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| 1. Creativity | 5 |
| 1. GUI | 5 |
| 1. Exception handling | 5 |
| 1. Organized/managed code (neatness) | 5 |
| 1. User interaction | 5 |
| 1. knowledge of code and how its working | 10 |
| 1. Modules, libraries, constructs used | 10 |
| 1. Final presentation /demo in the class | 5 |

Total final project marks =50

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| 1. Creativity = More marks for more creative and different project idea |
| 1. GUI = no command line interface, your project should use gui . better interface more marks |
| 1. Exception handling = project should have exception handling |
| 1. Organized/managed code (neatness) = your code should be organized. all functions on the top. Good use of comments, less hard code values |
| 1. User interaction = more user interaction /user input is good |
| 1. knowledge of code and how its working = you should know what your code is doing why some functions are used. |
| 1. Modules, libraries, constructs used = more modules and libraries makes project interesting |
| 1. Final presentation /demo in the class = demonstration to the class and answering the questions from the class . |