

CSCE 156 – Assignment 6 Rubric

Name(s): _____

Total: _____ /100

CSE Login: _____

Grader: _____

What needs to be turned in:

- Your design document (hardcopy) one week prior to this assignment being due
- This rubric (hardcopy)
- Your runnable JAR file named (`PortfolioReport.jar`) and zip file (`PortfolioReport.zip`) containing your source code using webhandin

Grading will be based on the following items.

1. Programming Style

Items	Grader Notes	Points	Score
<ul style="list-style-type: none">• Meaningful variable names• Proper Indentation		2.5	
<ul style="list-style-type: none">• Comments provided in the code to specify the functionality or the objective of the particular block of code		2.5	
Subtotal		5	

2. Program Correctness

Items	Grader Notes	Points	Score
<ul style="list-style-type: none">• Correct file names• Correct class names• Archived source code included in JAR as specified• Jar runs on cse as specified		2.5	
<ul style="list-style-type: none">• Output is well-formatted and as expected• Incomplete grades display as specified		2.5	
<ul style="list-style-type: none">• Each test case properly executes as specified		30	
Subtotal		35	

3. Program Design

Items	Grader Notes	Points	Score
Proper objected oriented design <ul style="list-style-type: none">• ADT is properly abstracted and awareness of its state is not required for proper use• Data and functionality is properly encapsulated		20	

<ul style="list-style-type: none"> • Design supports code reuse 			
The ADT provides means to: <ul style="list-style-type: none"> • Add elements • Remove elements • Retrieve elements 		20	
<ul style="list-style-type: none"> • External libraries or code are not used • Order is maintained rather than resorted every time • Collection dynamically resizes and capacity is not fixed 		20	
Subtotal		60	

4. Bonus Items

Items	Grader Notes	Points	Score
__Bonus: The class is generic and parameterized so that it may hold any type		(5)	
__Bonus: There is a single implementation that utilizes a <code>Comparator</code>		(5)	
__Bonus: The class implements the <code>Iterable</code> interface		(10)	
Subtotal		0	

Bonus/Honors Items

There are a couple of opportunities for bonus points. If you attempt any of the bonus point items and want them to be considered, check the items in the table above. Those enrolled in the **Honors section** of this course are *required* to complete all the bonus items; the total for this assignment will be adjusted appropriately. Bonus points will be awarded for the following items.

1. If you make the class generic by parameterizing it so that it could be used to hold any type, it is worth bonus.
2. If you design your implementation to be configurable by utilizing a `Comparator` class, it is worth bonus.
3. If your class implements the `Iterable` interface so that it may be used in an enhanced for-loop, it is worth bonus.