Rubrics for CP1

Animation(Gaming)

**“B”**

-motion

-collision ( at least two tests )

- user interface

-Pong ( 2D motion, 3 test collision-ball and paddle, mousemove- paddle)

**“A”**

-several objects moving in several directions (Frogger, Space Invaders, etc.)

-higher order of collision testing (one moving object colliding with another moving object-4 tests)

- save top score(s)

Paint

**“B”**

-Draw in color

-Declare, Fill, Work with, Save and Retrieve Arrays (.dat files)

**“A”**

-Color Picker

-3 horizontal scrollbars

-Save and retrieve in color

-Fix drawlines

Amortization Table

**“B”**

-6 pieces of data per element (2 additional disp lines; monthly int & monthly principal)

-fix year code

**“A”**

-Extra principal

-get out of loop early

-test for last payments

-new form

Cities

“B”

-Common between cities

**“A”**

-Merge

-More than 2 cities

Mini Edit

**“B”**

-File

-New

-open

-Save as

-Exit

- 3x3 options

-Copy

-Cut

-Paste

-User friendly

**“A”**

-Save

-Undo

-Select all

-Check for changes

-Spell Check

Two Point

“B”

-YInt

-Midpoint

-Equation

-two points

-Distance

-Slope

**“A”**

-user friendliness

-able to click points on graph

-continuous lines

-Triangle form

-more than 2 points

-animation

Prime Num

“B”

-factors

-sum of factors

-divisors

-2 ways of output; txtbox and lstbox

-prime or not

**“A”**

-GCF

-LCM

- 2 nums

Tic-Tac-Toe

“B”

-running total

-who wins

-plays mult. games

**“A”**

-properly Disable form

- ai

-animation; flashing lines

-graphics

Triangle

“B”

-area

-perimeter

-type of triangle; ex. Right, isosceles

**“A”**

-graphics

-calculated angles

-animation

Calculator

“B”

- 5 functions

**“A”**

-8 functions

-graphics