

JAVA Assignment Marking Scheme

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	Criterion	Marks Allowed	Marks Awarded		Marks Awarded	Comments
Room.java (20 marks)	4 required attributes appropriately declared including access specifier	3				
	Constructor with no arguments and setting attribute values to default	3				
	Getter methods for attributes	3				
	isBooked method	3				
	Setter methods	4				
	Service methods	4				
	toString method defined as per requirement including formatting	5				
	TOTAL	25			0	
Hostel.java (30marks)	Attributes: Room[] only (and constant to store default size 50)	4				
	Constructor properly defined and initializing array size etc., invocation of private methods	5				
	Method to initialise rooms	4				
	Methods for Room Tariff , NoOfBeds	6				
	Methods booked rooms , vacant rooms	6				
	Method to calculate and return total tariff	3				
	getAvailableRooms method	4				
	findGuestRoomNumber	3				
	TOTAL	35			0	
HostelMain.java (25 marks)	Creating the Hotel object + size	2				
	Menu Display	2				
	Check availability of rooms for <i>n</i> guests	3				
	Book a room	3				
	Vacate a room	3				
	Find room occupied by a guest	4				
	Print summary reports	4				
	Allow repetition of menu with appropriate loop structure	3				
	Selection of functionality with appropriate control structure	2				
	Use of methods to perform different tasks	4				
	TOTAL	30			0	
Quality of Code & Documentation (10 marks)	Method documentation include purpose + comment on any complex section code	2				
	Source code documentation includes student number, and name	1				
	Code are properly indented, and printed in Courier New 10pt, and in portrait orientation	2				
	Meaningful name for identifiers (both variables and constants)	1				
	Cover-sheet with name, student ID, and turnitin originality report	2				
	All source codes (in a compressed file) submitted to elearning , and Assignment (in Word format, and with sample output) submitted to Turnitin	2				
	TOTAL	10			0	
	GRAND TOTAL	100			0	

Late submission, in number of days

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FINAL MARK

0.0