## ## Parveer Ques5 Assign 3 SPRITE ##

**A3Q5**

| | Level 4 | Level 3 | Level 2 | Level 1 |
|---|---|---|---|---|
| communication | Nothing assumed, catching errors, anticipating users needs - beyond Level 3 | Comments - useful sincinct, (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 Progammer missing or modifications | Any two or more details missing or Citations/borrowed work not acknowledged OR more than 25% of code borrowed |
| | Excellent | Readability - code is easy to follow, enough white space | Adequate | Needs improvement |
| | User instructions that are clear and can be accessed at any time or Aditional options, like premature quit | user interface, clear language, no grammar or spelling errors | 2 or 3 grammar or spelling errors | User interface not clear, poor language and or spelling and grammar errors |
| Knowledge | Avanced class concepts or similar more advanced coding - not required or not taken in class OR new or better implementataion of class work. Sprite beyond basics given | Proper class usages and storing of data - Basic sprite implemented properly | Considerable usages and storing of data, few minor errors and/or basic sprite not implemented properly | hard coded words and forgot to fix errors and/or basic sprite not working |
| Thinking & inquiry | Description at top to clarify | IPO, proper chart (headings), steps, proper terminology | Unclear steps or incorrect terminology | missing information in columns or steps missing |
| Thinking & inquiry | Screen sizes to user systems. Make it interactive Colour or design helps user know 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 | No graphics, just console that user would not necessarily have. Lost count on number of guesses |
| | | 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 | All functions (including user) are efficient and work as expected | Functions work, but confusing or inefficient | Hard coded where a user defined function or built in would suffice |
| | Highly efficient, best possible, perhaps found a new function or way to complete the task | Code efficiency - nested if's better into function or class. | Nested if's or lack of proper loops - does not take advantage of built in functions | No functions or classes |
| Flowchart/IPO/ace Table (Application) | clouding to add to understanding, input one colour/output another | Flowchart - organized proper spacing, correct symbols, proper language | Poor spacing, some incorrect symbols, typing errors, | poor organizations, many symbols used incorrectly for the concept attempting to convey, arrows in the wrong section or incorrect pointer. |

Possibly a little fast for me.