

Don't just play games ... Make them!



Assignment #2a

ICS20


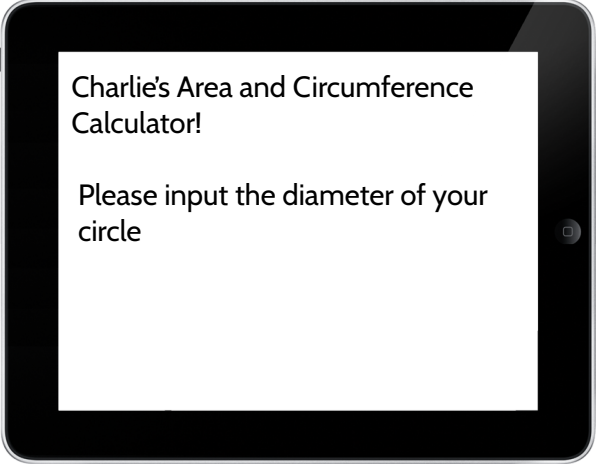
Charlie Pyke

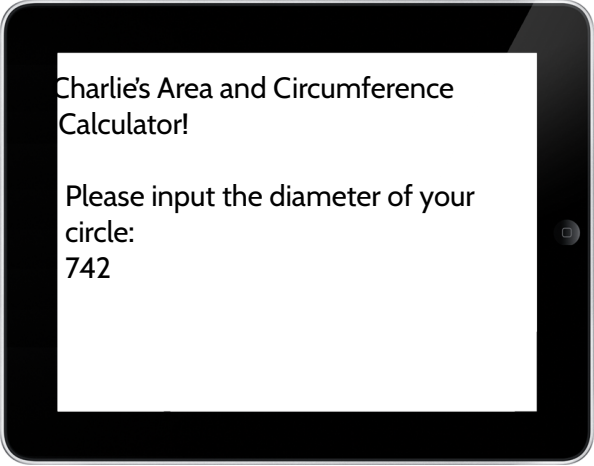
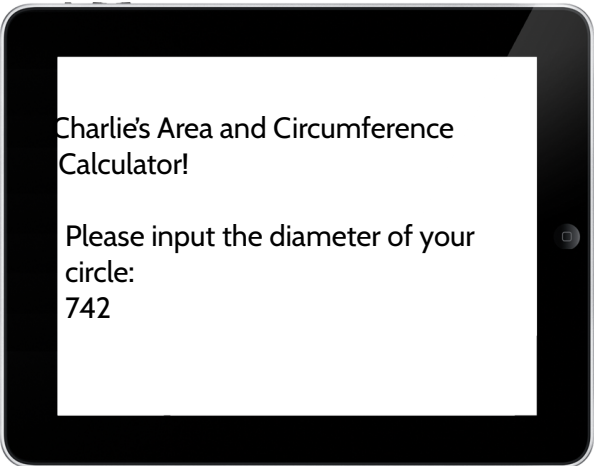
Check List

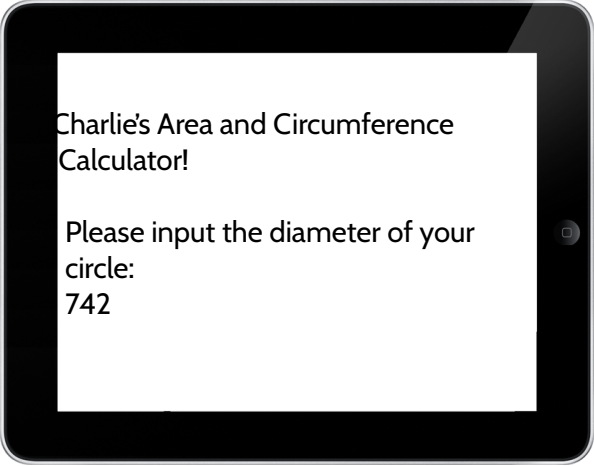
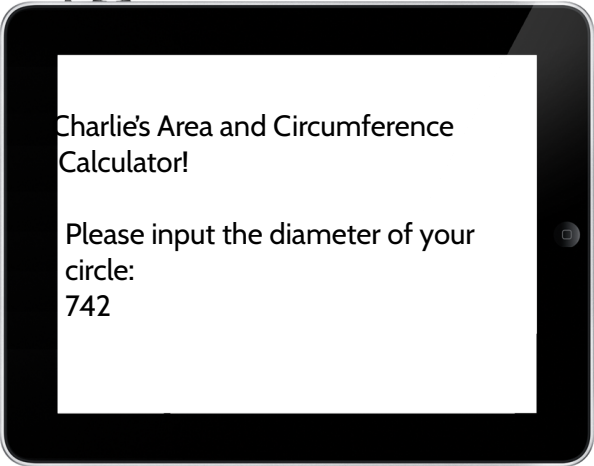
Please confirm you have included everything that is needed.

