サキロこうらこ らうしきひ

1:13

NOS	Level 4		Level z	Level 1
communication	colouring to add to understanding, input one colouriouput another	Flowchart - organized, proper spacing, correct symbols, proper language	Poor apacing, some incorrect symbols, typing errors,	poor organizations, many symbols used incorrectly for the concept attempting to convey, arrows in the wrong section princorrect pointer.
i saga		Comments useful sincinct (block OK), not sparse, block at top (modifications, start date, programmer name problem description. Notes on anything special or unusual, citations)	Sifted to the or head in	Any two or more details missing or Clastions/borrowed work not action/edged OH more than 25% of
	Excellent	Readability - code is easy to follow, enough white space	Adequate	Dawn Lon area
	User instructions that are clear and can be accessed at any time or Adillonal options, like premature quilt.	user interface, clear langua, n. no prammar or spelling emore	2 or 3 grammar or spelling errors.	User interface not clear, poor language
Knowledge	With open or similar more advanced coding	Wolffner CSV or list. Open and closing, proper reading of all elements in the file and placing in an array/list/class.	VO opens and closes properly but may be inefficient OR may be skipping certain lines/words	hard coded words and torgot to dose
Thinking &	Description at top to clarify	IPO - proper chart (headings), steps, proper terminology	Unclear steps or incorrect terminology	missing information in columns or steps messing
Thinking & inquiry	Screen sizes to user systems. Make it marractive. Colour or design helps user more what stage they are at.	Graphics are appropriate and professional looking for Hangman - word list appropriate components. Standard screen size 1280 x 1024. Small graphics, features not intuitive.	Small graphics, features not intuitive.	No graphics, just console that user would not necessarily have Lost count on number of guesses.
Application	Could be class based	changes (Table chart) All functions (including user) are efficient and work as expected	Variable names don't match or missed a step Functions work, but confusing or inefficient	more confusing, complicate the existing error, or do not recognize it. Hard coded where a user defined fundion or built in would suffice.
	riighly eritident, best possible, perhaps found a new function or way to complete the task	Code efficiency - nested if's better into function or class.	Nested ifs or lack of proper loops - does not take advantage of built in functions	No functions or classes.

Would have liked to lensus how many losters + have request on screen - user cannot give you letters, only someone with psychaim or other ros. It you crecidently enter the same loste twice, you lose atuming how comments or draw, it fourthant (100/trace) with its incomments. missing