

## CSC1016S Assignment 10: Marking Note

### Question Two [100 marks]

#### Event driven programming/Graphical User Interface [45 marks]

- Composition [20 marks]: displays a plausible/functional game interface that has suitable components to accept user guesses (e.g. text box or letter buttons), and to display results (i.e. depict mystery word and gallows).
- Event handling [20 marks]: Has interface elements such as buttons that can be interacted with, and for which a response has been coded. i.e. do they do something/anything?
- Termination [5]: Special case of event handling. Can the program be shut down by closing the window?

#### Function [40 marks]

- Randomly generates mystery word from a store of words. [10 marks]
- Correct and incorrect guesses produce desired effect on amount of mystery word revealed [10 marks], and on gallows drawing [10 marks].
- Game terminates when run out of guesses or correctly guess word. [10 marks]

#### Code qualities [15 marks]

- Good structure: procedural decomposition, use of classes.
- Layout: indentation, use of blank lines between 'paragraphs'.
- Meaningful names.

Overall, the mark allocation should convey qualities as follows:

<i>Classification</i>	<i>% of Marks</i>	<i>Comments</i>
1	75-100	Excellent – supports functionality; everything hangs together well.
2	60-74	Competent – largely supports functionality; cohesive; possibly missing a few features
3	50-59	Bare pass – identifies major structure/components; some aspects of functionality supported i.e. some integration; likely needs more methods/classes/variables.
F	0-49	Below par – some plausible components, not clear how might interact/interdepend, how functionality emerges.

END