Student: 14378

When I exit the app and re-login with the same nickname, the process is started from scratch, without considering the data of the previous interactions with the system (-1). The GUI looks fine. The code looks ok.

Functionality: B (-1)
User Interface: A
Exception: A
Quality of the Code: A

14 - 1 = 13

Final mark: 13 + 0 from lab assignments = 13

Student: 14630

When I exit the app and re-login with the same nickname, the process is started from scratch, without considering the data of the previous interactions with the system (-1). When I clicked Start, Menu disappeared (-1). I can click multiple times the Like/Dislike button for a single quotation (-1). The code is not written well and difficult to understand (-1).

Functionality: C (-2)
User Interface: B (-1)
Exception: A
Quality of the Code: B (-1)

14 - 4 = 10

Final mark: 10 + 2 from lab assignments = 12

Student: 14703

When I exit the app and re-login with the same nickname, the process is
started from scratch, without considering the data of the previous interactions with the system (-1). The GUI and the code looks ok.

Functionality: B (-1)
User Interface: A
Exception: A
Quality of the Code: A

14 - 1 = 13

Final mark: 13 + 0 from lab assignments = 13

Student: 14785

It is always possible to exit the app and return with the same nickname even after pressing "Most Liked Author" (or "End") button (-1). Sometimes when I click "Most Liked Author", the app shows the message "the preference given by user is same for both authors" and "java.lang.NullPointerException" is raised (-1)

Functionality: B (-1)
User Interface: A
Exception: B (-1)
Quality of the Code: A

14 - 2 = 12

Final mark: 12 + 0 from lab assignments = 12

Student: 14133

Several functionalities are missing: when I exit the app and re-login with the same nickname, the process is started from scratch, without considering the data of the previous interactions with the system (-1). After clicking on "which author I like most", the app does not show all the quotations of the favourite author (-1), and it is possible to re-login with the same nickname (-1). It is possible to press Dislike button multiple times, without the quotation being changed (-1).

Functionality: FAIL
User Interface:   A (not checked)
Exception:       A (not checked)
Quality of the Code:  A (not checked)

FAIL

Final mark: FAIL + 0 from lab assignments = FAIL

Student: 13310

When I click on "author you like most" it ends the app but I can re-login and can start playing with the same nickname, from the scratch (-1). Sometimes, when I click on like/dislike, translateToIOException exception exception is raised (-1). The code structure is not good: for instance, Score class contains large lines of code and long methods (-1).

Functionality:       B (-1)
User Interface:      A
Exception:           B (-1)
Quality of the Code:  B (-1)

14 - 3 = 11

Final mark: 11 + 0 from lab assignments = 11

Student: 14036

All the functionalities have been implemented. The GUI looks good and code quality is ok.

Functionality:   A
User Interface:  A
Exception:       A
Quality of the Code:  A

14 - 0 = 14
Student: 14772

When I exit the app and re-login with the same nickname, the process is started from scratch, without considering the data of the previous interactions with the system (-1). The code is not structured well. For instance, MainFrame class contains large lines of code and long methods, which can be split into smaller methods. There is a strange class called VoidPanel which is said, it is used to add space between other panels (-1).

Functionality: B (-1)

User Interface: A

Exception: A

Quality of the Code: B (-1)

14 - 2 = 12

Final mark: 12 + 1 from lab assignments = 13

Student: 14335

Instead of creating one Quotation class and different instances, two classes (QuotationA and QuotationB) have been created (-1). The interface is good.

Functionality: A

User Interface: A

Exception: A

Quality of the Code: B (-1)

14 - 1 = 13

Final mark: 13 + 1 from lab assignments = 14

Student: 14626

It is very hard to read the code (-1). The logic and the GUI code are mixed. The methods are huge. Instead of an entity class, there is an array of Strings containing the data of the user, which makes it very hard to
understand what is userData[2] and what is userData[5], for example.

Functionality: A
User Interface: A
Exception: A
Quality of the Code: B
13
Final mark: 13 + 0 from lab assignments = 13

Student: 14677

FileNotFoundException prevents visualization of quotations.

