Question 2: TokenPass

Part (a) TokenPass constructor 4 points

Intent: Create TokenPass object and correctly initialize game state

+1 Creates instance variable board as int array of size playerCount

+1 Computes a random number between 1 and 10, inclusive, and a random number between 0 and playerCount-1, inclusive

+1 Initializes all entries in board with computed random value (no bounds errors)

+1 Initializes instance variable currentPlayer to computed random value

Part (b) distributeCurrentPlayerTokens 5 points

Intent: Distribute all tokens from currentPlayer position to subsequent positions in array

+1 Uses initial value of board[currentPlayer] to control distribution of tokens

+1 Increases at least one board entry in the context of a loop

+1 Starts distribution of tokens at correct board entry

+1 Distributes next token (if any remain) to position 0 after distributing to highest position in board

+1 On exit: token count at each position in board is correct

Question-Specific Penalties

-2 (v) Consistently uses incorrect array name instead of board

-1 (y) Destruction of persistent data (currentPlayer)

-1 (z) Attempts to return a value from distributeCurrentPlayerTokens