

COP 2210		Assignment 1: Using Objects	
		100	Jenny B. Goode
<u>Presentation</u>	<u>10</u>		
Prog Id Paragraphs	5	5	<i>Must be complete in the format provided</i>
Readability	5	5	<i>Code must be easy to read and understand</i>
<u>changeDetails()</u>	<u>40</u>		
Change Amounts			<i>Must use ChangeMaker methods</i>
Amount	4	4	
Dollars	4	4	
Cents	4	4	
Spacing & text	4	4	
Bill #'s			
Correct	8	8	<i>Must use ChangeMaker methods</i>
Formatting	4	4	<i>Correct legend and spacing</i>
Coin #'s			
Correct	8	8	<i>Must use ChangeMaker methods</i>
Formatting	4	4	<i>Correct legend and spacing</i>
<u>ChangeMaker</u>	<u>50</u>		<i>No additional instance variables allowed (loses 25 points)</i>
Constructor			
dollars	5	5	
cents	5	5	
Accessors			<i>No logic re-implementation</i>
getDollars()	2	2	
getCents()	2	2	
Methods			<i>Must use int arithmetic with instance variables</i>
twenties()	3	3	
tens()	5	5	
fives()	5	5	
ones()	5	5	
quarters()	3	3	
dimes()	5	5	
nickles()	5	5	
pennies()	5	5	
<u>Minimum Requirements</u>			
Must Compile	**		<i>Does not compile: Automatic 0</i>
Exception-free Run	**		<i>Compiles, but execution fails: Maximum 25</i>