Assignment 3 Rubric

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| Criteria | Ratings | | Pts |
| This criterion is linked to a Learning OutcomeInput/Output | 20 to >0 pts Full Marks | 0 pts No Marks | 20 pts |
| This criterion is linked to a Learning OutcomeControl Structures | 20 to >0 pts Full Marks | 0 pts No Marks | 20 pts |
| This criterion is linked to a Learning OutcomeData Structures | 20 to >0 pts Full Marks | 0 pts No Marks | 20 pts |
| This criterion is linked to a Learning OutcomeNaming of Program Objects | 10 to >0 pts Full Marks | 0 pts No Marks | 10 pts |
| This criterion is linked to a Learning OutcomeDocumentation Programming Style | 14 to >0 pts Full Marks | 0 pts No Marks | 14 pts |

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|---|------------------------|----------------------|-------|--|--|
| Criteria | Ratings | | Pts | | |
| This criterion is linked to a Learning OutcomeInvalid input for choosing a valid option and having three attempts | 3 pts Full Marks | 0 pts No Marks | 3 pts | | |
| This criterion is linked to a Learning OutcomeValues that result in adding deposit. | 2 pts Full Marks | 0 pts No Marks | 2 pts | | |
| This criterion is linked to a Learning OutcomeValues that result in withdrawing an amount. | 3 pts Full Marks | 0 pts No Marks | 3 pts | | |
| This criterion is linked to a Learning Outcome new transaction loop. Starts a new transaction when presses Y or y Ends transaction when user presses N or n Repeats and warns user if they don't enter valid input. | 8 pts Full Marks | 0 pts No Marks | 8 pts | | |