Quiz 4 Rubric

UI Marks: There are 2 Buttons and 1 Label in the GUI **[3 Marks]**

Function-1 marks: [4 marks]
Upon clicking the rotator button, the rotor button changes only its orientation [2/4 Marks]
Upon clicking the rotator button, the rotor button starts rotating [4/4 Marks]

Function-2 marks: [3.5 marks]
The rotor moves back to its original position when you click it [1.5/3.5 marks]
The rotor stops when you click it [3.5/3.5 marks]

Function-3 marks: [3 marks]
The label shows only once how much the rotor has rotated [2/3 marks]
The label continuously shows how much the rotor has rotated [3/3 marks]

UML Class Diagram: [6.5 marks]
1. There is a Rotator class with a function to rotate the rotor [1 mark]
2. There is a Rotor class with a flag (or function) to stop rotating [1 mark]
3. There is a Display class with a function to display the rotation [1 mark]
4. The above classes compose their respective GUI components [1.5 marks]
5. There is a Controller/Main class with 2 functions to handle clicking the two buttons [1 mark]
6. There is at least one class for multithreading purpose [1 mark]