SIT323 - Assessment Task 1 - Rubric

The following 26 items cover design (1 to 13) and coding (14 to 26).

Each student is to select 13 items of the following 26. You cannot select the same item(s) as your partner.

Your mark will be based on these 13 items.

	UNIT TESTING DESIGN	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	Marks
1	Validator.IsBoolean(), design at least **2 unit tests**	ignored or unacceptable	1 unit test designed	2 unit tests designed		2
2	Validator.IsInt32(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
3	Validator.IsHexColourCode(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
4	KeyValue.TryParse(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
5	Crozzle.Score(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
6	CrozzleSequences.CheckDuplicateWords(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
7	Crozzle.Validate(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
8	Crozzle.ToStringHTML(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
9	CrozzleMap.GroupCount(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
10	Configuration.TryParse(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
11	WordList.TryParse(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3
12	Crozzle.TryParse(), design at least 3 unit tests	ignored or unacceptable	1 unit test designed	2 unit tests designed	3 unit tests designed	3

	PORTFOLIO DOCUMENTS	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	
13	test designs	ignored	minimal effort applied	can be improved	professional standard	5
14	test results	ignored	minimal effort applied	can be improved	professional standard	5

	VALID FILES - UPDATED CODE	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	
15	displayed correct outputs (from crozzle, score, and errors)	all 3 outputs (from crozzle, score and 0 errors) are in correctly displayed	1 output (from crozzle, score and 0 errors) are correctly displayed	2 outputs (from crozzle, score and 0 errors) are correctly displayed	3 outputs (from crozzle, score and 0 errors) are correctly displayed	3

	INVALID CROZZLE - UPDATED CODE	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	
16	invalidated a crozzle	0 violations detected or logged	1 violation detected and logged	2 violations detected and logged	3 violations detected and logged	3

	INVALID FILES - UPDATED CODE	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	
17	invalidated CZL file	0 violations detected or logged	1 to 3 violations detected and logged	4 to 7 violations detected and logged	8 or more violations detected and logged	3
18	invalidated CFG file	0 violations detected or logged	1 to 5 violations detected and logged	6 to 11 violations detected and logged	12 or more violations detected and logged	3
19	invalidated SEQ file	0 violations detected or logged	1 to 3 violations detected and logged	4 to 7 violations detected and logged	8 or more violations detected and logged	3

	UNIT TESTING IMPLEMENTATION	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	
20	Validator.IsBoolean(), implement at least **2 unit test designs**	ignored or unacceptable	1 unit test implemented	2 unit tests implemented		2
21	Validator.IsInt32(), implement at least 3 unit test designs	ignored or unacceptable	1 unit test implemented	2 unit tests implemented	3 unit tests implemented	3
22	Validator.IsHexColourCode(), implement at least 3 unit test designs	ignored or unacceptable	1 unit test implemented	2 unit tests implemented	3 unit tests implemented	3
23	KeyValue.TryParse(), implement at least 3 unit test designs	ignored or unacceptable	1 unit test implemented	2 unit tests implemented	3 unit tests implemented	3
24	CrozzleSequences.CheckDuplicateWords(), implement at least 3 unit test designs	ignored or unacceptable	1 unit test implemented	2 unit tests implemented	3 unit tests implemented	3
25	Crozzle.ToStringHTML(), implement at least 3 unit test designs	ignored or unacceptable	1 unit test implemented	2 unit tests implemented	3 unit tests implemented	3
26	CrozzleMap.GroupCount(), implement at least 3 unit test designs	ignored or unacceptable	1 unit test implemented	2 unit tests implemented	3 unit tests implemented	3