## ##Thomas I acues 2 Assign 3##

communication colouring to a				poor organizations, many symbols used
	dd to understanding, input one another	Flowchart - organized, proper spacing, correct symbols, proper language	Poor spacing, some incorrect symbols, typing errors,	incorrectly for the concept attempting to convey, arrows in the wrong section or incorrect pointer.
-		Sparse, block a modifications, start date, programmer ne programmer ne or unusual, citations.  Readability - code is easy to follow, enough	lacking explanation, inline coments, or hard to Chatons/borrowed work not read, or spelling mistakes on output or Progammer, acknowledged OR more than 25% of missing or modifications.	Any two or more details missing or Clations/borrowed work not acknowledged OR more than 25% of code borrowed
Excelent		white space	Adequate	Needs improvement
Mee instruction accessed at an premature quit	fructions that are clear and can be d at any time or Adlional options, like re 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 With apen or	With open or similar more advanced coding	10 either CSV or txt - 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 inefficent OR may be skipping certain lines/words	hard coded words and longot to close files
Thinking & Description in the Company of the Compan	Description at top to clarify	IPO - proper chart (headings), steps, proper terminology	Unclear steps or incorrect terminology	missing information in columns or steps missing
Screen sizes Thinking & interactive, interac	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	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	ss based	All functions (including user) are efficient and work as expected	Functions work, but confusing or inefficient	Hard coded where a user defined fundion or built in would suffice
Highly efficie found a new the task	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 ifs or lack of proper loops - does not take advantage of built in functions	No functions or classes

all pygame of all test for to make. Sogula use would not have a con sole. Otherwis, your Wak.