Rubric for Assignment #3

| Criteria | | Unsatisfactory | Acceptable | Good | Exceptional | Marks |
|---------------|-----------------------|---|---|---|---|------------|
| | | 0 | 1 | 2 | 3 | |
| Functionality | Binary Search Tree | - BST isn't used to store dictionary - no attempt to balance tree was made - tree was not written to a file - too many errors exist | - dictionary was correctly read into BST - BST was written to a file - an attempt to balance tree was made and can be explained - some errors exist | - dictionary BST was read and the output written to a file correctly - BST has almost all nodes balanced - a few errors exist | - BST contains all dictionary words and is perfectly balanced - balance algorithm can be explained - can easily view tree in a file | x 5 |
| | Spell Check Output | - the program does not output misspelled words from the test document - too many errors in output exist | - some misspelled words are correctly identified and listed - could not handle punctuation, capitalization or special characters - some errors exist | - most misspelled words are correctly identified and listed - could not handle rare cases - a few errors exist | - all misspelled words in the text document are correctly identified and listed - no errors exist | x5 |
| | | | | | Sub-Total | 30 |

Note : 30 x 25% = 7

Note: The following aspects of the program will only be graded if you receive more than 25% on the functionality rubric.

| Output | Aesthetics | existent use of whitespace in output - output is confusing and hard to follow | whitespace - most output is clear, but poorly presented | whitespace - output is clear and fairly well presented | whitespace - output is clear and attractively presented | |
|-------------|----------------------|--|---|---|--|----|
| | Readability | - source code is poorly organized and very difficult to read | - source code can be read, but is hard to follow | - source code is fairly easy to read, but is hard to follow in some areas | - source code is exceptionally well organized and easy to follow | |
| Source Code | Reusability | - source code cannot be reused - no functions or classes used | - small sections of code could be reused | large portions of code could be reused with some modifications | - source code could be easily reused with little modifications | |
| | Efficiency | - contains large portions that could have been easily reduced using a different method - a lot of code is duplicated, copy/pasted | tried some methods to improve efficiency can explain what they attempted | - employed good ideas to improve efficiency - can point out where other improvements could be made | - very clean and efficient code - can propose new ideas for improvement | |
| | Comments | - little to no comments used | - comments are used, some are meaningful and easily understood - some files and functions have headers | - comments are used extensively, most are meaningful and easily understood - most files/functions have headers | - not over/under commented - comments are meaningful and easily understood - files/functions have headers - is self-documenting | |
| | Naming Convention | - no standard naming convention followed | - a standard naming convention was used for part of the program, but deviated often | - a standard naming convention was used for most of the program and deviated very little | - industry standard naming convention used throughout the program | |
| | Consistency | - no consistency in formatting or layout of source code | - source code formatting was fairly consistent, but contained some inconsistency with whitespace, brackets, etc | - source code formatting was very consistent with respect to whitespace, brace brackets, parentheses, etc | - source code formatting never deviated from the programmer's layout | |
| | | | | | Sub-Total | 21 |
| As | ssignment: | Total | | | | |
| | | | | | | 51 |