



# Te Pūkenga

College of Engineering, Construction & Living Sciences

Bachelor of Information Technology

ID511001: Programming 2

Level 5, Credits 15

## Project 1 (C# Console App): Learner Gradebook

### Assessment Overview

In this assessment, you will design & develop a learner gradebook **Console App** using **C#**.

### Learning Outcomes

At the successful completion of this course, learners will be able to:

1. Build interactive, event-driven GUI applications using pre-built components.
2. Declare & implement user-defined classes using encapsulation, inheritance & polymorphism.

### Assessments

Assessment	Weighting	Due Date	Learning Outcomes
Project 1 (C# Console App): Learner Gradebook	25%	26-04-2023 (Wednesday at 4.59 PM)	1 & 2
Project 2 (C# Windows Forms App): Pong	35%	14-06-2023 (Wednesday at 4.59 PM)	1 & 2
Theory Examination	30%	21-06-2023 (Wednesday at 4.45 PM)	1 & 2
Classroom Tasks	10%	07-06-2023 (Wednesday at 4.59 PM)	1 & 2

## Conditions of Assessment

You will complete this assessment during your learner-managed time. However, there will be time during class to discuss the requirements & your progress on this assessment. This assessment will need to be completed by **Wednesday, 26 April 2022 at 4.59 PM**.

## Pass Criteria

This assessment is criterion-referenced (CRA) with a cumulative pass mark of **50%** over all assessments in **ID511001: Programming 2**.

## Authenticity

All parts of your submitted assessment **must** be completely your work. If you use code snippets from **GitHub**, **StackOverflow** or other online resources, you **must** reference it appropriately using **APA 7th edition**. Provide your references in the **README.md** file in your repository. Failure to do this will result in a mark of **zero** for this assessment.

## Policy on Submissions, Extensions, Resubmissions & Resits

The school's process concerning submissions, extensions, resubmissions & resits complies with **Te Pūkenga** policies. Learners can view policies on the **Te Pūkenga** website located at <https://www.op.ac.nz/about-us/governance-and-management/policies>.

## Submission

You **must** submit all app files via **GitHub Classroom**. Here is the URL to the repository you will use for your submission – <https://classroom.github.com/a/eFe1Oh97>. Create a **.gitignore** & add the ignored files in this resource – <https://raw.githubusercontent.com/github/gitignore/main/VisualStudio.gitignore>. The latest app files in the **master** or **main** branch will be used to mark against the **Functionality** criterion. Please test before you submit. Partial marks **will not** be given for incomplete functionality. Late submissions will incur a **10% penalty per day**, rolling over at **5:00 PM**.

## Extensions

Familiarise yourself with the assessment due date. Contact the course lecturer before the due date if you need an extension. If you require more than a week's extension, you will need to provide a medical certificate or support letter from your manager.

## Resubmissions

Learners may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are to be completed within a negotiable short time frame & usually **must** be completed within the timing of the course to which the assessment relates. Resubmissions will be available to learners who have made a genuine attempt at the first assessment opportunity & achieved a **D grade (40-49%)**. The maximum grade awarded for resubmission will be **C-**.

## Resits

Resits & reassessments **are not** applicable in **ID511001: Programming 2**.

## Instructions

You will need to submit an app & documentation that meet the following requirements:

