Z. Khan

CIS-105 – Spring 2021 **Lab #2 – Chapter 3** **Maria Burness**

-75

Lab #2 Rubric

1. **Problem 1 – Baseball Field Positions (15 points)**

3 (3) Comments in the code/tell user purpose of the program.

nicely done!

2 (2) Prompt the user for the baseball field position number. Store in a variable.

7 (7) Use `if…elif…else` statement to correlate each number in 1-9 with the corresponding baseball field position name or provide the error message if the number is outside of 1-9.
- deduct 1 point for each incorrect pairing of number and baseball field position name.
- deduct 5 points if response does not use `if…elif…else` statement but a series of if statements were used correctly.

3 (3) Display to the user the baseball field position name or give an error message.

2. **Problem 2 – Enhanced Fujita (EF) Tornado Scale (15 points)**

nicely done!

3 (3) Comments in the code/tell user purpose of the program.

2 (2) Prompt the user for the wind speed in mph. Store in a variable.

need to include info in the prompt to not enter a decimal value or account for it in your coding.

3 (4) Use `if…elif…else` statement to correlate wind speeds to tornado EF scale.

3 (3) Code each interval with the appropriate logical operator (and/or/not).

3 (3) Display to the user the tornado EF scale for the given wind speed.

3. **Problem 3 – Points in the Cartesian Plane (20 points)**

3 (3) Comments in the code/tell user purpose of the program.

2 (4) Prompt the user for the coefficients of x and y and store in variables.

instructions said to allow for decimal values.

10 (10) Use `if…elif…else` statement or nested `if…else` statements to determine if the point is the origin, on an axis, or in a specific quadrant (I, II, III, IV) and use logical operators in the condition statement.
- deduct 7 points if serious attempt is made but there are multiple errors in the code or there are major errors in logic.
- deduct 3 points only if the logic is essentially correct and quadrants are correct but there are minor errors distinguishing points on the axes/origin.

2 (3) Display to the user if the point is the origin, on the x-axis, on the y-axis, or in a specific quadrant (Quadrant I, Quadrant II, Quadrant III, or Quadrant IV).

instructions specified to use this wording with Roman numerals.

Lab 2 Total = 46 **/ 50 points**