

420-518-DW Mobile				Max
Image Match app Assignment 1 2015				20
	Excellent (Exemplary)	Acceptable (Proficient)	Unsatisfactory / Poor (Unacceptable)	Max
Runtime:				
UI Implemented per Specification Code:	Works, produces correct results, displays correctly. Meets all of the specification with extra features.	Works, produces correct results, displays correctly. Meets all or most of the specification.	Incomplete, incorrect results	10
Naming Conventions, descriptive variable names	All code uses a consistent naming convention. Variables/methods are named descriptively.	One or two components (class name, method name) did not use a convention correctly/are not named in a meaningful manner	Intermittent use of a naming convention/variable and method names are hard to decipher	1
Readability	Exceptionally well organized, easy to follow.	Lacks some organization, fairly easy to read.	Difficult to read, only decipherable if you know what it is supposed to do.	2
Efficiency and elegance	Efficient and elegant solution.		Unnecessarily long and convoluted. Inefficient.	2
Documentation - code	JavaDocs comments prior to every class and public/external method explaining the methods parameters and purpose. Additional comments in methods only to explain tricky algorithms.	Some comments, somewhat useful in understanding the code.	Little or no comments OR excessive comments that repeat the code.	2
Exception handling and unmanaged resources	All exceptions where the application can take action to recover are caught. All unmanaged resources are allocated within a using block or a try-finally block, or are disposed of after use.	Most exceptions are caught and treated correctly. All unmanaged resources are disposed after use.	Unmanaged resource leakage possible. Exceptions are not consistently caught.	1
Separation of concerns	Data layer separated from GUI, easy to follow file separation (classes or related functions)	a small amount of mixing of data access and GUI	Complete free-for-all!	2