### Functionality - Learning Outcomes 1 & 2 (40%)

- The app **must** open without code or file structure modification in **Visual Studio**.
- Create the following classes:
  - **AssessmentMarks** which has the following field:
    - \* **assessmentMarks** of type **List<int>**
  - **Person** which is an **abstract** class & has the following fields & method:
    - \* **id** of type **int**
    - \* **firstName** of type **string**
    - \* **lastName** of type **string**
    - \* **DisplayDetails()** which is a **public abstract** method, has no arguments & returns a **string**
  - **Learner** which inherits from **Person** & has the following additional fields & method:
    - \* **prog1AssessmentMarks** of type **AssessmentMarks**
    - \* **prog2AssessmentMarks** of type **AssessmentMarks**
    - \* **DisplayDetails()** which is an **override** method, has no arguments & returns a **Learner's id, first name & last name**
  - **Lecturer** which inherits from **Person** & has the following additional fields & method:
    - \* **position** of type **string**
    - \* **salary** of type **int**
    - \* **DisplayDetails()** which is an **override** method, has no arguments & returns a **Lecturer's id, first name, last name, position & salary**
- Read a text file called **learners.txt** which contains information about five learners. This information includes **id, first name, last name, three ID510001: Programming 1 assessment marks & three ID511001: Programming 2 assessment marks**. **Note: learners.txt must be located in the bin/Debug folder.**
- Create a **List** of **Learner** objects & populate it with the information from the **learners.txt** file.
- Read a text file called **lecturers.txt** which contains information about three lecturers. This information includes **id, first name, last name, position & salary**. **Note: lecturers.txt must be located in the bin/Debug folder.**
- Create a **List** of **Lecturer** objects & populate it with the information from the **lecturers.txt** file.
- An **AssessmentMarks** object has several behaviours such as getting all marks, all grades, highest mark(s), lowest mark(s), fail mark(s), average marks & average grades. Create the following **public** methods in the **AssessmentMarks** class:
  - **GetAllMarks()** which has no arguments & returns a **List<int>**
  - **GetAllGrades()** which has no arguments & returns a **List<string>**
  - **GetHighestMarks()** which has no arguments & returns a **List<int>**
  - **GetLowestMarks()** which has no arguments & returns a **List<int>**
  - **GetFailMarks()** which has no arguments & returns a **List<int>**
  - **GetAverageMark()** which has no arguments & returns a **double**
  - **GetAverageGrade()** which has no arguments & returns a **string**

- A grade is calculated using the following grade table:

Grade	Mark Range
A+	90-100
A	85-89
A-	80-84
B+	75-79
B	70-74
B-	65-69
C+	60-64
C	55-59
C-	50-54
D	40-49
E	0-39

**Note:** The **lowest passing mark** is 50. If a learner achieves a mark of 50 in each assessment, i.e., 50, 50, 50 for a course, i.e., **ID510001: Programming 1** the **lowest passing mark** is 50 and the **highest passing mark** is 50.

- The app **must** display the following menu options:
  - 1. Display all marks
  - 2. Display all grades
  - 3. Display highest, lowest and fail marks
  - 4. Display average marks
  - 5. Display average grades
  - 6. Add a learner
  - 7. Remove a learner
  - 8. Display lecturer details
  - 0. Exit

**Note:** In the **Program.cs** file, you will need to create methods to achieve this functionality. Also, the app **must** be able to handle invalid user input. If the user enters an invalid option, a message **must** be displayed.

```
Select C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
0. Exit

Enter your choice:
```

- When the user selects **1. Display all marks**, the app **must** display all marks for all learners. The marks **must** be displayed as follows:

```
C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
9. Exit
Enter your choice: 1
All marks:
Learner ID: 1
Learner Name: John Doe
ID510001: Programming 1 marks: 45, 50, 60
ID511001: Programming 2 marks: 70, 65, 90
Learner ID: 2
Learner Name: Jane Doe
ID510001: Programming 1 marks: 45, 35, 45
ID511001: Programming 2 marks: 75, 65, 100
Learner ID: 3
Learner Name: Grayson Orr
ID510001: Programming 1 marks: 50, 60, 75
ID511001: Programming 2 marks: 80, 55, 10
Learner ID: 4
Learner Name: Joe Blogs
ID510001: Programming 1 marks: 10, 20, 30
ID511001: Programming 2 marks: 70, 80, 100
Learner ID: 5
Learner Name: Bob Brown
ID510001: Programming 1 marks: 75, 82, 95
ID511001: Programming 2 marks: 86, 71, 55
Enter your choice:
```

