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| PROG 2200 - Rubric for Assignment 4 | | | | | Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | | |
| **Criteria** | | **Unsatisfactory** | **Acceptable** | **Good** | | **Exceptional** | **Marks** |
| **0** | **1** | **2** | | **3** |
| **Functionality** | **ILoggingService Implementation and code refactoring** | - not implemented | - implementation does not match the required implementation specified in the assignment doc. | - implemented but is not used within the application to abstract the logging functionality within the chat library | | - correctly implemented and applied appropriately within the application to abstract the logging functionality  - used with constructor injection to receive logging functionality. | X3  \_\_\_\_\_\_\_\_\_ |
| **IoC Container** | - no IoC container implemented | - Microsoft Unity container is implemented but contains errors.  - implementation is in the incorrect location within the application | - Microsoft Unity container is implemented correctly and in the correct location  - No alternative IoC container is implemented | | - Microsoft Unity container is correctly implemented and in the correct location  - A second alternate IoC container is implemented correctly and can be substituted in easily. | X4  \_\_\_\_\_\_\_\_\_ |
| **New Logging Functionality** | - no new logging functionality implemented | - an attempt to implement new logging was performed, but contains errors. | - new logging functionality implemented in appropriate class  - can be substituted into the application with minimal effort | | - new logging functionality is implemented in an appropriate class.  - uses logging mechanism other than logging to a text file | X4  \_\_\_\_\_\_\_\_\_ |
| **Implementation of Classmate’s Logger** | - not implemented | - an attempt was made to implement but was unsuccessful  - can explain why implementation was not successful | - logger is added to application but not reliably log as expected | | - logger was implemented with little effort | X2  \_\_\_\_\_\_\_\_\_ |
|  | **Application Stability** | - Application crashes regularly | - Application crashes due to a major issue in the code. | - Application crashes due to a minor / obscure issue in the code.  - Handling of exceptions done in inappropriate areas of code | | - Application never crashes during testing. | \_\_\_\_\_\_\_\_\_ |
|  |  |  |  |  | | Sub-Total | \_\_\_\_\_\_\_\_\_\_  42 |

(Note : 42 x 25% = 10/42)

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

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| **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 | \_\_\_\_\_\_\_\_\_ |
| **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 | \_\_\_\_\_\_\_\_\_ |
| **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 | \_\_\_\_\_\_\_\_\_ |
| **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 a clear history of the evolution of your program is present | X2  \_\_\_\_\_\_\_\_\_ |
|  |  | | |  | Sub-Total | \_\_\_\_\_\_\_\_\_\_  15 |

TOTAL: \_\_\_\_ / 57