

# Object Oriented Programming 2016/17

## Project self-evaluation form

Oral discussion date \_\_\_\_\_ Group number 29

Student Number	Student Name	Percentage of participation (must sum 100)	Expected mark (0-6 excluding GUI bonus point)
78990	João Borrego	33.33	5.8
78269	Miguel Cardoso	33.33	5.8
78238	Pedro Abreu	33.33	5.8

Note: Check Section 4 (Grading) of project description to additional information about project marks!

Mark	Command/feature	Correctly implemented	Implemented with faults	Not implemented
UML				
1.5/7	Tool used: <u>Visual Paradigm</u>	Was it done with reverse Engineering? <u>Yes</u>		
Basic game				
0.3/7	Bet command	✗		
0.3/7	Credit command	✗		
0.3/7	Deal command	✗		
0.3/7	Hold command	✗		
0.1/7	Quit command	✗		
Strategy and statistics				
0.7/7	Basic strategy	✗		
0.3/7	Advice command	✗		
0.3/7	Statistics command	✗		
Modes				
0.6/7	Interactive mode Commands in command line	✗		
0.6/7	Debug mode Reading card and command files and running commands	✗		
0.6/7	Simulation mode Commands with basic strategy and performance	✗		
Documentation				
0.3/7	Examples of debug files Examples to test the game in debug mode	✗		
0.3/7	Java doc Packages, interfaces, classes, methods, fields	✗		
0.5/7	Report Cover, intro, critical analysis of the design and results, conclusions	✗		
Bonus point				
GUI in Swing		✗		