COM110
Assignment 5 Grading Form

Student Names:

Tested by:

Submission lateness (if any):

Progress (midpoint) Check with TA (5%): Yes/No

Your assignment will be graded on two general criteria: functionality and style.

A. Functionality.

Program introduces itself to the user, describing its purpose, and has a pleasing and polished overall presentation:	/4
Program satisfies all basic functionality requirements stated in assignment (i.e., achieves at least the functionality of the provided sample program in addition to having one of the dealer cards start out face down, etc)	/27
Computations are correct:	/25
User-friendly user input (the user is given prompts so that s/he doesn't have to guess what to do next, etc):	/4
Nicely presented output (e.g., the winner is displayed clearly, along with the total points in each hand, etc):	/8
Other subtractions (10 points for each day late, buggy behavior, etc.):	
Bonus for extra creativity:	
Functionality total (out of 68):	

B. Style and Documentation.

Code is structured as specified (at least three classes defined and used, a main mouse-click-driven while loop in main function as demonstrated in the dice roller program), and is clean, organized and efficient:	/15
Comments both at the top (including name, date and description) and in body of code:	/8
Variables and functions have descriptive names:	/4
Style total (out of 27):	

Assignment 5 total (i.e., total of Progress Check + A + B, out of 100):

General feedback:
1.