CSCE 156 – Homework 3 Rubric

Name(s):_____ Total: _____/ 150
CSE Login(s): _____ Grader:_____

What needs to be turned in:

- Your design document (hardcopy) 1 week prior to the assignment due date
- This rubric (hardcopy)
- Your runnable JAR file (`PortfolioReport.jar`)
- A zip archive of your source (`PortfolioReport.zip`)
- Your test case files (`Assets.dat`, `Persons.dat`, and `Portfolios.dat`) as well as the expected output file (`output.txt`).

Grading will be based on the following items.

1. Programming Style

Items	Grader Notes	Points	Score
• Following instructions		5	
• Meaningful variable names • Proper Indentation • Consistent style		2.5	
• Comments provided in the code to specify the functionality or the objective of the particular block of code		2.5	
Subtotal		**10**	

2. Program Correctness

Items	Grader Notes	Points	Score
• Correct file names • Correct class & package names • Zip file contains source code as specified		2.5	

• Jar runs through webgrader • Jar opens data files as specified		2.5	
• All test cases on the webgrader properly execute with correct and accurate output		30	
• A valid, non-trivial test case has been submitted with the correct file names, is well-formatted, and correctly executes		10	
• Output is readable and similar to the specification • Output is well-formatted		5	
Subtotal		**50**	

3. Program Design

Items	**Grader Notes**	**Points**	**Score**
Classes are well-designed • Classes are implemented correctly and used properly • State and interface make sense • Each member field has an appropriate type • Each class properly models the entity it represents		10	

Proper use of encapsulation • Related functionality and data are properly grouped in associated classes • State cannot and is not lost by object manipulation • Getters/setters control access to private members as needed		15	
Proper use of Abstraction • Classes have non-trivial methods, and are not just data containers • The use of an object does not require knowledge about its state or implementation		20	
Proper use of Inheritance • At least 2 instances of appropriately overridden methods • Hierarchy of inheritance makes sense		20	
Proper use of Polymorphism • At least 1 instance of correct polymorphic behavior		20	
Subtotal		**85**	

4. Misc & Bonus

Items	**Grader Notes**	**Points**	**Score**
Misc – If there are notable problems with your program not enumerated in this rubric, points may be deducted, otherwise full credit will be given.		5	
___Bonus: Test case provided 1 week ahead of time along with the design document		**(10)**	

___Bonus: Summary report outputs customers in a last name/first name alphabetic ordering		**(5)**	
Subtotal		**5**	

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.

- If your summary prints customers in order of last name/first name
- Creating and sharing (in advance of the due date) a substantial and non-trivial test case. You must include all data files and provide an expected output result. Hand these in (via webhandin) and inform the instructor at least 1 week prior to the due date to receive extra credit.