

JP2 Lab Exam 2020 – General feedback

The lab exam is marked out of 20, with the marks allocated as follows. In addition, 1 mark was deducted from the total for students who did not use the correct package name (**trading**).

Task 1: Goods (2 marks)

Most students did well here – marks were deducted for not declaring Goods as an enum or having an incorrect set of enum constants (both rare).

Task 2: Core Trade class (6 marks)

Performance here was generally good. Marks were mainly lost for incorrect access modifiers (on the class, fields, and/or methods), or for not using a custom (non-auto-generated) toString() method.

Task 3: Citizen (5 marks)

The best representation for the inventory would have been a Map<Goods, Integer> -- other implementations would also been given full marks as long as the behaviour of the methods is correct. Many people had issues here with getAmount() – whatever internal representation you use, it should return zero and not crash if asked to get the amount of goods where the citizen has none. Points were also lost for incorrect access modifiers and buggy implementations of executeTrade().

Task 4: Trader (3 marks)

Marks were mainly lost here by not correctly adding the random trade – either in the constructor and/or when addRandomTrade() was called directly. Some students also lost marks here too for access modifiers.

Task 5: Trade.execute() (3 marks)

The most common issue here was calling Citizen.executeTrade() more than once, or other such small logic errors in the execution of the method.

Style (1 mark)

To get full marks here, you needed to have a comment on all submitted classes, as well as appropriate indentation and variable names. Most students who lost marks here lost 0.5 for not including comments.