SIT323 - Assessment Task 1 Rubric - 2020

	VALID FILES (MarkingA.taff and MarkingA.cff)	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)
1	displayed correct outputs (from allocations, energy consumed, and errors)	all 3 outputs (from allocations, energy consumed, and 0 errors) are incorrectly displayed	1 output (from allocations, energy consumed, and 0 errors) are correctly displayed	2 outputs (from allocations, energy consumed, and 0 errors) are correctly displayed	3 outputs (from allocations, energy consumed, and 0 errors) are correctly displayed
	INVALID ALLOCATIONS (MarkingB.taff and MarkingB.cff)	**Unsuccessful (0)**	**Poor (1)**	**Good (2)**	**Very Good (3)**
2	invalidated allocations (both TAFF and CFF files are valid)	0 violations detected or logged	1 to 2 violations detected and logged	3 to 4 violations detected and logged	5 or more violations detected and logged
	INVALID FILES (MarkingC.taff and MarkingC.cff)	**Unsuccessful (0)**	**Poor (1)**	**Good (2)**	**Very Good (3)**
3	Invalidated TAFF allocation file	0 violations detected or logged	1 to 3 violations detected and logged	4 to 6 violations detected and logged	7 or more violations detected and logged
4	Invalidated CFF configuration file	0 violations detected or logged	1 to 3 violations detected and logged	4 to 6 violations detected and logged	7 or more violations detected and logged
	UNIT TESTING IMPLEMENTATION	**Unsuccessful (0)**	**Poor (1)**	**Good (2)**	**Very Good (3)**
5	Determining whether the amount of RAM required by a task is less than or equal to the amount of RAM associated with a processor. You might test a method such as public Boolean **Task.IsRamSufficient**(Processor processor)	ignored or unacceptable	"Arrange" correctly implemented	"Arrange and Act" correctly implemented	"Arrange, Act and Assert" correctly implemented
6	Computing the runtime of a task allocated to a processor. You might test a method such as public Double **Task.ElapseTime**(Processor processor)	ignored or unacceptable	"Arrange" correctly implemented	"Arrange and Act" correctly implemented	"Arrange, Act and Assert" correctly implemented
7	Computing the energy consumed by a task running on a processor. You might test a method such as public Double **Task.ProcessorEnergy**(Processor processor)	ignored or unacceptable	"Arrange" correctly implemented	"Arrange and Act" correctly implemented	"Arrange, Act and Assert" correctly implemented
8	Computing the energy consumed by a task for local communications. You might test a method such as public Double **Task.LocalCommunicationEnergy**(Processor processor)	ignored or unacceptable	"Arrange" correctly implemented	"Arrange and Act" correctly implemented	"Arrange, Act and Assert" correctly implemented
9	Computing the energy consumed by a task for remote communications. You might test a method such as public Double **Task.RemoteCommunicationEnergy**(Processor processor)	ignored or unacceptable	"Arrange" correctly implemented	"Arrange and Act" correctly implemented	"Arrange, Act and Assert" correctly implemented
10	Computing the total energy consumed by a task. You might test a method such as public Double **Task.EnergyConsumed**(Processor processor)	ignored or unacceptable	"Arrange" correctly implemented	"Arrange and Act" correctly implemented	"Arrange, Act and Assert" correctly implemented
11	Computing the total energy consumed by an allocation. You might test a method such as public double **Allocation.Energy**()	ignored or unacceptable	"Arrange" correctly implemented	"Arrange and Act" correctly implemented	"Arrange, Act and Assert" correctly implemented
	CODE	**Unsuccessful (0)**	**Poor (1)**	**Good (2)**	**Very Good (3)**
12	Layout	ignored	layout appears confusing	layout is acceptable but one or more portions need improving	layout is very logical
13	Naming - identifiers have meaningful names	ignored	some names are unacceptable	most names are acceptable but some need improving	names are meaningful
14	Comments	ignored	some comments are unaccaeptable	comments are helpful but one or more need improving	comments are very helpful
15	Magic Numbers	more than 2 magic numbers used	2 magic numbers found	1 magic numbers found	0 magic numbers found
16	Regular Expressions	ignored	some regular expressions are unacceptable	accurate but a few need improving	accurate