

# # Chris. Ques 3 Assign 3 Turtle

A303	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) Readability - code is easy to follow, enough white space	<b>lacking explanation, inline comments, or hard to read, or spelling mistakes on output or Programmer missing or modifications</b>	Any two or more details missing or Citations/borrowed work not acknowledged OR more than 25% of code borrowed
Knowledge	<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	<b>interface, clear language, or spelling errors</b> inheritance	Adequate 2 or 3 grammar or spelling errors used but not to best advantage or created cumbersome usage	Needs improvement User interface not clear, poor language and or spelling and grammar errors <b>hard coded words and or excessive repetition</b>
Knowledge	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.	Poor organization, many symbols used incorrectly for the concept attempting to convey, arrows in the wrong section or incorrect pointer.
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.	<b>Graphics are appropriate and professional looking for Xatree</b> <b>Managers - word list appropriate components - Standard screen size 1280 x 1024</b> Trace statements - variable name, steps and changes (Table/chart)	Small graphics, features not intuitive Variable names don't match or missed a step	No graphics, just console that user would not necessarily have. Lost count on number of guesses. 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	<b>All functions (including user) are efficient and work as expected</b> 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 No functions or classes poor organizations, many symbols used incorrectly for the concept attempting to convey, arrows in the wrong section or incorrect pointer.
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.	

IPO No  
 original Dies - No, original Draw No, Full game No, 20 of MsDie Used 102.  
 How Colours No Trace No Version + Date - No Turtle  
 1st 2nd Run OK,