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| Concept 1 | 10 points |
| Concept 2 | 10 points |
| Concept 3 | 10 points |
| Concept 4 | 10 points |
| Concept 5 | 10 points |
| Concept 6 | 10 points |
| Concept 7 | 10 points |
| Concept 8 | 10 points |
| Overall Quality | 10 points |
| Bonus points for creativity and going above and beyond | 10 points |

I covered all concepts very thoroughly, explaining them both in the final synthesis PDF and briefly going over what they entail in my code walkthrough video, with a different assignment for each eight sections. I also explicitly explain how each assignment I created teaches their corresponding concepts. My code and final synthesis writeup are both easy to read and understand. I also believe my choice for section 8 (factory design patterns) which we covered in the course was a very extensive explanation of the topic with creative use, incorporating many aspects of Java design and programming concepts. In the zombie code key, other than factory design patterns, I used examples of interfaces, inheritance, polymorphism, and encapsulation. These aspects of Java design all contribute to a well-structured, maintainable, and flexible codebase that demonstrates the factory design pattern effectively. For that coverage, I believe I deserve 100 points for this assignment.