SYST 17796

ice 1 instructor notes/rubric

It may be possible to grade this during class as one of three options:

* Complete - 10
* incomplete- 0
* partially complete -5

# Grading breakdown 10 points

Each task could be worth 1 point, plus one additional point for each of:

* Adds appropriate documentation (name, modifier, date)
* Conforms to proper coding standards (grading at a Java 1 level)
* Completes all tasks and does not mis-manage the repository (no overwriting other students’ code, clear from the history that they did the work inidividually)

| Task |
| --- |
| 1. Clone the ICE 1 repository listed above to a NetBeans project |
| 1. Create a new Branch on the master repository called FIRSTNAME\_LASTNAME\_ICE1 to complete the remainder of ICE 1. **Note that you should not push changes to the master repository, only to your branch**. |
| 1. Complete the CardTrick class so that it models a “hand” of seven cards as an array (or other suitable data structure) which is filled with random cards (you will have to create an algorithm that chooses random number values and random suits from the suits array, **this is started for you**) |
| 1. Make the CardTrick class then ask the user to pick a card (“any card”) and then search the array for the card, and report whether the user’s card is in the magic hand of random cards. There are no special points here for efficiency beyond a Java 1 level. This is something we can refactor! |
| 1. Edit your code **from GitHub to add a set Card Object called luckyCard.** |
| 1. Safely merge the code into your NetBeans project, replacing the code that was asking the user to create a card with your new luckyCard Object. |
| 1. Once your merged code is working (your original plus the lucky card), commit and push your branch to the repository. **Do not merge with the master.** |
| \*\*\*\*Students will be asked to show their history to get full credit for the edit/merge (and Git history doesn’t lie!)\*\*\*\* |