Northmen Technology Academy / NCMC

Programming <u>Code</u> Rubric – 100 Points Maximum **||** PROJECT: **0**

Scale	Functionality SCORE:	Style SCORE:	Cohesion/Coupling & Abstraction SCORE:	Documentation SCORE:	Efficiency SCORE:
18+ **A**	The program performs all of the required tasks.	Code follows class layout and style guide with **zero** mistakes. Appropriate noun/verb use.	Classes & methods are highly cohesive and loosely coupled.	Code is self-documenting with commenting on clever parts to explain why. **Zero** mistakes.	Program runs well and is easily refactored to incorporate scope changes.
16 - 17 **B**	The program performs all but **one** of the required tasks.	Code follows class layout and style guide with **two** mistakes. Some mistakes with noun/verb use.	Classes & methods are moderately cohesive and are loosely coupled.	Code is self-documenting with commenting on clever parts to explain why. **Two** mistakes	Program runs ok and can be refactored to incorporate scope changes with moderate work.
14 - 15 **C**	The program performs all but **two** of the required tasks.	Code follows class layout and style guide with **five** mistakes. Many mistakes with noun/verb use.	Classes & methods have low cohesion and are somewhat tightly coupled.	Code is self-documenting with commenting on clever parts to explain why. **Three** mistakes.	Program runs poorly and can be re-factored to incorporate scope changes with great difficulty.
12 - 13 **D**	The program performs all but **three** of the required tasks.	Code follows class layout and style guide with **eight** mistakes. Poor noun/verb use.	Classes & methods are not cohesive and are tightly coupled.	Code is self-documenting with commenting on clever parts to explain why. **Four** mistakes.	Program has infinite loops or crushes CPU. Cannot be refactored, must be re-done from scratch.
NAME:		**TOTAL SCORE: 0**			