A3Q3	Level 4	Level 3	Level 2	Level 1
		Comments - useful sincinct,		
		(block OK), not sparse, block at		
		top (modifications, start date,	lacking explanation, inline coments,	Any two or more details missing or
		programmer name, problem	or hard to read, or spelling mistakes	Citations/borrowed work not
		description, Notes on anything	on output or Progammer missing or	acknowledged OR more than 25% of
communication		special or unusual, citations)	modifications	code borrowed
		Readability - code is easy to		
	Excellent	follow, enough white space	Adequate	Needs improvement
	User instructions that are clear and can		·	User interface not clear, poor
	be accessed at any time or Aditional	user interface, clear language,		language and or spelling and
	options, like premature quit.	no grammar or spelling errors	2 or 3 grammar or spelling errors	grammar errors
		Effectively used classes and	used but not to best advantage or	hard coded words and or excessive
Knowledge	coding	inheritance	created cumbersome usage	repetition
		 Flowchart - organized, proper		Poor organization, many symbols
	colouring to add to understanding, input		Poor spacing, some incorrect	used incorrectly for the concept attempting to convey, arrows in the
Knowledge	one colour/output another	language	symbols, typing errors,	wrong section or incorrect pointer.
	one coloui/output another	IPO - proper chart (headings),	1 1 1 1	
Thinking &	Description at tan to planify	, , ,	Unclear steps or incorrect terminology	missing information in columns or steps missing
inquiry	Description at top to clarify	steps, proper terminology	lemmology	steps missing
		Craphica are appropriate and		
	0	Graphics are appropriate and		
	Screen sizes to user systems.	professional looking for		
-	Make it interactive. Colour or	Hangman - word list appropriate		No graphics, just console that user
Thinking &	design helps user know what stage	components - Standard screen		would not necessarily have. Lost
inquiry	they are at.	size 1280 x 1024	Small graphics, features not intuitive.	count on number of guesses.
		Trace statements - variable		
		name, steps and changes	Variable names don't match or	more confusing, complicate the
		(Table/chart)	missed a step	existing error, or do not recognize it.
		All functions (including user) are	Functions work, but confusing or	Hard coded where a user defined
Application	Could be class based	efficient and work as expected	inefficient	function or built in would suffice
	Highly efficient, best possible,		Nested if's or lack of proper loops -	
	perhaps found a new function or	Code efficiency - nested if's	does not take advantage of built in	
	way to complete the task	better into function or class.	functions	No functions or classes
Flowchart/IPO/Tr		 Flowchart - organized, proper		poor organizations, many symbols
ace Table	colouring to add to understanding, input		Poor spacing, some incorrect	used incorrectly for the concept attempting to convey, arrows in the
(Application)	one colour/output another	language	symbols, typing errors,	wrong section or incorrect pointer.
(Application)	one coloui/output another	lialiguage	ayınıbola, typiniy entora,	wrong section of incorrect pointer.