

# # Faraz Ques 3 Assign 3 Turtle

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

IPO ✓

Flow Colours ✓

Trace No Version + Date ✓

Turtle

original Dies ✓ original Draw ✗ Full game No - 20 of MS Draw Used 70%  
Scoring for 1 Hand Incorrect - You only count like dice Total