**Grading Rubric - Project 1 (PP01)**

**Student Name: Shawn L.**

|  |  |  |  |
| --- | --- | --- | --- |
| **Evaluation Criteria** | **Comments** | **Max** | **Points** |
| **Program compilation and running (Program should run on your machine during the video call/demonstration):**  Proper use of the directory structure and the class templates provided (3)  Successful compilation and running, meaning no unexpected runtime error of the program during the demonstration (3)  Use of good variable names, proper use of data types, use of flow controls and control loops, iterations, conditional logic, enumerations, dialog boxes, message display (4) |  | **10** | **10** |
| **Part I:**  You will not be tested on part I during the demonstration, but the part I setup needs to be done in order to part II. We will expect that the student has tried part I, understood part I, in order to be able to proceed to part II. As the instruction suggests, you will comment the code that you wrote in part I. During the video demonstration, you will show the commented out code and orally explain how they worked. We will honor your oral presentation and grade you on part I based on that. We will not expect the students to demonstrate (run) the part I during the demonstration.  Walk-through the commented code for part I, proper implementation of the method signature, the return type and the method body (4)  Orally explain (no running/demonstration is necessary for part I) how you have tested your program so that the student image could be moved up, down, left, right (2)  Orally explain (no running/demonstration is necessary for part I) how you have tested your program to display the success or failure (2)  Orally explain (no running/demonstration is necessary for part I) how you have tested to display the current student image row (2) |  | **10** | 10 |
| **Part II (You will run Part II on your machine during the video call/demonstration):**  Proper implementation of the expected methods, their signatures and the return type (3)  Ability to move the student icon from top to bottom (3)  Ability to move the icon on the even rows from left to right, and on the odd rows from right to left (3)  Ability to move in the reverse direction when boundaries are reached (3)  Ability to move when an obstacle is encountered (3)  Not allowing diagonal move, or outside the maze (3)  Ability to find the Java logo (9)  Displaying the proper message when Java logo is found (3) |  | **30** | 30 |
| **Total** |  | **50** | **50** |

Total= \_\_\_\_/50