## 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.

ŀ	UNIT TESTING DESIGN	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	Marks
1	Validator.IsBoolean(), design at least <u>2 unit tests</u>	ignored or	1 unit test designed	2 unit tests designed		2
		unacceptable				
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	1 unit test designed	2 unit tests designed	3 unit tests designed	3
,	validator.isriexeolodi eode(j, design at ledst 5 dilit tests	unacceptable	T unit test designed	Z unit tests designed	S diffe tests designed	
4	KeyValue.TryParse(), design at least 3 unit tests	ignored or	1 unit test designed	2 unit tests designed	3 unit tests designed	3
ı	· · · · · · · · · · · · · · · · · · ·	unacceptable				
5	Crozzle.Score(), design at least 3 unit tests	ignored or	1 unit test designed	2 unit tests designed	3 unit tests designed	3
- 1		unacceptable				
6	CrozzleSequences.CheckDuplicateWords(), design at	ignored or	1 unit test designed	2 unit tests designed	3 unit tests designed	3
_	least 3 unit tests Crozzle.Validate(), design at least 3 unit tests	unacceptable ignored or	1 unit test designed	2 unit tests designed	2 unit tosts designed	3
′	Crozzie. Validate(), design at least 3 unit tests	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	1 unit test designed	2 unit tests designed	3 unit tests designed	3
Ŭ	erozzierrostringriffiziere(j) design de ledot s'aline tests	unacceptable	z ame test designed	2 and tests designed	S arms tests designed	
9	CrozzleMap.GroupCount(), design at least 3 unit tests	ignored or	1 unit test designed	2 unit tests designed	3 unit tests designed	3
		unacceptable				
10	Configuration.TryParse(), design at least 3 unit tests	ignored or	1 unit test designed	2 unit tests designed	3 unit tests designed	3
-		unacceptable				
11	WordList.TryParse(), design at least 3 unit tests	ignored or	1 unit test designed	2 unit tests designed	3 unit tests designed	3
12	Crossle TruPares() design at least 2 unit tests	unacceptable	1it toot dooloood	2 unit toota designed	2 unit toots designed	_
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
ŀ			- (1)	2 1/2		
	PORTFOLIO DOCUMENTS	• •	Poor (1)	Good (2)	Very Good (3)	
	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
ļ	VALID FILES - UPDATED CODE	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	
15	displayed correct outputs (from crozzle, score, and	all 3 outputs (from	1 output (from crozzle,	2 outputs (from crozzle,	3 outputs (from crozzle,	3
	errors)	crozzle, score and 0	score and 0 errors) are	score and 0 errors) are	score and 0 errors) are	
		errors) are in correctly	correctly displayed	correctly displayed	correctly displayed	
ļ		displayed				
	INVALID CROZZLE - UPDATED CODE	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	
6	invalidated a crozzle	0 violations detected	1 violation detected and	2 violations detected and	3 violations detected and	3
ł		or logged	logged	logged	logged	
ļ	INVALID FILES - UPDATED CODE	Unsuccessful (0)	Poor (1)	Good (2)	Very Good (3)	
17	invalidated CZL file		1 to 3 violations detected	4 to 7 violations detected	8 or more violations	3
		or logged	and logged	and logged	detected and logged	
18	invalidated CFG file	0 violations detected	1 to 5 violations detected	6 to 11 violations	12 or more violations	3
		or logged	and logged	detected and logged	detected and logged	
ı۵	invalidated SEQ file	0 violations detected	1 to 3 violations detected	4 to 7 violations detected	8 or more violations	3
٤٥		or logged	and logged	and logged	detected and logged	
	UNIT TESTING IMPLEMENTATION	or logged Unsuccessful (0)	and logged Poor (1)		detected and logged  Very Good (3)	
	UNIT TESTING IMPLEMENTATION Validator.IsBoolean(), implement at least 2 unit test			and logged		2
20		Unsuccessful (0)	Poor (1)	and logged Good (2)		2
20	Validator.IsBoolean(), implement at least 2 unit test	Unsuccessful (0)	Poor (1)	and logged Good (2)		2
20	Validator.IsBoolean(), implement at least <u>2 unit test</u> <u>designs</u> Validator.IsInt32(), implement at least 3 unit test designs	Unsuccessful (0) ignored or unacceptable ignored or unacceptable	Poor (1) 1 unit test implemented 1 unit test implemented	and logged  Good (2)  2 unit tests implemented  2 unit tests implemented	Very Good (3)  3 unit tests implemented	3
