

**VISUAL STUDIO C#
COMPUTER PROGRAMMING ASSIGNMENT
MARKING SCHEME**

	OUT OF	YOUR MARK
1. PROBLEM DEFINITION	5	
2. PROGRAM DESIGN		
a) User Interface	5	
b) Form Settings	10	
c) Flowcharts	15	
3. PROGRAM CODING		
a) Correctness	40	
b) Structure - proper declaration of variables - proper use of program structures (sequential/selective/repetitive) - efficient (proper use of general procedures)	25	
4. PROGRAM DOCUMENTATION		
a) General Specifications For Project - general info - list of filenames	5	
b) Variable Dictionaries - local/module/global	10	
c) Program Comments	10	
5. PROGRAM EXECUTION		
a) Appearance - Visual (20) - Audio (10) - Extra Features (High Scores/Levels) (20)	50	
a) Ease of Use	15	
TOTAL	190	