**CMP1902M Object Oriented Programming 2023/24**

**Assignment 2: Report**

Name: Scott Bree

Student ID: 27407303

Code repository URL:

Video URL:

**Application:**

1. Reflection on the OO features within your code. (400 words)
2. Reflection on your handling of error conditions in your code (200 words)
3. Reflection on your testing activities: What did you test, and how did you do it? (400 words)
4. Include evidence of the tests (screenshots are OK)

**Reflection and Feedback**

1. What was the most important thing you learned from this assessment? (<200 words)
2. What was the most challenging aspect of this assessment and how did you approach it? (<200 words)
3. What would you particularly like to receive feedback on in this assessment?

**Assignment 2­­­­­­­: 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 |
| Die, Game and Testing classes are created. | Yes |
| Object instantiation, method calls evident. | Yes |
| Sevens Out game is created. | Yes |
| The Testing class is used. | No |
|  |  |

2:2 standard:

|  |  |
| --- | --- |
| The rules of the Sevens Out game, as specified, are implemented. | Yes |
| Application repeats or quits the game gracefully according to user choice. | Yes |
| Method calls from ‘Main’ to methods in other classes | Yes |
| Error handling is evident, some errors are captured, such as erroneous input being made. | Yes |
| Class definitions show encapsulation. | Yes |
| The Testing class checks the dice sum is correct and that a total of 7 is detected. | No |
| A Statistics class is used | Yes |
|  |  |

2:1 standard:

|  |  |
| --- | --- |
| Sevens Out and Three Or More games are implemented. | Yes |
| Inheritance is implemented, showing a class hierarchy | Yes |
| public/private access control in classes | Yes |
| Generic collections (such as List<>) are used. | Yes |
| Exception handling is used | Yes |
| Testing class uses verification methods in code (such as debug.assert()) to check code. | No |
|  |  |

First standard:

|  |  |
| --- | --- |
| Interfaces and LINQ are used | Yes |
| Static and/or Dynamic polymorphism are evident | No |
| Use of virtual/abstract methods | No |
| protected access control is used in class hierarchy | No |
| The Testing class implements a way to record testing data (through a log file for example) | No |
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