20 21	Validator.IsBoolean(), implement at least 2 unit test designs Validator.IsInt32(), implement at least 3 unit test designs Validator.IsHexColourCode(), implement at least 3 unit	Unsuccessful (0) ignored or unacceptable ignored or unacceptable ignored or	Poor (1) 1 unit test implemented	and logged  Good (2)  2 unit tests implemented	Very Good (3)	
20 21	Validator.IsBoolean(), implement at least 2 unit test designs Validator.IsInt32(), implement at least 3 unit test designs Validator.IsHexColourCode(), implement at least 3 unit test designs	Unsuccessful (0) ignored or unacceptable ignored or unacceptable ignored or unacceptable	Poor (1) 1 unit test implemented 1 unit test implemented 1 unit test implemented	and logged  Good (2)  2 unit tests implemented  2 unit tests implemented  2 unit tests implemented	Very Good (3)  3 unit tests implemented  3 unit tests implemented	3
20 21 22	Validator.IsBoolean(), implement at least 2 unit test designs Validator.IsInt32(), implement at least 3 unit test designs Validator.IsHexColourCode(), implement at least 3 unit test designs KeyValue.TryParse(), implement at least 3 unit test	Unsuccessful (0) ignored or unacceptable ignored or unacceptable ignored or unacceptable ignored or unacceptable ignored or	Poor (1) 1 unit test implemented 1 unit test implemented	and logged  Good (2)  2 unit tests implemented  2 unit tests implemented	Very Good (3)  3 unit tests implemented	3
20 21 22	Validator.IsBoolean(), implement at least 2 unit test designs  Validator.IsInt32(), implement at least 3 unit test designs  Validator.IsHexColourCode(), implement at least 3 unit test designs  KeyValue.TryParse(), implement at least 3 unit test designs	Unsuccessful (0) ignored or unacceptable	Poor (1) 1 unit test implemented 1 unit test implemented 1 unit test implemented 1 unit test implemented	and logged  Good (2)  2 unit tests implemented	3 unit tests implemented 3 unit tests implemented 3 unit tests implemented	3 3
20 21 22 23	Validator.IsBoolean(), implement at least 2 unit test designs  Validator.IsInt32(), implement at least 3 unit test designs  Validator.IsHexColourCode(), implement at least 3 unit test designs  KeyValue.TryParse(), implement at least 3 unit test designs  CrozzleSequences.CheckDuplicateWords(), implement at	Unsuccessful (0) ignored or unacceptable ignored or	Poor (1) 1 unit test implemented 1 unit test implemented 1 unit test implemented	and logged  Good (2)  2 unit tests implemented  2 unit tests implemented  2 unit tests implemented	Very Good (3)  3 unit tests implemented  3 unit tests implemented	3
20 21 22 23	Validator.IsBoolean(), implement at least 2 unit test designs  Validator.IsInt32(), implement at least 3 unit test designs  Validator.IsHexColourCode(), implement at least 3 unit test designs  KeyValue.TryParse(), implement at least 3 unit test designs	Unsuccessful (0) ignored or unacceptable	Poor (1) 1 unit test implemented 1 unit test implemented 1 unit test implemented 1 unit test implemented	and logged  Good (2)  2 unit tests implemented	3 unit tests implemented 3 unit tests implemented 3 unit tests implemented	3 3
20 21 22 23 24	Validator.IsBoolean(), implement at least 2 unit test designs  Validator.IsInt32(), implement at least 3 unit test designs  Validator.IsHexColourCode(), implement at least 3 unit test designs  KeyValue.TryParse(), implement at least 3 unit test designs  CrozzleSequences.CheckDuplicateWords(), implement at least 3 unit test designs	Unsuccessful (0) ignored or unacceptable	Poor (1) 1 unit test implemented	and logged  Good (2)  2 unit tests implemented  2 unit tests implemented	3 unit tests implemented	3 3 3
20 21 22 23 24	Validator.IsBoolean(), implement at least 2 unit test designs  Validator.IsInt32(), implement at least 3 unit test designs  Validator.IsHexColourCode(), implement at least 3 unit test designs  KeyValue.TryParse(), implement at least 3 unit test designs  CrozzleSequences.CheckDuplicateWords(), implement at least 3 unit test designs  Crozzle.ToStringHTML(), implement at least 3 unit test	Unsuccessful (0) ignored or unacceptable ignored or	Poor (1) 1 unit test implemented	and logged  Good (2)  2 unit tests implemented  2 unit tests implemented	3 unit tests implemented	3 3 3