CMP1902M Object Oriented Programming

Assignment 3: Checklist

All of the elements in a section must be checked for it to be considered for that grade (this isn't guaranteed though). All previous elements must also be complete for a grade to be considered.

Pass standard:

The code compiles and runs.	yes
Cards are shuffled, 10 cards each are dealt to players, players can play 2 cards per round	yes
Some errors are captured, such as (but not limited to), cards are not shuffled, players are dealt more or less than 10 cards,	yes
Class definitions and object instantiation evident.	yes
Method calls to methods in the same class as 'Main'	yes

2:2 standard:

The rules of the card game as specified in the brief are implemented.	yes
Application repeats or quits the game gracefully according to player choice.	yes
Method calls from 'Main' to methods in other classes	yes
Exception handling is evident.	yes
Class definitions show encapsulation.	yes

2:1 standard:

Interfaces are used	yes
Static polymorphism (eg. method/operator overloading)	yes
Inheritance showing a class hierarchy (the one shown in the brief, or your own design)	yes
`public`/`private` access control in classes, abstraction evident.	yes

First standard:

Custom exceptions are defined and used	yes
Dynamic polymorphism (eg. method overriding)	
Use of `virtual`/`abstract` methods	
`protected` access control is used in classes	