

COP 2210		Assignment 2: Implementing Classes	
<u>Section #</u>			
		100	<i>Jenny B. Goode</i>
<u>Presentation</u>	<u>15</u>		
Prog Id Paragraphs	5	5	
Documentation	7	7	
Easy-to-read Code	3	3	
<u>CollegeStudent</u>	<u>70</u>		
Instance Variables			
Suitable names	4	4	<i>Descriptive, conventional</i>
Correct types	4	4	
Access modifier	4	4	
Constructor			
header	2	2	
initialization	8	8	<i>All instance variables initialized correctly</i>
Accessors			
All required	4	4	<i>Conventional naming</i>
Implementation	12	12	<i>Correct implementation</i>
Mutator			
Parameters	5	5	<i>Correct number and types</i>
Update record	5	5	<i>Complete, and as implied in the assignment spec-sheet</i>
Update credits	3	3	<i>Correct update</i>
Update grade points	5	5	<i>Correct update</i>
toString()			
Completeness	8	8	<i>All state information</i>
Relevance	2	2	<i>State information only</i>
Formatting	4	4	<i>Attractive display, easy to read</i>
<u>Client / Tester</u>	<u>15</u>		
Instantiation	5	5	
Invoke mutator	2	2	
Initialize credits	4	4	
Initialize points	4	4	
<u>Minimum Requirements</u>			
Compilation	**		<i>Does not compile: Automatic 0</i>
Execution	**		<i>Compiles, but execution fails: Maximum 25</i>