Name **Katie Hawthorne** Onyen **kathryne**  **Corrections – COMP 401**

Instructions: To qualify for half of your deducted points to be returned, fill out a row of the following table for each correction. Include the reason the points were deducted, the number of points that were deducted, and some form of proof that you have corrected the issue. This can be a statement, or screenshot filename, where the screenshots will also be included in your submission. Finally, calculate the number of points that should be returned. Add as many extra rows as needed, and then calculate a total of all corrections. This does not include late points. Please round to the nearest whole point.

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| Assignment # | Reason points were deducted | Number of points deducted | Proof of correction (Description/screenshot filename, etc) Should be corrected in last assignmenet. | Number of points to be returned (deducted/2) |
| 2 | Recognized +/- as one token, not two | 5 | PlusMinusToken and ScannerTokenPackages.png | 2.5 |
| 2 | Only handles move/say not arbitrary commands | 5 | RecognizeArbitraryCommandsAndNumbers.png | 2.5 |
| 2 | Only handles numbers after a move command | 5 | RecognizeArbitraryCommandsAndNumbers.png | 2.5 |
| 3 | Part 1 does not accept input after instantiation | 10 | Part1InitiationAfterInstantiation.png | 5 |
| 3 | Part 2 has a read only property but does not store the value as a part of the state | 5 | Part2StatefulObject.png | 2.5 |
| 3 | Part 2 outputs errors when attempting to put in input after instantiation | 10 | Part2StatefulObject.png | 5 |
| 6 | Histories return a new array every time instead of the same one | 5 | DuplicatedHistories.png | 2.5 |
| 7 | No method to return the int value of a number token | 5 | ReturnIntValueNumberToken.png | 2.5 |
| 7 | Your knight and guard avatar share almost all of their code. Refactored. | 5 | TalkingKnightandGuardRefactor.png  KnightandGuardRefactor.png | 2.5 |
| 8 | There was no setter for the global Y position | 3 | GlobalYSetter.png | 1.5 |
| 9 | Accessing arrays like array[i+1] is dangerous unless you check that i+1 exists. | 3 |  | 1.5 |
| 10 | ElementAt doesn’t check if index is less than size | 2 | ElementAtCheckIndex.png | 1 |
| 10 | Avatar Collections should extend Generic Collection | 5 | My Avatar Collection (FallenCollection) always has extended the generic collection, even in assignment 10 when I turned it in. The AvatarCollectable interface wasn’t used once I started using the generic collection. | 5 |
| 10 | Tokens and Scanners/Parsers should be in separate packages | 2 | PlusMinusToken and ScannerTokenPackages.png | 1 |
| 11 | Did not define ArrayListAdapter | 3 |  | 1.5 |
| 11 | Did not receive points for early submission on Wednesday. | 5 | Assign11TurnInEarly.png | 5 |
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| **Total Number of points to be returned for all assignments** | | | | 41 |