# OBrien, Patrick, Assignment\_1, 2019-04-29\_13-22-38:

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| --- | --- | --- |
| **Category** | **Mistake** | Point Penalty |
|  | Algorithm Implementation |  |
|  | In the ‘if’ section you first check if userChoiceOperator is 1 (this part is fine) you then go on to check:  if (usersAnswer != answer && userChoiceOperator == 1)  instead you should merge this second part into the first (so you can only check if the answer is correct or not) | -5 |
|  | You don’t need to randomly generate A, B, etc – it’s already done for you.  Remove this code AND put in a quick (1-2 sentence) comment explaining where this is already being done in the program | -5 |
| (Failure to complete part of the assignment) | You don't have a solution that primarily makes use of **if** statements  You’ve got the start of this, but it only works for % and nothing else. | -15 |
| (Failure to complete part of the assignment) | You don't have a solution that primarily makes use of **if...else** statements | -15 |
| (Failure to complete part of the assignment) | For the solution that primarily makes use of **if...else** statements: When checking for the correct answer use  if( answer == userAnswer) else INSTEAD OF  if( answer == userAnswer) else ***if***( answer ***!***= userAnswer) | -6 |
| (Failure to complete part of the assignment) | For the solution that primarily makes use of **if...else** statements: When checking for the correct answer use  if( answer == userAnswer) else INSTEAD OF  if( answer == userAnswer) ***if***( answer ***!***= userAnswer) | -6 |
| (Failure to complete part of the assignment) | For the solution that primarily makes use of **if...else** statements: Chain together the choice about the option. So instead of a bunch of plain if’s use and if… **else** if()…. **else** if() pattern. | -6 |
| (Failure to complete part of the assignment) | You don't have a solution that primarily makes use of **switch** statements | -15 |
|  | Don’t use goto’s. The only legit use of those is to break out of multiple nested loops | -5 |
| (Failure to complete part of the assignment) | You don't implement the quiz functionality for A % B  **(You need to do this for all 3 versions of your answer – for the ‘only if’ version, for the ‘if else’ version, and for the ‘switch’ version)** | -15 |
| (Failure to complete part of the assignment) | You don't implement the quiz functionality for A \* B  **(You need to do this for all 3 versions of your answer – for the ‘only if’ version, for the ‘if else’ version, and for the ‘switch’ version)** | -15 |
| (Failure to complete part of the assignment) | You don't implement the quiz functionality for A / B  **(You need to do this for all 3 versions of your answer – for the ‘only if’ version, for the ‘if else’ version, and for the ‘switch’ version)** | -15 |
| (Failure to complete part of the assignment) | You don't implement the quiz functionality for (A / B) C  **(You need to do this for all 3 versions of your answer – for the ‘only if’ version, for the ‘if else’ version, and for the ‘switch’ version)** | -15 |
|  | Looks good. |  |
|  | Part 2 – Critical Thinking |  |
|  | For the question “When A is less than B, what will C be?” you don’t include “an intuitive, easy-to-understand explanation explaining why you always get the answer that you do” | -10 |
|  | *For the question “When A is less than B, what will C be?” you need to include “an intuitive, easy-to-understand explanation explaining why you always get the answer that you do” You try to do this, but mostly you’ve got one+ examples showing that it happens to be true for those particular examples.* | *-10* |
|  | For the question “When A is == B, what will C be?” you need to include “an intuitive, easy-to-understand explanation explaining why you always get the answer that you do” You try to do this, but mostly you’ve got one+ examples showing that it happens to be true for those particular examples. | -10 |
|  | Looks good. |  |
|  | Style / Presentation |  |
|  | Looks good. |  |

**Grade** (out of 150)**:**

Revision-Specific Grading Details:

**To calculate your grade:** add up all the (-1)'s and (-6)'s and (-X)'s, to get some negative number, then take that from the total to get your grade. For example: If the total points available for the assignment was 100, and you had the following penalties: -3 + -6 + -6 🡺 -15, so the grade would be 100 -15 = 85.

Why do you have to do this? Because this is only version 1, and so you won't really get your 'real grade' until you hand in the revision. Sometimes the grade on this first version appears really low (especially if you left out a whole section), and so I want to give people feedback, but try to avoid spooking people. Keep in mind that if you don't hand in a revision, this will be your final grade.

**Note**: Please note that if any of the above errors are duplicated within your code, you need to fix ALL INSTANCES of the error, even if it's not specifically listed above, in order to get the points on the revision.

**Note**: While the above list of errors is intended to guide your improvement of this homework, you should realize that a given error may occur in more places than have been specifically cited here. It is your responsibility to find all occurrences of a given error, and fix them all.

**Note**: Items that are 'greyed out' and *italicized* are there for informational purposes, to preemptively give you feedback for your revision, but these don't actually represent points that you've lost yet. When doing your revision make sure to pay attention to these items so you don’t lose these points in your revision. Example of a 'greyed out' item:

*You didn't do X. (-6)*