- When the user selects **2. Display all grades**, the app **must** display all grades for all learners. The grades **must** be displayed as follows:

```
C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
9. Exit
Enter your choice: 2
All grades:
Learner ID: 1
Learner Name: John Doe
ID510001: Programming 1 grades: D, C-, C+
ID511001: Programming 2 grades: B, B-, A+
Learner ID: 2
Learner Name: Jane Doe
ID510001: Programming 1 grades: D, E, D
ID511001: Programming 2 grades: B+, B-, A+
Learner ID: 3
Learner Name: Grayson Orr
ID510001: Programming 1 grades: C-, C+, B+
ID511001: Programming 2 grades: A-, C, E
Learner ID: 4
Learner Name: Joe Blogs
ID510001: Programming 1 grades: E, E, E
ID511001: Programming 2 grades: B, A-, A+
Learner ID: 5
Learner Name: Bob Brown
ID510001: Programming 1 grades: B+, A-, A+
ID511001: Programming 2 grades: A, B, C
Enter your choice:
```

- When the user selects **3. Display highest, lowest and fail marks**, the app **must** display the highest, lowest & fail marks for all learners. The marks **must** be displayed as follows:

```
C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
9. Exit
Enter your choice: 3
Highest, lowest and fail marks:

Learner ID: 1
Learner Name: John Doe
ID510001: Programming 1 highest marks: 60
ID510001: Programming 1 lowest marks: 50
ID510001: Programming 1 fail marks: 45
ID511001: Programming 2 highest marks: 90
ID511001: Programming 2 lowest marks: 65
ID511001: Programming 2 fail marks: No fail marks

Learner ID: 2
Learner Name: Jane Doe
ID510001: Programming 1 highest marks: No highest marks
ID510001: Programming 1 lowest marks: No lowest marks
ID510001: Programming 1 fail marks: 45, 35, 45
ID511001: Programming 2 highest marks: 100
ID511001: Programming 2 lowest marks: 65
ID511001: Programming 2 fail marks: No fail marks

Learner ID: 3
Learner Name: Grayson Orr
ID510001: Programming 1 highest marks: 75
ID510001: Programming 1 lowest marks: 50
ID510001: Programming 1 fail marks: No fail marks
ID511001: Programming 2 highest marks: 80
ID511001: Programming 2 lowest marks: 55
ID511001: Programming 2 fail marks: 10
```

**Note:** If there is no fail mark(s), the **Fail marks: must** be displayed as **No fail marks**. If there is no lowest mark(s), the **Lowest marks: must** be displayed as **No lowest marks**. If there is no highest mark(s), the **Highest marks: must** be displayed as **No highest marks**.

- When the user selects **4. Display average marks**, the app **must** display the average marks for all learners. The marks **must** be displayed as follows:

```
C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
9. Exit
Enter your choice: 4
Average marks:

Learner ID: 1
Learner Name: John Doe
ID510001: Programming 1 average mark: 51.67
ID511001: Programming 2 average mark: 75

Learner ID: 2
Learner Name: Jane Doe
ID510001: Programming 1 average mark: 41.67
ID511001: Programming 2 average mark: 80

Learner ID: 3
Learner Name: Grayson Orr
ID510001: Programming 1 average mark: 61.67
ID511001: Programming 2 average mark: 48.33

Learner ID: 4
Learner Name: Joe Blogs
ID510001: Programming 1 average mark: 20
ID511001: Programming 2 average mark: 83.33

Learner ID: 5
Learner Name: Bob Brown
ID510001: Programming 1 average mark: 84
ID511001: Programming 2 average mark: 70.67

Enter your choice:
```

- When the user selects **5. Display average grades**, the app **must** display the average grades for all learners. The grades **must** be displayed as follows:

```
C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
9. Exit
Enter your choice: 5
Average grades:
Learner ID: 1
Learner Name: John Doe
ID510001: Programming 1 average grade: C-
ID511001: Programming 2 average grade: B+
Learner ID: 2
Learner Name: Jane Doe
ID510001: Programming 1 average grade: D
ID511001: Programming 2 average grade: A-
Learner ID: 3
Learner Name: Grayson Orr
ID510001: Programming 1 average grade: C+
ID511001: Programming 2 average grade: D
Learner ID: 4
Learner Name: Joe Blogs
ID510001: Programming 1 average grade: E
ID511001: Programming 2 average grade: A-
Learner ID: 5
Learner Name: Bob Brown
ID510001: Programming 1 average grade: A-
ID511001: Programming 2 average grade: B
Enter your choice:
```

