Java Computer Programming Rubric

	Level 1	**Level 2**	**Level 3** **Must also include all Level 2 criteria, and no Level 1 criteria**	**Level 4** **Must also include all Level 3 criteria, and no Level 1 criteria**
Delivery **(30%)**	• Completed less than 75% of the requirements. • Does not comply with requirements (does something other than requirements).	• Completed at least 75% of the requirements. • Delivered on time, and in correct format.	• Completed between 80-99% of the requirements.	• Completed 100% of requirements
Coding Standards **(30%)**	• No programmer name included • Poor use of white space (indentation, blank lines) making code hard to read. • Disorganized and messy • Uses global variable(s), break (except in switch). • Ambiguous identifiers.	• Includes name, and assignment title. • White space makes program fairly easy to read. • Organized work. • Good use of variables.	• Good use of white space. • Organized work. • Good use of variables and constants	• Excellent use of white space. • Creatively organized work. • Excellent use of variables and constants. • No magic numbers. • Correct identifiers for constants.
Documentation **(10%)**	• No documentation included.	• Basic documentation has been completed including a summary of requirements. • Purpose is noted for each function.	• Purpose is noted for each function and control structure. • One sample run included	• Specific purpose is noted for each function, control structure, input requirements, and output results.
Runtime **(20%)**	• Does not execute due to syntax errors. • Does not execute due to runtime errors (endless loop, crashes etc.) • User prompts are misleading or non-existent. • No testing has been completed.	• Executes without errors. • User prompts contain little information, poor design. • Some testing has been completed.	• Executes without errors. • User prompts are understandable, minimum use of symbols or spacing in output. • Thorough testing has been completed	• Executes without errors excellent user prompts, good use of symbols, spacing in output. • Thorough and organized testing has been completed.
Efficiency **(10%**	• A difficult and inefficient solution.	• A logical solution that is easy to follow but it is not the most efficient.	• Solution is efficient and easy to follow (i.e. no confusing tricks).	• Solution is efficient, easy to understand, and maintain.