# Grades for Daen Antule

**Course** **Arrange By**

Programming with Classes | Due Date | Apply

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| **W01 Prepare: Learning Activity - Version Control**<br>Preparation Learning Activities | Apr 23 by 8:59am | | 10 / 10 |

***SCORE DETAILS*** *CLOSE*

*Mean: 9.88* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

**W01 Prove: Articulate—Version Control**
Articulate

Apr 23 by 8:59am — 10 / 10 — 1

***SCORE DETAILS*** *CLOSE*

*Mean: 9.74* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

***COMMENTS*** *CLOSE*

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-039, Apr 19 at 9:32pm*

Assessment by IGD-039

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W01ARTICULATE**

| CRITERIA | RATINGS | | PTS |
|---|---|---|---|
| Meaning<br>view longer description | **2 pts**<br>**Complete**<br>The principle of version control is correctly defined. | **0 pts**<br>**Incomplete**<br>The principle of version control was not explained. | 2 / 2 pts |
| Benefits<br>view longer description | **2 pts**<br>**Complete**<br>A benefit of version control was explained. | **0 pts**<br>**Incomplete**<br>A benefit of version control was not included. | 2 / 2 pts |
| Application<br>view longer description | **2 pts**<br>**Complete**<br>An application or example of version control was included. | **0 pts**<br>**Incomplete**<br>An application of version control was not included. | 2 / 2 pts |
| Length<br>view longer description | **2 pts**<br>**Complete**<br>The principle is thoroughly explained (for example, approximately 100 words or more). | **0 pts**<br>**Incomplete**<br>The principle is not thoroughly explained. | 2 / 2 pts |
| Code<br>view longer description | **2 pts**<br>**Complete**<br>A benefit of version control was explained. | **0 pts**<br>**Incomplete**<br>A git command was incomplete or not provided. | 2 / 2 pts |
| | | | Total Points: 10 |

## W01 Prove: Developer—C# Programming

Developer

Apr 23 by 8:59am

50 / 50

***SCORE DETAILS*** *CLOSE*

*Mean: 48.82* *High: 50* *Low: 0*
*Median: 50* *Upper Quartile: 50* *Lower Quartile: 50*

## W02 Prepare: Learning Activity

Preparation Learning Activities

Apr 28 by 8:59am

10 / 10

***SCORE DETAILS*** *CLOSE*

*Mean: 9.88* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

## W02 Team Activity: Designer

Designer

Apr 28 by 8:59am

8 / 10

1

***SCORE DETAILS*** *CLOSE*

*Mean: 8.17* *High: 10* *Low: 0*
*Median: 9* *Upper Quartile: 10* *Lower Quartile: 8*

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

***COMMENTS*** *CLOSE*

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring*

*IGD-039, Apr 28 at 3:15am*

Assessment by IGD-039

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W02 DESIGNER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Classes<br>view longer description | **1 pts**<br>**Complete**<br>A class diagram is included that defines all classes needed for this assignment. | **0.7 pts**<br>**Developing**<br>A class diagram is included that defines at least one class. | **0 pts**<br>**Incomplete**<br>A class diagram is not included. | 1 / 1 pts |
| Journal - Behaviors<br>view longer description | **2 pts**<br>**Complete**<br>All Journal behaviors needed for this assignment are defined. | **1.4 pts**<br>**Developing**<br>Some Journal behaviors are defined. | **0 pts**<br>**Incomplete**<br>No Journal behaviors are defined. | 2 / 2 pts |
| Journal - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All Journal attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some Journal behaviors are defined. | **0 pts**<br>**Incomplete**<br>No Journal behaviors are defined. | 1 / 1 pts |
| Entry - Behaviors<br>view longer description | **2 pts**<br>**Complete**<br>All entry behaviors needed for this assignment are defined. | **1.4 pts**<br>**Developing**<br>Some entry behaviors are defined. | **0 pts**<br>**Incomplete**<br>No entry behaviors are defined. | 0 / 2 pts |
| Entry - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All entry attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some entry attributes are defined. | **0 pts**<br>**Incomplete**<br>No entry attributes are defined. | 1 / 1 pts |
| Saving/Loading<br>view longer description | **1 pts**<br>**Complete**<br>Saving/Loading is defined sufficiently for this assignment. | **0.7 pts**<br>**Developing**<br>Saving/Loading is mentioned. | **0 pts**<br>**Incomplete**<br>Saving/Loading is not defined. | 1 / 1 pts |
| Prompt Generation<br>view longer description | **1 pts**<br>**Complete**<br>Prompt generation is defined sufficiently for this assignment. | **0.7 pts**<br>**Developing**<br>Prompt generation is mentioned. | **0 pts**<br>**Incomplete**<br>Prompt generation is not defined. | 1 / 1 pts |
| Interaction<br>view longer description | **1 pts**<br>**Complete**<br>A diagram or description explains the interaction among the elements of the design. | | **0 pts**<br>**Incomplete**<br>No interaction is explained. | 1 / 1 pts |

