Programming Exercise 3

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| Criteria | % Value | 1: Unsatisfactory | 2: Less Than Satisfactory | 3: Satisfactory | 4: Good | 5: Excellent |
| **% Scaling** |  | 0% | 65% | 75% | 85% | 100% |
| **Content – 100%** | | | | | | |
| Document an algorithmic process  (flowchart) | 50% | Missing | Flowchart does not give accurate or sufficient detail to trace the logic of the guessing game program. Flowchart is messy and of otherwise unprofessional quality. | Flowchart documents the guessing game process clearly and contains most of the program logic. Standard flowchart symbols are used in most cases. | Flowchart documents the guessing game process clearly and contains sufficient detail to trace the logic of the program. Standard flowchart symbols are used. Flowchart is neatly formatted in the correct file format. | Flowchart documents the guessing game process exactly and with complete clarity. Standard flowchart symbols are used and flowchart is professionally formatted and submitted as directed. |
| Utilize the relational and logical operators to create logical expressions and create appropriate selection structures as part of a programming solution. | 20% | Relational operators not used, or used incorrectly in all cases. Selection structures not present. | There is an attempt to form logical expressions and selection statements. | Logical expressions are used, but do not correctly compare user input to the computer generated target (for example, confusing < with >, or using <= instead of <) | Logical expressions and selection structures are correct with the exception of minor syntax errors (for example, placing a ; at the end of a logical test) | Logical expressions are correctly used to compare user input to the computer generated target value. |
| Utilize appropriate repetition structures as part of a programming solution. | 20% | Repetition structures not attempted. | Attempt is made to control program flow with a loop structure. | Looping is used control the program flow. Loop only exits upon a winning guess or when the number of eligible guesses is exceeded, however there may be extraneous output. | Looping is correctly used control the program flow. There is no extraneous output after a winning guess. | Looping is correctly used control the program flow. There is no extraneous output after a winning guess. Loop contains no break or continue statements. Loop test is the sole controller of loop execution (e.g. loop has only one exit point). |
| Explanation of work in LOOM video | 10% | Missing | Explanation is difficult to follow and it is unclear that the student understands their work. | Explanation is adequate. Some important details may be overlooked. Student exhibits a moderate understanding of their work. | Good pace and volume. Student clearly explains work, but may gloss over some details, while spending excess time on irrelevant parts of the program. | Explanation is concise and precise, covers all requested material, and it is obvious that the student understands all aspects of the submitted program. |