

Assessment #1 – Event Management System

Objective

The objective of this assessment is to build a console-based application using Core Java based on a scenario.

By the end of this assessment, you should be able to

- Create menu driven application
 - Return values
 - Update values
 - Delete values
 - Add new values

Overview - Scenario and Design

You've been asked to design and implement a Java console-based application for event management. There are two major components/classes, Events and Attendees. Attendees can attend events, so your event object should contain a list of attendees.

They want to be able to be able to do the following:

- List all the events in the system
- List an individual event
- Edit an event
- Delete an event
- List the attendees attending an event
- Add an attendee to an event
- Delete an attendee from an event

The type of design you want to have is what happens at each user choice. For example

***** MENU *****

1. List All Events
2. List an individual event
3. Edit an event
4. Delete an event
5. List the attendees attending an event
6. Add an attendee to an event
7. Delete an attendee from an event

Enter your choice

Marking Scheme

Event Management System				
Requirements	Meets Expectations	Needs Improvement	No Submission	Marks Scored
Application demonstrated minimum suggested requirements	30	25	0	
Datatypes, operators, conditionals and loop constructs learning outcomes are demonstrated	10	5	0	
Application uses appropriate Object-Oriented Programming principles	10	5	0	
Java collections – List or Map or combination of Java collections learning outcome demonstrated	10	5	0	
Exceptions handling learning outcome – Application handles exceptions and custom exceptions are demonstrated	5	3	0	
File Handling learning outcome - Application uses file(s) to store data	10	5	0	
Pioneer can explain Object-Oriented principles	5	3	0	
Pioneer can explain Java collections with suitable examples	10	5	0	
Coding Style – Appropriate comments, naming conventions and readable code is demonstrated	10	5	0	