CS-207-1: Programming II
Spring 2017
Northeastern Illinois University
Peer Evaluation Sheet

Instructions

- Each group member MUST turn in a readable .pdf or .jpg of a fully completed Peer Evaluation sheet to D2L by the specified due date/time.

- Each group member must complete the table and answer the questions below. Use full sentences and proper grammar.

- Students who do not fully complete and turn in the Peer Evaluation sheet will receive a grade of zero.

Write the names of your group members in the numbered boxes. Then, assign yourself a value for each listed attribute. Finally, do the same for each of your group members and total all of the values.

Values: 5 = Superior 4 = Above Average 3 = Average 2 = Below Average 1 = Weak 0 = None

Attribute	Stevie Scheid	1. Di Lan	2. Carlos Aspino
Effective communication	5	5	5
Contributed useful ideas	5	4	5
Contribution to project work	4	5	4
Quality of completed work	5	5	5
Worked well with all team members	5	5	5

Overall was a valuable team member	5	5	5

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Answer the following questions (use complete sentences and proper grammar!):

1. Give one specific example of something you learned from the team that you probably would not have learned on your own.   I learned that there is difficulty in coordinating people's lives around a project that isn't directly correlated to personal careers or direct self-interest. For me, it seems difficult to become comfortable with my teammate but soon after became a good working unit.

2. Give one specific example of something other team members learned from you that they probably would not have learned without you. They learned that directions are usually pretty straightforward and that what we ultimately needed to do to finish the first part of the program was use the getRGB() method.

3. What are three ways you did well in functioning as a team?

   •We coordinated our schedules and worked together on 80-100% of the project

   •We contributed ideas and helped each other learn new material that would have been harder to figure out alone.

•All of us were laid back enough as well as diligent enough to contribute and finish the assignment

4. Suggest at least one change the team could make could be made to improve its performance on the project. It would serve a great purpose if we used Google hangouts instead of coordinating a schedule in which we meet any work in a public place. It would also have been helpful to know what the subject matter was and how the implementation of classes like BufferImage worked.

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