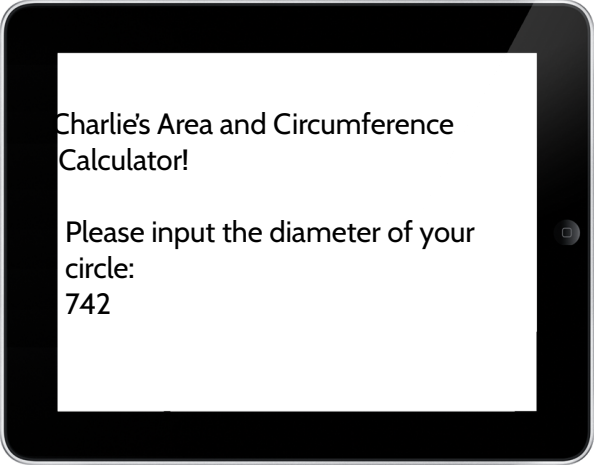
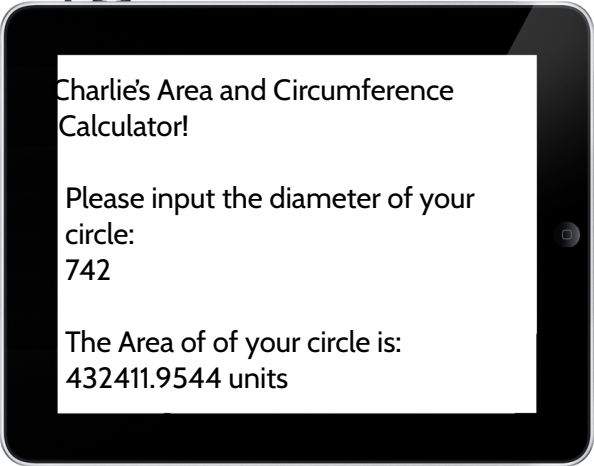
- Cover Page
 - this will include the assignment #, course code and your full name
- Check List
 - documenting the parts of the assignment that are to be included
- Storyboard(s)
 - Include a new one for each time the screen changes
- Test Cases:
 - at least three (3) test cases (maybe more if it is needed!) done by some other method than your (or some else's) program

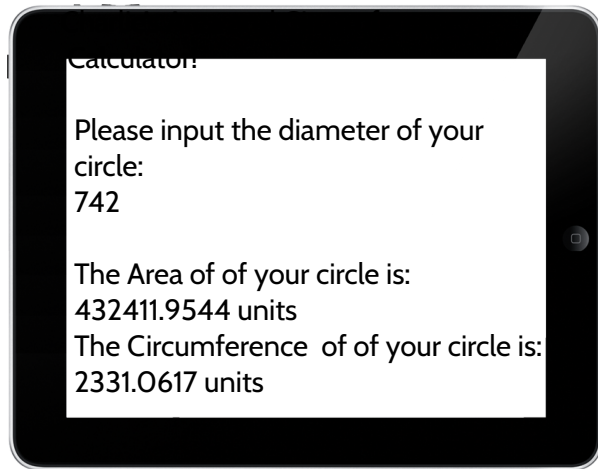
Storyboard(s)

	<p>Python - import definition of Pi</p> <p>User sees nothing</p>
	<p>Give the user a nice message to ask for the diameter</p>

	<p>Gather input from the user</p>
	<p>Do error checking. Is the diameter greater than zero? is it a number?</p> <p>Display a nice error message if not.</p>

	Calculate radius (diameter / 2)
	Calculate the area ($A = \pi * 2$)

	<p>Calculate the circumference ($C = 2 * \pi * \text{radius}$)</p>
	<p>Print a nice message for Area with the value of A</p>



Print a nice message for the Circumstances with the value of C

Test Cases

Test cases:

1. input -3 : result should be error message
2. input blah : result should be error message
3. input 742 : result should be as shown in story board
4. input 0 : results should be 0 units for both Area and Circumference
5. input 5 : results should be 19.635 units and 15.708 units

Assignment #2 — Marking Rubric

Achievement Category	Max Level
Knowledge and Understanding <ul style="list-style-type: none">• Uses fundamental programming constructs• Uses constants, variables, and expressions• Trace the execution of programs to find and correct logic and syntax errors• And others ...	
Application <ul style="list-style-type: none">• Stores and manipulates numbers and characters in a program• Use appropriate sequences, decisions, and loops to conform to a program design• Validate a program using appropriate data• And others ...	
Communication <ul style="list-style-type: none">• Proper use of comments• Proper coding style and naming convention• Uses standard GUI design• And others ...	
TIPS <ul style="list-style-type: none">• GUI, Top-down Design, Pseudo-code• Test cases• And others ...	

Level 1 (50-59%)	Level 2 (60-69%)	Level 3 (70-79%)	Level 4 (80-100%)
- shows little understanding of ... - rarely adheres to ...	- shows some understanding of ... - mostly adheres to ...	- shows understanding of - adheres to ...	- shows understanding of ... in more than 1 language - completely adheres to ...