- When the user selects **6. Add a learner**, the app **must** prompt the user to enter the following information:
  - First name
  - Last name
  - ID510001: Programming 1 assessment mark 1
  - ID510001: Programming 1 assessment mark 2
  - ID510001: Programming 1 assessment mark 3
  - ID511001: Programming 2 assessment mark 1
  - ID511001: Programming 2 assessment mark 2
  - ID511001: Programming 2 assessment mark 3

**Note:** A first name & last name must not contain numbers or special characters. An **assessment mark** must be between **0 & 100**. If an **assessment mark** is invalid, an error message **must** be displayed. The learner's **id** **must** be generated automatically. However, the **id** **must** be unique. Append the learner's information to the **learners.txt** file.

```
C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
0. Exit

Enter your choice: 6

Add learner:
Enter learner's first name: Miles
Enter learner's last name: Orr
Enter ID510001: Programming 1 assessment 1 marks: 50
Enter ID510001: Programming 1 assessment 2 marks: 50
Enter ID510001: Programming 1 assessment 3 marks: 50
Enter ID511001: Programming 2 assessment 1 marks: 50
Enter ID511001: Programming 2 assessment 2 marks: 50
Enter ID511001: Programming 2 assessment 3 marks: 10
Learner with the id: 6 was added

Enter your choice:
```

- When the user selects **7. Remove a learner**, the app **must** prompt the user to enter the **id** of the learner to be removed. If the learner is found, the learner **must** be removed from the **List** of **Learner** objects. If the learner is not found, an error message **must** be displayed.



```
C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
0. Exit

Enter your choice: 7

Remove learner:
Enter learner id: 100
Learner with the id: 100 was not found. Please enter a valid id
1
Are you sure you want to delete this learner? (y/n): y
Learner with the id: 1 was deleted

Enter your choice:
```

- When the user selects **8. Display lecturer details**, the app **must** display the lecturer's details. The details **must** be displayed as follows:

```
C:\Users\grayson\Desktop\learner-gradebook-model-answer\learner-gradebook-model-answer\bin\Debug\net6.0\learner-gradebook-model-answer.exe
1. Display all marks
2. Display all grades
3. Display highest, lowest and fail marks
4. Display average marks
5. Display average grades
6. Add a learner
7. Remove a learner
8. Display lecturer details
0. Exit

Enter your choice: 8

Display lecturer details

Lecturer ID: 1
Lecturer Name: Graydon Ore
Lecturer Position: Senior Lecturer
Lecturer Salary: 160000

Lecturer ID: 2
Lecturer Name: Aidan Moscow
Lecturer Position: Principal Lecturer
Lecturer Salary: 100000

Lecturer ID: 3
Lecturer Name: Jon Cenher
Lecturer Position: Lecturer
Lecturer Salary: 15000

Enter your choice:
```

- When the user selects **0. Exit**, the app **must** exit.
- 15 unit tests using **MSTest** which verify the functionality.

## Code Elegance - Learning Outcomes 1 & 2 (45%)

- Adhere to the principles of **OO**.
- Appropriate naming of classes, fields & methods.
- Use of intermediate variables, constants & try-catch blocks.
- Idiomatic use of control flow, data structures & in-built functions.
- Efficient algorithmic approach.
- Sufficient modularity.
- Each class **must** have a header comment located immediately before its declaration.
- In-line comments where required.
- App files, i.e., **.cs** files are formatted.
- No dead or unused code.

## Documentation & Git Usage - Learning Outcomes 1 & 2 (15%)

- Provide the following in your repository **README.md** file:
  - The app's class diagram created in **Visual Studio**. You must show all classes, fields, methods, properties & relationships.
  - How to run the **unit tests**.
  - Known bugs if applicable.
- Commit at least **20** times per week.
- Commit messages **must** be formatted using the convention discussed in **01-github-workflow-and-c#-basics** & reflect the context of each functional requirement change.