# COP5 5007 Programming Project # 3

## Grading Sheet

**Total Score:** (100 points total): \_\_\_100\_\_\_ Name: \_\_\_\_Probal Chandra dhar\_\_\_\_\_

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

1. **General issues:**
   1. \_\_\_2\_\_\_ (2 pts) Well-documented
   2. \_\_\_5\_\_\_ (5 pts) Javadoc HTML file (correct format and tags)
   3. \_\_\_\_\_\_\_ (-5 pts) Good programming style (formatting, variable names, no magic numbers etc)
   4. \_\_\_\_\_\_\_ (-5 pts) Incorrect program structure (4 separate class, an abstract class and driver(tester) class)
   5. \_\_\_Y\_\_\_ Compiles Y/N \_\_\_\_\_\_\_\_\_\_\_\_(-70 points)
2. **Player Class:**
   1. \_\_\_\_\_\_\_ (-10 not abstract)
   2. \_\_\_2\_\_\_ (2 pts) Instance variables
   3. \_\_\_3\_\_\_ (3 pts) Static Variable to handling ID Number
   4. Methods
      1. \_\_\_2\_\_\_ (2 pts) Constructors as specified.
      2. \_\_\_2\_\_\_ (2 pts) toString - returns a neatly formatted String representing the player's information and all their scores.
      3. \_\_\_2\_\_\_ (2 pts) calculateHandicap - abstract method that returns a double representing the players handicap
3. **Golfer class**
   1. \_\_\_\_\_\_\_ (-5 pts) Does not work as required in Programming Project 2
   2. \_\_\_\_\_\_\_ (-10 pts) Not a Subclass of Player
   3. Methods
      1. \_\_\_7\_\_\_ (7 pts) Calculate Handicap method – matches abstract method of superclass
      2. \_\_\_5\_\_\_ (5 pts) Modified to accommodate the changes in the Score class.
      3. \_\_\_5\_\_\_ (5 pts) toString – as required
4. **Score Class**
   1. \_\_\_\_\_\_ (-5 pts) Does not work as required in Programming Project 2
   2. \_\_\_2\_\_ (2 pts) Course information now object instance variable
   3. \_\_\_5\_\_ (5 pts) Methods modified to handle Course object instance variable including toString
5. **Course Class**
   1. \_\_\_2\_\_ (2 pts) Correct instance variables
   2. \_\_\_2\_\_ (2 pts) Constructors – Default and Parameterized
   3. \_\_\_2\_\_ (2 pts) Access and Mutator methods
   4. \_\_\_2\_\_ (2 pts) toString Method
6. **Bowler class**
   1. \_\_\_\_\_\_\_ (-10 pts) Not a Subclass of Player
   2. \_\_\_2\_\_\_ (2 pts) Instance variables
   3. \_\_\_2\_\_\_ (2 pts) Constructor (Parameterized and Default)
   4. \_\_\_2\_\_\_ (2 pts)  IDNum set programmatically in constructor and mutator
   5. \_\_\_2\_\_\_ (2 pts) Access and mutator methods
   6. \_\_\_7\_\_\_ (7 pts) Calculate Handicap method
   7. \_\_\_2\_\_\_(2 pts) addScore method
   8. \_\_\_2\_\_\_(2 pts) toString
7. **BowlerScore** **class** 
   1. \_\_\_2\_\_\_ (2 pts) Instance variables
   2. \_\_\_2\_\_\_ (2 pts) Constructor (Parameterized and Default)
   3. \_\_\_2\_\_\_ (2 pts) Access and Mutator methods
   4. \_\_\_2\_\_\_ (2 pts) toString Method
8. **PlayersTester class** 
   1. \_\_\_4\_\_\_ (4 pts) Tests all the methods in each class directly or indirectly including error conditions
   2. \_\_\_4\_\_\_ (4 pts) Reads Player’s (Golfer and Bowler) information and a set of scores from a file.  Data should additionally test error conditions
   3. \_\_\_3\_\_\_ (3 pts) Creates an Array of Players (Super class type).
   4. \_\_\_3\_\_\_ (3 pts) Populates the Array with both Golfer and Bowler objects.
   5. \_\_\_4\_\_\_ (4 pts) Call the toString method on each object in the Array polymorphically
9. **UML Diagram**
   1. \_\_\_5\_\_ (5 pts) Class diagram (with all methods, instance fields, associations)
10. **Other Issues**
    1. \_\_\_\_\_\_\_ (-5 pts) File data not in correct format.
    2. \_\_\_\_\_\_\_ (-50 pts) Input file not used.
    3. \_\_\_\_\_\_\_ (-5 pts) Failed to use mutator methods to set instance variables.
    4. \_\_\_\_\_\_\_ (-5 pts) Failed to use accessor methods in toString.
    5. \_\_\_5\_\_\_ (+ 5 pts) Self graded grade sheet turned in.
    6. \_\_\_\_\_\_\_ (-20 pts) Code ensures all instance field are valid or set to 9999, error code in both constructor and methods.  Error messages provided as needed.  Program continues after error.
    7. \_\_\_\_\_\_\_ (submission,  etc including input.txt and .bat file or any other missing requirement or poor coding practice )

Comments: I tried my best to grade myself, forgive me if I'm wrong.