Marking Criteria
Assignment 3

Correctness. (max 6.5 score)
The program should run correctly as the assignment required. If the program does not satisfy the requirement of assignment 2, it will not only affect the score for this section but also affect the score in the other sections as listed below.

2. **Reliability**. (max 6.5 score)
The program needs to handle all the possible exceptions and gives outputs. Also, the program should be flexible for data input and garbage cleaning.

3. **Appearance merits.** (max 3 score)
The program should be clean, simple, easy to understand and pleasant to look at.

4. **Easy usability.** (max 3 score)
The program should be easy to use. That means the program needs to give enough instructions for users to use. Also, for the assignment, the specific compiling information need be given on the head section of the source code files.

5. **Reusability**. (max 3 score)
The program can be reusable such that the program is organized as modular style.

6. **Report**. (max 3 score) A good report should contain theory, flow chart, implement detail and detail analysis about the results.

Assessment

It is highly recommended that assessment items which are due within the teaching period of the semester are submitted on time. Late submissions will incur a 10% per day (or part thereof) deduction in the mark awarded. Assessment items will not be accepted if an attempt is made to submit them five or more days beyond their original due date.

This time incurs 10% => 35*10%= 3.5 scores deduction per day