

PRF – Programming Fundamentals Coursework 2 – The Markscheme

Name:

Marker:

Stage 1:	/8
Stage 2:	/6
Stage 3:	/6
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Total:	/20

Stage 1 [8 marks]

Compile and run the class. The class should include a short program that demonstrates how various methods work.

One mark for each of:

- Class is called `Animal` and includes sensible attributes
- "Ferocity" attribute cannot be set outside range
- Age cannot be negative, but can be zero
- `toString` method returns a neat string
- Sponsorship cost *not* stored as an attribute
- Sponsorship cost calculations correct
- Javadoc tags in all the expected places
- Reasonable commenting, and no line longer than 80 characters

Stage 2 [6 marks]

There should be another class, storing details of keepers. One of the attributes should obviously be an instance of the `Animal` class.

Marks:

- One attribute is an Animal object
- Accessor and Mutator for Animal
- Demonstrates finding ferocity of the keeper's Animal
- Demonstrates finding sponsorship cost of the keeper's Animal

Stage 3 [6 marks]

The program should prompt the user to enter some animals, and should then display the animals in order of sponsorship cost (either ascending or descending order is fine).

One mark for each of:

- Number of animals entered is validated (cannot be 0 or less)
- Correct number of Animals prompted for and stored
- Animals are displayed neatly
- Animals are displayed neatly and in the correct order