| Student Name | |
|---|---|

# ASSIGNMENT BRIEF

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|---|---|---|---|
| **COURSE:** | **CSD** | **MODULE NAME:** | **FOOP** |
| **TEACHER NAME:** | **Ann-Marie Cosgrave** | **MODULE CODE:** | **5N0541** |
| **Skills Demo NO.:** | **2** | **DATE OF ISSUE:** | **13/12/2022** |
| **PERCENTAGE OF MODULE** | **20** | **SUBMISSION DATE:** | **24/01/2023** |
| **ASSIGNMENT DESCRIPTION: (For example, collection of work, presentation or report** | | **Skills Demo 2** | |
| **DATE IV'D** | | **IV'D BY** | |

# ASSESSMENT GUIDELINES

**Write a program that does the following:**

Invites a user to enter a number that corresponds to a day in the week. This program must iterate 7 times with valid input before terminating.

If the user enters the value of 1 the message "Today is Monday!" should be displayed.

If the user enters the value of 2 the message "Today is Tuesday!" should be displayed.

The user should be informed of **invalid input** outside the range of 1-7 and should be allowed re-enter a valid number. The program should show 7 valid days of the week.

**What you are required to do.**

- Develop an algorithm using pseudocode to solve the problem given above.
- Use the developed algorithm to implement a solution to the program. The solution will require the use of:
- Selection statements (if, if…else, switch)
- Iteration statements (while, do…while or for loops)
- Use comments to document your program
- The program must contain a menu driven system for easy use by end users.
- Document any problems /solutions encountered during development.
- Screen shots of testing the program

**Deliverables:**

The learner must submit the following to the upload link provided in Moodle:

- SkillsDemo2 .java file.
- Typed Report containing Problems/Solutions and Screen Shots of testing of the working program.

| Assessment Criteria | | |
|---|---|---|
| **DESCRIPTION** | **Maximum Mark** | **Candidate Mark** |
| **Clearly Documented Source Code** | | |
| • algorithm/pseudocode provided | 1 | |
| • intelligent use of comments | 1 | |
| • source code correctly indented | 1 | |
| **Program Functionality** | | |
| • working program | 2 | |
| • prudent use of print formatting | .5 | |
| • appropriate layout or screen ratio applied (front-end) | .5 | |
| **Accurate Programming (Syntax and Semantics)** | | |
| • source code generated within IDE | 2 | |
| • appropriately named identifiers (class, method/function, fields/variables) | 2 | |
| • working selection statements, e.g., *if-else* | 2 | |
| • working control structures, e.g., *while-loop, for-loop* | 2 | |
| • no syntax or semantic errors | 2 | |
| **Software Testing/Debugging** | | |
| • evidence of software testing, e.g., documentation of problems/bugs | 2 | |
| • screen captures, visual/digital evidence provided | 2 | |
| **TOTAL** | **20** | |

| LEARNING OUTCOMES | |
|---|---|
| **LO NO.** | **LO DESCRIPTION** |
| **4** | Design and construct modular reusable code blocks |
| **5** | Demonstrate familiarity with and work within, a modern integrated development environment |
| **7** | Model real-world objects in order to build object oriented programs that model real-world activities |
| **9** | Properly document program code |
| **10** | Debug and test programs |
| **11** | Deploy programs to the end user via the front-end |

| FEEDBACK FORM | | |
|---|---|---|
| **COMMENTS** | | |
| | | |
| **TEACHERS SIGNATURE:** | | **PROVISIONAL GRADE/RESULT:** |
| **DATE;** | | |
| **STUDENTS SIGNATURE:** | | |
| **DATE:** | | |