



## Data Boot Camp Grading Rubric

# Unit 14 - JavaScript Homework - JavaScript and DOM Manipulation

### Instructions:

Evaluate the homework against the outlined criteria in the below rubric, assigning a rating to each criterion. Add points earned across all criteria and convert the total points to a letter grade, assigning a “+” or “-” letter grade designation at your discretion.

A (+/-)	35+	C (+/-)	15-24	F (+/-)	<5
B (+/-)	25-34	D (+/-)	5-14		

### Notes:

The assignment utilizes **Javascript**, **HTML**, and **CSS** to complete the challenge. The source code should also be deployed to Github or Gitlab.

### Rubric for Aliens-R-Real:

	<b>Mastery 20 points</b>	<b>Approaching Mastery 15 points</b>	<b>Progressing 10 points</b>	<b>Emerging 5-0 points</b>	<b>Incomplete</b>
<b>Rendering Table</b>	The provided code does all of the following ✓ Table renders without error on page load ✓ Table includes all columns ✓ Clears table before rendering again ✓ Table rerenders with filtered data	The provided code does 3 of the following ✓ Table renders without error on page load ✓ Table includes all columns ✓ Clears table before rendering again ✓ Table rerenders with filtered data	The provided code does 2 of the following ✓ Table renders without error on page load ✓ Table includes all columns ✓ Clears table before rendering again ✓ Table rerenders with filtered data	The provided code does 0-1 of the following ✓ Table renders without error on page load ✓ Table includes all columns ✓ Clears table before rendering again ✓ Table rerenders with filtered data	No submission was received  -OR-  Submission was empty or blank  -OR-  Submission contains evidence of academic dishonesty
<b>Filtering Data</b>	The provided code does all of the following: ✓ Event handler calls a function to filter the data ✓ Successfully grabs in the input value ✓ Correctly uses the filter method to get the new table data based off	The provided code does 3 of the following: ✓ Event handler calls a function to filter the data ✓ Successfully grabs in the input value ✓ Correctly uses the filter method to get the new table data based off	The provided code does 2 of the following: ✓ Event handler calls a function to filter the data ✓ Successfully grabs in the input value ✓ Correctly uses the filter method to get the new table data based off	The provided code does 0-1 of the following: ✓ Event handler calls a function to filter the data ✓ Successfully grabs in the input value ✓ Correctly uses the filter method to get the new table data based off the	



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	the given input  -AND-  ✓ Prevents the page from reloading using D3	the given input  -AND-  ✓ Prevents the page from reloading using D3	the given input  -AND-  ✓ Prevents the page from reloading using D3	given input  -OR-  ✓ Does not prevent the page from being reloaded	
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	<b>Mastery 20 points</b>	<b>Approaching Mastery 15 points</b>	<b>Emerging 5-0 points</b>
<b>Bonus</b>	✓ Code is able to handle 5 total filters at once ✓ The multi-filtered data is then rendered back to the table	✓ Code is able to handle 3-4 total filters at once ✓ The multi-filtered data is then rendered back to the table	✓ Code is able to handle 2 filters at once  -OR-  ✓ Bonus not completed