

# AP<sup>®</sup> COMPUTER SCIENCE A 2015 SCORING GUIDELINES

## Question 2: Guessing Game

<b>Class:</b> HiddenWord	<b>9 points</b>
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**Intent:** Define implementation of class to represent hidden word in guessing game

- +1 Uses correct class, constructor, and method headers
- +1 Declares appropriate `private` instance variable
- +1 Initializes instance variable within constructor using parameter
- +6 Implement `getHint`
  - +1 Accesses all letters in both guess and hidden word in loop  
(no bounds errors in either)
  - +4 Process letters within loop
    - +1 Extracts and compares corresponding single letters from guess and hidden word
    - +1 Tests whether guess letter occurs in same position in both guess and hidden word
    - +1 Tests whether guess letter occurs in hidden word but not in same position as in guess
    - +1 Adds correct character exactly once to the hint string based on the test result
  - +1 Declares, initializes, and returns constructed hint string

<b>Question-Specific Penalties</b>
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- 1 (t) Uses `get` to access letters from strings
- 2 (u) Consistently uses incorrect name instead of instance variable name for hidden word