

Elini Ques 2 Assign 3##

	A302 communication	Level 4	Level 3	Level 2	Level 1
Knowledge Thinking & inquiry		colouring to add to understanding, input one colour/output another	Flowchart: organized, proper spacing, correct symbols, proper language Comments: useful, succinct, (block) or line, use block at top (modifications, start, end), programmer name, problem description, anything special or unusual, etc. Readability: code is easy to follow, enough white space User interface: clear language, no grammar or spelling errors IPO either CSV or txt - Open and closing, proper reading of all elements in the file and placing in an array/vector/class IPO - proper chart (headings, steps, proper terminology)	Poor spacing, some incorrect symbols, typing errors. adding explanation, inline comments or hard to read or spelling mistakes or output of programmer missing or modifications Adequate 2 or 3 grammar or spelling errors IPO opens and closes properly but may be inefficient OR may be skipping certain lines, words Unclear steps or incorrect terminology	poor organizations, many symbols used incorrectly for the concept attempting to convey, arrows in the wrong section or incorrect pointer Any two or more details missing or Citations borrowed work not acknowledged OR more than 25% of code borrowed Needs improvement User interface not clear, poor language and or spelling and grammar errors hard coded words and forgot to close files missing information in columns or steps missing No graphics, just console that user would not necessarily have. Lost count or number of guesses more confusing, complicate the existing error or do not recognize it Hard coded where a user defined function or built in would suffice
		With open or similar more advanced coding Description at top to clarify 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 Trace statements - variable name, steps and changes (Table/chart) All functions (including user) are efficient and work as expected Code efficiency - nested if's better into function or class	variable names don't match or missed a step Functions work, but confusing or inefficient Nested if's or lack of proper loops - does not take advantage of built in functions	
Application		Could be class based Highly efficient, best possible, perhaps found a new function or way to complete the task			No functions or classes

Beautiful Interface. If I enter the same letter twice it deducts tries twice. Could warn or remind letters used. IPO - output is also you graphic. Really should have of error checking on I/O.