

Classes (/klassen) / COMP 110 Intro to Programming: Spring 2021 (/klassen/44) / Aquarium Lab Series Mini-Labs (all) / View Submission

Submission for Aquarium Lab Series Mini-Labs (all)

See the Detailed Schedule for links to the mini-lab and the lab.

When you are ready to submit your lab, change the name of your project directory to YourName_Aqua_MLs, zip it, and submit the complete project as a single zip file.

Provided Files ▾

1 Contributor:

- AlyceAsStudent Faulstich

Blank Submission

Resubmission policy:

Resubmission allowed

[Resubmit \(/submissions/new?assigned=844\)](/submissions/new?assigned=844)

Feedback

Functionality

<input type="checkbox"/>	Construct interface with new AquaSimGUI object	0.0
<input type="checkbox"/>	Construct a random number generator	0.0
<input type="checkbox"/>	Use AquaSimGUI method to get number of fish	0.0
<input type="checkbox"/>	Create a new ArrayList<AquaFish>	0.0
<input type="checkbox"/>	For-loop using the value returned by getNumberOfFish() in condition	0.0
<input type="checkbox"/>	Use series of if-statements to randomly select fish color	0.0
<input type="checkbox"/>	For-loop adds each fish to the fish ArrayList	0.0
<input type="checkbox"/>	Get number of steps using AquaSimGUI method	0.0
<input type="checkbox"/>	Run simulation: Create for-loop using number of steps from GUI	0.0
<input type="checkbox"/>	In the loop, have at least <code>_some_</code> attempt at moving each fish in the list in some way	0.0
<input type="checkbox"/>	... Correctly get each fish in the list into a variable (or repeatedly use <code>get()</code> correctly in method invocations)	0.0
<input type="checkbox"/>	... Get new random int from random number generator	0.0
<input type="checkbox"/>	... If-statement to change direction if at wall or based on some probability	0.0
<input type="checkbox"/>	... Correct if-statement logic	0.0
<input type="checkbox"/>	... Move each fish forward	0.0
<input type="checkbox"/>	... Update aquarium display	0.0
<input type="checkbox"/>	*** Grade *** Meets expectations (most or all criteria are met). Check your progress against the checkboxes above.	4.0
<input type="checkbox"/>	... Missing significant details	3.0
<input type="checkbox"/>	... Half-credit	2.0
<input type="checkbox"/>	... Minimal effort or significant errors.	1.0
<input type="checkbox"/>	... No credit	0.0

Documentation

<input type="checkbox"/>	Appropriate variable names	0.0
<input type="checkbox"/>	Description in class documentation for aquarium series	0.0
<input type="checkbox"/>	Name, date, with assistance from, etc listed in documentation	0.0
<input type="checkbox"/>	@author, @version should be updated	0.0
<input type="checkbox"/>	Comments in fish color for-loop	0.0
<input type="checkbox"/>	Comments in fish movement for-loop	0.0
<input type="checkbox"/>	*** Grade *** Meets expectations (or comes close). Check your progress against the checkboxes above.	2.0
<input type="checkbox"/>	... Half-credit	1.0
<input type="checkbox"/>	... No credit	0.0

Grade Summary

Score overridden to: 0.0

Final Grade: 0.0 / 6.0 points (0.0%)[Request Regrade](#)