

# COP3022 Programming Project # 3

## Grading Sheet

**Total Score:** (100 points total): \_\_\_\_\_ **Name:** Kyle Ligon

**NOTE all items on grade sheet refer to correctly implementation of the item.**

### 1. General issues:

- a. x (3 pts) Well-documented
- b. \_\_\_\_\_ (-5 pts) Javadoc HTML file (correct format and tags)
- c. \_\_\_\_\_ (-5 pts) Good programming style (formatting, variable names, no magic numbers etc)
- d. \_\_\_\_\_ (-5 pts) Incorrect program structure (5 separate class, and driver program)
- e. \_\_\_\_\_ Compiles Y/N \_\_\_\_\_ (-70 points)

### 2. Player Class:

- a. x (3 pts) Instance variables
- b. x (3 pts) Static Variable to handling ID Number
- c. Methods
  - i. x (3 pts) Constructors as specified.
  - ii. x (3 pts) toString - returns a neatly formatted String representing the player's information and all their scores.
  - iii. x (3 pts) calculateHandicap - abstract method that returns a double representing the players handicap

### 3. Golfer class

- a. \_\_\_\_\_ (-5 pts) Does not work as required in Programming Project 2
- b. x (7 pts) Calculate Handicap method – matches abstract method of superclass
- c. x (6 pts) Methods modified to handle change in Score class

### 4. Score Class

- a. \_\_\_\_\_ (-5 pts) Does not work as required in Programming Project 1
- b. x (3 pts) Course information now object instance variable
- c. x (5 pts) Methods modified to handle Course object instance variable

### 5. Course Class

- a. x (2 pts) Correct instance variables
- b. x (2 pts) Constructors – Default and Parameterized
- c. x (2 pts) Access and Mutator methods
- d. x (2 pts) toString Method

### 6. Bowler class

- a. x (4 pts) Instance variables
- b. x (4 pts) Constructor (Parameterized and Default)
- c. x (4 pts) IDNum set programmatically in constructor and mutator

- d. \_\_\_\_x\_\_\_\_ (2 pts) Access and mutator methods
  - e. \_\_\_\_x\_\_\_\_ (7 pts) Calculate Handicap method
  - f. \_\_\_\_x\_\_\_\_ (3 pts) Add Score method
7. **BowlerScore class**
- a. \_\_\_\_x\_\_\_\_ (2 pts) Instance variables
  - b. \_\_\_\_x\_\_\_\_ (2 pts) Constructor (Parameterized and Default)
  - c. \_\_\_\_x\_\_\_\_ (2 pts) Access and Mutator methods
  - d. \_\_\_\_x\_\_\_\_ (2 pts) toString Method
8. **FieldOutOfBounds Exception**
- a. \_\_\_\_x\_\_\_\_ (5 pts) Exception class properly written to display message.
  - b. \_\_\_\_x\_\_\_\_ (5 pts) Throw in correct place in code to catch any errors.
9. **PlayersTester class**
- a. \_\_\_\_x\_\_\_\_ (4 pts) Tests all the methods in each class directly or indirectly including error conditions
  - b. \_\_\_\_x\_\_\_\_ (4 pts) Reads Player's (Golfer and Bowler) information and a set of scores from a file via a command line redirection using bat file format provided. Data should additionally test error conditions
  - c. \_\_\_\_x\_\_\_\_ (3 pts) Creates an ArrayList of Players.
  - d. \_\_\_\_x\_\_\_\_ (3 pts) Populates the ArrayList with both Golfer and Bowler objects.
  - e. \_\_\_\_x\_\_\_\_ (4 pts) Call the toString method on each object in the ArrayList polymorphically
10. **UML Diagram**
- a. \_\_\_\_x\_\_\_\_ (5 pts) Class diagram (with all methods, instance fields, associations)
11. **Other Issues**
- a. \_\_\_\_\_ (-5 pts) File data not in correct format.
  - b. \_\_\_\_\_ (-5 pts) Failed to use mutator methods to set instance variables.
  - c. \_\_\_\_x\_\_\_\_ (+ 5 pts) Self graded grade sheet turned in.
  - d. \_\_\_\_\_ (-5 pts) Code ensures all instance field are valid, error code in both constructor and methods. Error messages provided as needed. Program continues after error.
  - e. \_\_\_\_x\_\_\_\_ (submission, etc including input.txt and .bat file )

Comments: