COP5007 Programming Project # 2

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. ____✓____ (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) Program structure (two separate class and driver program)

2. **Golfer Class** ✓
   a. ____✓____ (4 pts) Instance variables (name, homeCourse, IDNum, Array)
   b. ____✓____ (1 pts) Static variable (nextIDNum)
   c. ____✓____ (4 pts) Constructor (Parameterized and Default)
   d. ____✓____ (4 pts) IDNum set programmatically in constructor and mutator
   e. Methods
      i. ____✓____ (5 pts) Accessor and mutator methods
      ii. ____✓____ (4 pts) addScore - creates a Score object from the parameters and adds to Array
      iii. ____✓____ (4 pts) findScore - private method given a parameter representing the score's date, returns the Array index of a score.
      iv. ____✓____ (4 pts) deleteScore – removes a Score object from Array, Score located by date. (uses the findScore method)
      v. ____✓____ (4 pts) getScore - returns a score object based on the score date. (uses the findScore method)
      vi. ____✓____ (4 pts) lowestScore Access and mutator methods - returns the Score object of the lowest score. Note in golf the lower the score the better.
      vii. ____✓____ (4 pts) toString - returns a nicely formated string of a Golfer's information and all their scores.(Utilizes the Scores toString method)

3. **Score Class**
   a. ____✓____ (4 pts) Instance variables (courseName , score, date, courseRating, courseSlope)
   b. ____✓____ (4 pts) Constructor (Parameterized and Default)
   c. ____✓____ (4 pts) Code ensures all instance field are valid, error code in both constructor and methods, Error messages provided as needed. Program continues after error.
   d. ____✓____ (5 pts) Accessor and mutator methods
   e. ____✓____ (3 pts) toString - returns a nicely formated string of scores.

4. **GolferTester**
   a. ____✓____ (10 pts) Tests all the methods in each class directly or indirectly including error conditions
   b. ____✓____ (5 pts) Test all error conditions.

5. **UML Diagram**
   a. ____✓____ (5 pts) Simple Class diagram (with all methods, instance fields and association)

5. **Other Issues**
   a. ____✓____ (-5 pts) Failed to use mutator methods to set instance variables.
   b. ____✓____ (+ 5 pts) Self graded grade sheet turned in.
   c. ____X____ (+ 5 pts) Used Gregorian Calendar for date.

    d.   ____✓____ (submission, etc)

    e.   ____✓____ (-70 points did not use an Array for Scores)

Comments: