

COMP 2404 -- Assignment #1 (Fall 2014)

Grading Scheme

UML diagram: 20%

- 6 marks: Control object
 - 2 marks: correct relationship with UI object
 - 2 marks: correct relationship with entity object(s)
 - 2 marks: launch operation
- 4 marks: UI object
 - 2 marks: menu operations
 - 2 marks: print operations
- 10 marks: Entity objects
 - 6 marks: correct relationships between entity objects
 - 4 marks: correct attributes and operations

Control class: 25%

- 5 marks: implements correct relationship with UI object
- 5 marks: implements correct relationship with entity object(s)
- 5 marks: handles and dispatches user selection from main menu
- 10 marks: initializes member objects in constructor

UI class: 20%

- 10 marks: displays menus to user and reads selection
- 10 marks: outputs data (books and patrons) to the screen

Entity classes: 35%

- 15 marks: implements correct relationships between entity objects
- 10 marks: implements functions for managing patrons
- 10 marks: implements functions for managing books borrowed by patrons

Deductions

- Up to 50 marks for any of the following:
 - the code does not compile using g++ in the VM provided for the course
 - the code cannot be tested because it doesn't run
 - unauthorized changes have been made to the code provided, where applicable
 - prohibited library classes or functions are used
- Up to 20 marks for any of the following:
 - the design does not generally follow correct design principles (e.g. data abstraction, encapsulation)
 - the program uses global variables, global functions, or structs
 - the program passes objects by value
 - the Makefile or readme file is missing or incomplete
 - the code is not correctly separated into header and source files
- Up to 10 marks for missing comments or other bad style (non-standard indentation, etc.)

Bonus marks

- Up to 5 extra marks are available for fun and creative additional features