Computer Programming Grading Rubric

	Excellent (5)	Proficient (4)	Satisfactory (3.5)	Novice (2)	Unsatisfactory (0)	Score/Level
	Student met learning objective.	Student met learning objective.	Student is approaching learning objective.	Student has not met learning objective.	Student has not met learning objective.	
	Demonstrated 100% mastery of the concept.	Demonstrated 90% mastery of the concept.	Demonstrated 80% mastery of the concept.	Demonstrated under 70% mastery of the concept.	Provides little to no evident understanding of concept.	/100
Program Design (pseudocode, Flowchart, documentation)	Ex. Pseudocode clear, brief and well organized	Ex. Clear, understandable but steps too detailed	Ex. Somewhat understandable but does not complete	Ex. Difficult to understand and/or unorganized	Ex.no pseudocode or/and chart	/ 10(pseudocod e ONLY)
Overall functionality of code	Ex. Code organized and delivers accurate results	Ex. Code is good, delivers results	Ex. Code is adequate, but did not meet all requirements.	Ex. Code is inadequate, generates logical errors	Ex. Code is missing 80% of requirements or cannot run	/20
 Branching (decision structure) Variable use and naming User input/ Output 	Ex. Efficient use of skills (all possible cases handled)	Ex. Proficient use of skills (mostly complete)	Ex. Adequate use of skills	Ex. Some of the skills not utilized properly	Ex. Few or none of the skills utilized	/20
Proper use of loops • For loops • While loops	Ex. Efficient use of skills	Ex. Proficient use of skills	Ex. Adequate use of skills	Ex. Some of the skills not utilized properly (for example use of while True and Break	Ex. Few or none of the skills utilized	

				and continue)		
Functions and Modular programming	Ex. Exceptional Proper use of modularization, required functions created with well- defined Docstrings	Ex. Proficient. Code modularized, Functions created, some essential info missing from Docstring	Ex. Code exhibits 70% of requirements (Ex no Docstring, long code not modularized)	Ex. Code not modularized if needed, or/and some functions missing	Ex. Few or none of the skills utilized	40
Object Oriented Programming	Ex. Classes /Inheritance perfectly implemented, with private attributes, docstrings and necessary methods	Ex. Classes implemented, necessary methods created, attributes private. Inheritance partially implemented	Ex. Classes/inheritance partially implemented, demonstrating limited understanding	Ex. Poor implementation of skills (Ex. Inheritance not implemented, methods missing)	Ex. Few or none of the skills utilized	
File I/O, String, Exception Handling	Ex. Efficient use of skills (all requirements met and best practices applied)	Ex. Proficient (requirements met, efficient use of skills could be better demonstrated)	Ex. 70% of requirements met. Limited understanding (Ex use of learned skills not applied)	Ex. Code not addressing all requirements	Ex. Few or none of the skills utilized	
Collections/ Data Structures	Ex. Efficient and correct use of Data Structures	Ex. Proficient (Requirements met but some skills not applied)	Ex. 70% of requirements met. Limited understanding (Ex use of learned skills not applied)	Ex. Code does not meet all requirements, inaccurate choice of structures	Ex. Few or none of the skills utilized	
User Interface	Ex. Efficient, clear, well formatted, data validation applied	Ex. Proficient (some aspects of the interface can be enhanced)	Ex. 70% of requirements met	Ex. Interface minimally meet specifications, unpresentable and not easy to navigate	Ex. Interface incomplete, does not meet specifications	
Other Coding Standards	Ex. Code adheres to best standards and uses concepts referenced in	Ex. Code utilizes concepts referenced in the course, some best practices not	Concepts/standards learned in class not fully applied	Limited demonstration of concepts/standards learned in class	No utilizations of concepts and best practices used	/10

course applied.	