*	75
Effective source tree directory structure *The source code for your project should be effectively organized into subdirectories. Something along the lines of that discussed in class would be appropriate.*	65
Effective file organization *Your source code should be effectively organized into multiple files. Each class should be placed in a separate file (or two separate files, .h and .cpp). Lumping all of your code in one or two files is not acceptable.*	65
Correct exception handling *Your program should handle exceptions properly as described in the project specification.*	70

Specific Acceptance Criteria	
Pengantar Android Dev	
Memahami Profesi Android Dev	✅
Menggunakan Git	✅

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Menerapkan PBO 3	
Class	❌
Object	❌
Function & method	✅
Encapsulation	❌
Abstraction	❌
Inheritance	❌
Constructor	❌
Properties	❌
Polymorphism	❌
Access Modifier	✅
Primitive Data Type	✅
Variable	❌
Type Data Reference	❌
IF	❌
IF ELSE	❌
WHEN	❌
Looping	❌
Penulisan kode menggunakan IDE.	✅

General Acceptance Criteria	
Push ke gitlab untuk direview.	✅

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Problem Solved/ Completed Tasks	✅

Kuis (Scale 0 - 100)	
Memahami Android Developer	80
Menggunakan Git	80
Menggunakan Struktur Data di Kotlin	80
Menggunakan Algoritma di Kotlin	80
Menerapkan Konsep OOP di Kotlin	80

Chapter 3 Overall Score (Scale 0 - 100)

52

Notes From Facil

Halo mas Yusuf, wah keren nih mas Yusuf bisa solved problem di project dengan satu file aja. tapi kedepan bisa lebih baik lagi dengan full project dan implementasi OOP yg lebih baik ya mas. Thank you ya

Sincerely,
Binar Academy