

COP 2210		Assignment 5: Arrays	
Section #			
		100	Johnny B. Baad
<u>Presentation</u>	<u>5</u>		
Program . Id. Para.	5	5	
<u>GamePanel</u>	<u>60</u>		
Constructor	8	8	<i>Instantiate and Initialize boolean array</i>
getLabel()	2	2	
getPicks()	10	10	<i>Instantiate and initialize int array of correct size</i>
isQuickPick()	2	2	
isVoided()	2	2	
isMarked()	6	6	<i>Iterate over all elements except isPicked[0]</i>
mark(int[])	10	10	<i>Must test for duplicates, exception if any</i>
mark(int)	10	10	<i>Must not allow duplicated picks</i>
mark()	2	2	
toString()	8	8	<i>Show label, selected picks (unless void), QP(if quick pick)</i>
<u>PlaySlip</u>	<u>35</u>		
Constructor	8	8	<i>Instantiate panels[]; instantiate each element</i>
getLabels()	5	5	<i>Correct for the number of panels in the play slip</i>
getPanel()	8	8	<i>Search by label parameter; return reference(if found)</i>
cancel()	2	2	<i>Call appropriate LotteryGamePanel mutator</i>
quickPick()	2	2	<i>Call appropriate LotteryGamePanel mutator</i>
selfPick()	2	2	<i>Call appropriate LotteryGamePanel mutator</i>
toString()	8	8	<i>Implicitly call LotteryGamePanel toString()</i>
<u>Minimum Requirements</u>			
Compilation	**		Does not compile: Automatic 0
Execution	**		Compiles, but execution fails: Maximum 25