

Homework #10 Grading Rubric

Introduction To Programming

1 Partners

Author #1

Author #2

2 Grading Rubric

| Description | Points Possible | Grade #1 | Grade #2 | Notes |
|---|-----------------|----------|----------|-------|
| The program works as expected. All classes are properly implemented. Milhouse is chased by phantom pants. Bullies are scattered. Milhouse doesn't run over stuff. A clean, 17x17 grid is displayed. Colors are required. | 40 | | | |
| The program is semantically correct. No segmentation faults, infinite loops, program properly terminates, etc. | 20 | | | |
| Proper use of object oriented programming. Use of abstraction and encapsulation. Implementation details are marked private, vital functionality is marked public. | 10 | | | |
| Proper documentation. Preconditions, postconditions, and description are articulated. | 10 | | | |
| Style guide is adhered to. Braces are on new lines, no tabs are used, constants are upper-cased, etc. | 10 | | | |
| Presentation. Prepared for presentation, able to properly answer questions, brought snacks. | 10 | | | |

3 Additional Questions

- What extra things did you implement?
- What was the work split? (For this, **you do not have to be honest**. If one person did all the work, and you want equal credit, say equal work. However, keep in mind I will grade more leniently those who did more work.)
- How did you handle Milhouse getting randomly placed on the map?
- How did you handle the phantom pants chasing Milhouse?
- How are your classes structured? As in, how did you choose what was public or private?
- Did issues did you run into during coding this assignment?

4 Notes
