## Computer Programming Summative Project Rubric

	Unsatisfactory	Satisfactory	Good	Excellent
Application	<ul> <li>Project does not include the required elements and/or does not reflect, at all, knowledge of the material.</li> <li>Project is overly simplistic, not much to it. Thus, it fails to hold interest.</li> </ul>	<ul> <li>Project includes most required elements and reflects, somewhat, knowledge of the material.</li> <li>Project has enough complexity to make it somewhat interesting, but still a bit too simplistic.</li> <li>Overly complicated just for the sake of being complicated.</li> </ul>	<ul> <li>Project includes all required elements and reflects knowledge of the material.</li> <li>Sufficiently complex and interesting to maintain interest.</li> <li>Not complicated just for complexity's sake.</li> </ul>	<ul> <li>Project includes all required elements presented in a highly original manner that reflects deep knowledge of the material.</li> <li>Complex and very interesting, it's evident that complexity serves a purpose.</li> </ul>
<b>Coding Standards</b>	<ul> <li>No name, date, or assignment title included</li> <li>Poor use of whitespace (indentation, blank lines).</li> <li>Disorganized and messy</li> <li>Poor use of variables (many unnecessary variables, ambiguous naming, complete lack of proper variable scope and access level).</li> <li>The whole program consists of the main method only.</li> </ul>	<ul> <li>Includes name, date, and assignment title.</li> <li>White space makes program fairly easy to read.</li> <li>Organized work.</li> <li>Good use of variables (few unnecessary variables, unambiguous naming, some proper use of variable scope and access level).</li> <li>The program is somewhat modular with some method calls</li> </ul>	<ul> <li>Includes name, date, and assignment title.</li> <li>Good use of white space.</li> <li>Organized work.</li> <li>Good use of variables (almost no unnecessary variables, unambiguous naming, proper use of variable scope and access level for the most part).</li> <li>The program is mostly modular with some room for improvement.</li> </ul>	<ul> <li>Includes name, date, and assignment title.</li> <li>Excellent use of whitespace.</li> <li>Organized work.</li> <li>Excellent use of variables (no unnecessary variables, unambiguous naming, proper use of variable scope and access level throughout).</li> <li>The program is completely modular with more than one level of method calls (e.g. usage of helper methods.)</li> </ul>

Documentation	No documentation included.	<ul> <li>Basic documentation has been completed including descriptions of variables.</li> <li>Purpose is noted for each method.</li> </ul>	<ul> <li>Clearly documented including descriptions of variables.</li> <li>Specific purpose is noted for each method and control structure.</li> </ul>	<ul> <li>Clearly and effectively documented including descriptions of variables.</li> <li>Specific purpose is noted for each method, control structure, input requirements, and output results.</li> </ul>
Runtime	<ul> <li>Does not execute due to errors.</li> <li>User prompts are misleading or non-existent.</li> <li>No testing has been completed.</li> </ul>	<ul> <li>Executes without errors.</li> <li>User prompts contain little information, poor design.</li> <li>Some testing has been completed.</li> </ul>	<ul> <li>Executes without errors.</li> <li>User prompts are understandable, minimum use of symbols or spacing in output.</li> <li>Thorough testing has been completed</li> </ul>	<ul> <li>Executes without errors excellent user prompts, good use of symbols, spacing in output.</li> <li>Thorough and organized testing has been completed and output from test cases is included.</li> </ul>
Efficiency	A difficult and inefficient solution.	A logical solution that is easy to follow but it is not the most efficient.	Solution is efficient and easy to follow (i.e. no confusing tricks).	Solution is efficient, easy to understand, and maintain.
Presentation	<ul> <li>Does not present information, ideas, and findings clearly, concisely, and logically.</li> <li>Fails to increase audience understanding of knowledge of topic.</li> <li>Does not address audience questions (goes off topic or misunderstands without seeking clarification)</li> <li>Does not have grasp of information and cannot answer questions about subject.</li> </ul>	<ul> <li>Presents information, ideas, and findings in a way that is not always clear, concise, and logical.</li> <li>Raises audience understanding and knowledge of some parts.</li> <li>Is uncomfortable with information, answers audience questions, but not always clearly or completely. Not always to the point and rambles.</li> </ul>	<ul> <li>Presents information, ideas, and findings clearly, concisely, and logically.</li> <li>Raises audience understanding and awareness of most parts.</li> <li>Is at ease with expected answers to all questions, but occasionally does so without meaningful and concise elaboration. Seeks clarification when needed.</li> </ul>	<ul> <li>Presents information, ideas, and findings clearly, concisely, and logically.</li> <li>Significantly increases audience understanding and knowledge of topic.</li> <li>Demonstrates full knowledge by answering all class questions with explanations with meaningful and concise elaboration. Seeks clarification when needed.</li> </ul>

Participation (presentation)	Not all team members speak.	All team members speak, but not equally.	All team members     participate for about the     same length of time	<ul> <li>All team members participate for about the same length of time</li> <li>All team members are able to answer questions about the topic as a whole, not just their part of it.</li> </ul>
Participation (Project Development)  *To be determined by	Did not contribute to the overall group effort.	Contribution to the overall group effort was minimal.	Made some meaningful contributions to the overall group effort.	Made insightful and meaningful contribution to the overall group effort.
teammates if applicable				