

Faculty of Engineering and Information Technology

School of Computer Science

31927 - Applications Development with .NET 32998 - .NET Applications Development

SPRING 2022 ASSIGNMENT - 1 Marking Guide

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| Due date | Monday 11:00am, 19 September 2022 |
| Demonstrations | Required in the lab/tutorial session |
| Marks | 35% of the total marks for this subject |
| Submission | Complete project folder zip (Code, solution files, etc.), any instructions to run the program in a text file |
| Submit to | Canvas assignment submission |
| Note: This assignment is individual work. | |

Marking Guide:

Below is the marking guide for this assessment. It is designed to allow you to get a Pass grade with minimal effort while still demonstrating that you understand the core principles of .NET development, to get a Distinction with reasonable effort, and to get a High Distinction with solid effort, and 100% with considerable effort. It is recommended that you pay attention to the marks distribution and work towards your own skill level.

| Task | Items | Max Marks/Points |
|---|---|------------------|
| Code Design (Programming style) | Includes high cohesion and low coupling for classes and methods, using properties, using enumerations, where appropriate, good design using object orientation etc. | 5 |
| Code Quality (Programming style) | Includes proper indenting and white spacing, helpful comments and meaningful class/method/property/field names (naming convention). | 3 |
| Console interface design | Includes basic console interface designs, with transition between each interfaces: 1. Login and exit: 0.5 mark 2. Main Menu: 0.5 mark 3. New Account: 1 mark 4. Search an account: 1 mark 5. Deposit: 1 mark 6. Withdraw: 1 mark 7. Statement: 0.5 mark 8. Delete: 0.5 mark | 6 |

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|---|---|-----------|
| Implementation and Functionality | 1. Login and Exit: with checks and working: 2 marks 2. Main menu: working with checks: 2 marks 3. New Account: checks file update/creation: 3 marks 4. Search Account: implemented with checks: 2 marks 5. Deposit: Checks and file update working: 3 marks 6. Withdraw: Checks and file update working: 3 marks 7. Statement: with email: 4 marks 8. Delete: With checks and correct file deletion: 2 marks | 21 |
| | Total | 35 |

Marks will be deducted based on missing functionality/error/exception etc. as given below:

- With no email functionality 2 marks will be deducted
- With no checks or error and missing exception handling as appropriate 1 mark will be deducted from each of the items (1-8) detailed under "Implementation and Functionality".
- Program doesn't compile: 40% of the total marks will be deducted
- Program crashes due to unhandled exceptions while testing: 5 marks will be deducted.
- Console design items (1-8): 0.5 marks will be deducted for missing functionality in each item
- For code design and quality: tutor will check the code and provide marks accordingly.

During demos in the lab, your code needs to be compiled in Visual Studio and then the tutor will test for normal functionality as described in the specifications. You need to demonstrate that you understand the functionality of various components in a console application and the designed console should be easily readable and usable by your tutor.

Note: The student must download their submitted assignment code from Canvas in front of the tutor and copy it to AppLockerException folder before running it. Only the last attempt of the submitted assignment will be evaluated. The students are not allowed to use their laptops for showing the code/assignment to the tutor. Please make sure the code is running on a lab computer, especially for Mac users.

Queries

If you have a problem such as illness which will affect your assignment submission contact the subject coordinator as soon as possible.

Dr. Avinash Singh
Room: CB11.07.108
Phone: 9514 4426
Email: avinash.singh@uts.edu.au

If you have a question about the assignment, please post it to the Canvas discussion board for this subject so that everyone can see the response, or contact the subject co-ordinator via email.

If serious problems are discovered in assignment specification, the class will be informed via an announcement on Canvas. It is your responsibility to make sure you frequently check Canvas.

PLEASE NOTE : If the answer to your questions can be found directly in any of the following

- ☐ subject outline
- ☐ assignment specification
- ☐ Canvas FAQ
- ☐ Canvas discussion board

You will be directed to these locations rather than given a direct answer.