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| Rubric for Assignment 2 | | | | | Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | | |
| **Criteria** | | **Unsatisfactory** | **Acceptable** | **Good** | | **Exceptional** | **Marks** |
| **0** | **1** | **2** | | **3** |
| **Functionality** | **Client/Server**  **(connection)** | - client cannot connect to server | - client can connect to server, but connection is not closed properly or connection is lost | - client connects to server and connection is maintained and closed correctly  - cannot close server before client or other small errors exist | | - client successfully connects to server and maintains the connection while required  - connection is closed correctly and either server or client can be closed without errors | X3  \_\_\_\_\_\_\_\_\_ |
| **Server**  **(incoming)** | - server does not display incoming messages | - server displays incoming messages, but messages are broken or missing characters | - server correctly displays incoming messages as they are entered by the client  - “quit” message is also, mistakenly, sent or other small errors exist | | - server displays incoming messages as soon as they are received  - messages are displayed exactly as they are entered by the client  - the “quit” message from the client is not displayed | X2  \_\_\_\_\_\_\_\_\_ |
| **Server**  **(outgoing)** | - server cannot send messages | - server can send messages, but doesn’t do it via the insert mode (i.e. “I” key)  - the prompt is incorrect or non-existent | - server can send messages correctly  - the “>>” prompt is correctly displayed  - the insert mode does not work as expected | | - server can send messages after pressing “I” and returns to listening mode after message is sent  - the “>>” prompt is also displayed correctly | X2  \_\_\_\_\_\_\_\_\_ |
| **Client**  **(incoming)** | - client does not display incoming messages | - client displays incoming messages, but messages are broken or missing characters | - client correctly displays incoming messages as they are entered by the server  - “quit” message is also, mistakenly, sent or other small errors exist | | - client displays incoming messages as soon as they are received  - messages are displayed exactly as they are entered by the server  - the “quit” message from the client is not displayed | X2  \_\_\_\_\_\_\_\_\_ |
| **Client**  **(outgoing)** | - client cannot send messages | - client can send messages, but doesn’t do it via the insert mode (i.e. “I” key)  - the prompt is incorrect or non-existent | - client can send messages correctly  - the “>>” prompt is correctly displayed  - the insert mode does not work as expected | | - client can send messages after pressing “I” and returns to listening mode after message is sent  - the “>>” prompt is also displayed correctly | X2  \_\_\_\_\_\_\_\_\_ |
|  |  |  |  |  | | Sub-Total | \_\_\_\_\_\_\_\_\_\_  33 |

Note : 33 x 25% = 8

Note: The following aspects of the program will only be graded if you receive more than 25% on the functionality rubric.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Output** | **Aesthetics** | - incorrect or not existent use of whitespace in output  - output is confusing and hard to follow | | - fair use of whitespace  - most output is clear, but poorly presented | - good use of whitespace  - output is clear and fairly well presented | - excellent use of whitespace  - output is clear and attractively presented | \_\_\_\_\_\_\_\_\_ |
| **Source Code** | **Readability** | | - source code is poorly organized and very difficult to read | - source code can be read, but is hard to follow | - source code is fairly easy to read, but is hard to follow in some areas | - source code is exceptionally well organized and easy to follow | \_\_\_\_\_\_\_\_\_ |
| **Reusability** | | - source code cannot be reused  - no functions or classes used | - small sections of code could be reused | - large portions of code could be reused with some modifications | - source code could be easily reused with little modifications  - console application contains no references to System.Net.\*  - class library contains no references to Console object. | \_\_\_\_\_\_\_\_\_ |
| **Efficiency** | | - contains large portions that could have been easily reduced using a different method  - a lot of code is duplicated, copy/pasted | - tried some methods to improve efficiency - can explain what they attempted | - employed good ideas to improve efficiency - can point out where other improvements could be made | - very clean and efficient code  - can propose new ideas for improvement | \_\_\_\_\_\_\_\_\_ |
| **Comments** | | - little to no comments used | - comments are used, some are meaningful and easily understood  - some functions have XML header summary | - comments are used extensively, most are meaningful and easily understood  - most functions have XML header summary | - not over/under commented  - comments are meaningful and easily understood  - functions have XML header summary - is self-documenting | \_\_\_\_\_\_\_\_\_ |
| **Naming Convention** | | - no standard naming convention followed | - a standard naming convention was used for part of the program, but deviated often | - a standard naming convention was used for most of the program and deviated very little | - industry standard naming convention used throughout the program | \_\_\_\_\_\_\_\_\_ |
| **Consistency** | | - no consistency in formatting or layout of source code | - source code formatting was fairly consistent, but contained some inconsistency with whitespace, brackets | - source code formatting was very consistent with respect to whitespace, brace brackets, parentheses, etc | - source code formatting never deviated from the programmer’s layout | \_\_\_\_\_\_\_\_\_ |
| **Source Control** | | - source control is not used | - source control is used but only checked in once | - source control is used but only a few checkins are recorded | - source control is used and clear history of evolution of program is present | X2  \_\_\_\_\_\_\_\_\_ |
|  |  | |  |  |  | Sub-Total | \_\_\_\_\_\_\_\_\_\_  27 |
|  |  | |  |  |  | Total | \_\_\_\_\_\_\_\_\_\_  60 |