Functionality: (not evaluated)
User Interface: (not evaluated)
Exception: FAIL
Quality of the Code: (not evaluated)
FAIL
Final mark: FAIL + 0 from lab assignments = FAIL

Student: 12160

No information about the application is provided in the 'About' popup. The only shown statistic is 'number of likes', which is implemented wrongly, for example, I clicked dislike 3-times, but it counted them as 'likes' (-1). The button 'which is the author that I liked most?' shows no information and I can still login later with the same user name and play (-1). Radiobuttons are visible before the first quote is shown, i.e., in the instructions already, which is strange. After some ratings, labels of likes start overlapping, and the score becomes unreadable (-1). NullPointerException is thrown if I click 'Cancel' in 'Input' dialog. (-1) There are only three classes and even among those one has only one logical line of code. Logic and GUI overlap, methods are huge (actually, there are only three methods!), and there are no entity classes (-1).

Functionality: C
User Interface: B
Exception: B
Quality of the Code: B
9
Final mark: 9 + 0 from lab assignments = 9

Student: 14623
The individual success score is not implemented as instructed: I gave 4 likes and 1 dislike, but when I clicked on "Which is the author I liked the most?" button, the system said that it was a draw, which is impossible (-1). Re-login starts from the initial state, without adapting the data to the previous interactions with the system; I can see that the result files are containing only hardcoded values and most of them are 0 (-1).

Some internal class names start with lower-case letter. Some variables start with upper-case letter. GUI and the logic are mixed a bit too much: it would be better to have some additional classes for the logic, since there are only 4 (-1).

Functionality: C
User Interface: A
Exception: A
Quality of the Code: B
11
Final mark: 11 + 0 from lab assignments = 11

Student: 14721

It is strange that I cannot see my preferred author, even after rating 6 quotes. The system does not continuously inform the user about the score, but only after 'Close the game and save it' button is pressed. If I login with an old username, after seeing which author I prefer, the results are reset and I am still able to play (-1).

The content of the 'About' dialog is printed in one line, which makes it impossible to fit the screen. Moreover, it contains html tags, so I assume that a wrong container was used (-1).

In general, it can be seen from the code that there was an attempt to make it modular. However, it is a big mistake to implement classes AuthorEmerson and AuthorMaugham, because that directly violates the core idea of object oriented programming: if you have two authors, you have to create one class and instantiate two objects (-1); something similar to the User class would be better.

Functionality: B
User Interface: B
Exception: A
Quality of the Code: B
11
Final mark: 11 + 0 from lab assignments = 11

Student: 10111146

'Quotation shown' information is wrong: it always adds 2 for the first answered question (also after re-login); consequently, the success score seems to be calculated wrongly, for example, I had 5 likes, quotation shown
is 10, and success score is 0.62 (-1).

Functionality: B
User Interface: A
Exception: A
Quality of the Code: A
13
Final mark: 13 + 0 from lab assignments = 13

Student: 14628

Re-login does not work properly: if I exit the application using the 'End' button I will not be able to play again with the same nickname, even if I do not select 'My favorite author' button; if I exit using the menu, nothing is stored (-1).
In the source code, some names could be more meaningful, such as 'Methods' class.

Functionality: B
User Interface: A
Exception: A
Quality of the Code: A
13
Final mark: 13 + 1 from lab assignments = 14

Student: 14207

When I re-login with a username that is not deactivated yet, the old scores are not taken into account (-1).
Too few classes were implemented. The selection strategy is (partially) implemented in a class called FileScanner and in PrincipalPanel, which is strange (-1). Calling a class 'Name' and implementing GUI functionality in the constructor is not very clever. Some variables are declared (and even instantiated), but never used.

Functionality: B
User Interface: A
Exception: A
Quality of the Code: B
12
Final mark: 12 + 0 from lab assignments = 12

Student: 14486

No information about the application is provided in the 'Credits' popup.
When I re-login, the old scores are not taken into account and I can see that user.txt contains only username (-1). Users who clicked on 'Show preferred Author' can still login and play; the 'Show preferred Author' popup contains no information (-1). There are some variables declared in the code, but it seems that the scores of the authors are not updated, because they are always 0 (-1). Strategy information button is missing (-1). In the code it can be seen that the strategy is random all the time, since "usercontr.getLikeall()" is always 0, hence, "if (usercontr.getLikeall() < 5)" is always "true". The overall score is not implemented according to the instructions: I had "total of likes" 3.0, "total of dislikes" 2.0, and "total score" was 2; then I added one like and "total score" became 5 (also, I was not able to understand in the code what actually happens there) (-1).

Functionality: FAIL
User Interface: (not evaluated)
Exception: (not evaluated)
Quality of the Code: (not evaluated)
FAIL
Final mark: FAIL + 0 from lab assignments = FAIL