Total Points: 8

**W02 Team Activity: Participation Report**
Skilled Collaborator

Apr 28 by 8:59am | 10 / 10

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

***SCORE DETAILS*** *CLOSE*

*Mean: 8.93* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

**W02 Prove: Articulate**

Articulate

Apr 30 by 8:59am

10 / 10

1

***SCORE DETAILS*** *CLOSE*

*Mean: 8.96* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

***COMMENTS*** *CLOSE*

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*IGD-074, May 1 at 6:25pm*

Assessment by IGD-074

Close Rubric

**W02 ARTICULATE**

| CRITERIA | RATINGS | | PTS |
|---|---|---|---|
| Meaning<br>view longer description | **2 pts**<br>**Complete**<br>The principle of abstraction is correctly defined. | **0 pts**<br>**Incomplete**<br>The principle of abstraction was not explained. | 2 / 2 pts |
| Benefits<br>view longer description | **2 pts**<br>**Complete**<br>A benefit of abstraction was explained. | **0 pts**<br>**Incomplete**<br>A benefit of abstraction was not included. | 2 / 2 pts |
| Application<br>view longer description | **2 pts**<br>**Complete**<br>An application or example of abstraction was included. | **0 pts**<br>**Incomplete**<br>An application of abstraction was not included. | 2 / 2 pts |
| Length<br>view longer description | **2 pts**<br>**Complete**<br>The principle is thoroughly explained (for example, approximately 100 words or more). | **0 pts**<br>**Incomplete**<br>The principle is not thoroughly explained. | 2 / 2 pts |
| Code<br>view longer description | **2 pts**<br>**Complete**<br>Includes code showing the principle. | **0 pts**<br>**Incomplete**<br>The required code was incomplete or not provided. | 2 / 2 pts |
| | | | Total Points: 10 |

**W02 Prove: Developer**

Developer

Apr 30 by 8:59am

95.5 / 100

2

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

***SCORE DETAILS*** CLOSE

*Mean: 81.84* *High: 100* *Low: 0*
*Median: 93* *Upper Quartile: 100* *Lower Quartile: 87*

***COMMENTS*** CLOSE

*The program uses the System.Collections.Generic, System.IO, and System.Text.Json namespaces, which provide classes for managing collections, working with files, and serializing and deserializing JSON data.*

*Added feature:*

1. *Mood category that adds a layer for even more prompts*
2. *Word count info for user to track their progress in their entries*
3. *Having '>> ' to indicate user input*

4. *Saving File:*
   - *No saving of empty Journal Entry*
   - *No Invalid Character for the file name*
   - *Overwrite option if file name chosen is already in the directory*
   - *Converts save entry as '.json' format*
   - *Auto '.json' extension when saving*

*Daen Antule, Apr 26 at 9:55pm*

5. *Loading File:*
   - *Having option to choose files available in the directory (.json files) rather than typing file name*

6. *Basic input validation and error handling*

*This evaluation was completed by a certified grader. Please select "View Rubric" to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-039, May 3 at 8:09pm*

Assessment by IGD-039

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| W02 DEVELOPER | | | |

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Principle: Journal Abstraction<br>view longer description | **20 pts**<br>**Complete**<br>A class models the responsibilities of a Journal and does not include items that do not pertain to a Journal. | **14 pts**<br>**Developing**<br>A class was defined and instantiated. | **0 pts**<br>**Incomplete**<br>No classes were instantiated. | 20 / 20 pts |
| Principle: Entry Abstraction<br>view longer description | **18 pts**<br>**Complete**<br>A class models the responsibilities of an Entry and does not include items that do not pertain to an Entry. | **15 pts**<br>**Developing**<br>Some kind of entry class is created and instantiated. | **0 pts**<br>**Incomplete**<br>No class is present for an Entry. | 18 / 18 pts |
| Functionality: Journal Writing<br>view longer description | **10 pts**<br>**Complete**<br>A journal entry is written and stored along with the date. | **7 pts**<br>**Developing**<br>A journal entry can be written and stored. | **0 pts**<br>**Incomplete**<br>Journal entries cannot be written or it is not stored. | 10 / 10 pts |
| Functionality: Journal Display<br>view longer description | **10 pts**<br>**Complete**<br>All journal entries can be displayed along with the date and prompt associated with that entry. | **7 pts**<br>**Developing**<br>At least one journal entry can be displayed. | **0 pts**<br>**Incomplete**<br>Journal entries cannot be displayed. | 10 / 10 pts |
| Functionality: Prompt Generation<br>view longer description | **5 pts**<br>**Complete**<br>A set of writing prompts is chosen from randomly and displayed. | **3.5 pts**<br>**Developing**<br>At least one writing prompt is displayed. | **0 pts**<br>**Incomplete**<br>Writing prompts are not displayed. | 5 / 5 pts |
| Functionality: Saving<br>view longer description | **10 pts**<br>**Complete**<br>The journal can be saved to a file. | **7 pts**<br>**Developing**<br>An attempt was made to save the Journal to a file. | **0 pts**<br>**Incomplete**<br>The journal cannot be saved. | 10 / 10 pts |
| Functionality: Loading<br>view longer description | **10 pts**<br>**Complete**<br>The journal can be loaded from a file. | **7 pts**<br>**Developing**<br>An attempt was made to load the Journal from a file. | **0 pts**<br>**Incomplete**<br>The journal cannot be loaded. | 7 / 10 pts |
| Style: Whitespace<br>view longer description | **5 pts**<br>**Complete**<br>Vertical and horizontal whitespace (blank lines and indentation) is correct throughout the program. | **3.5 pts**<br>**Developing**<br>Whitespace is generally correct, but some errors exist. | **0 pts**<br>**Incomplete**<br>Very little attention is shown to vertical and horizontal whitespace. | 5 / 5 pts |
| Style: Naming Conventions<br>view longer description | **5 pts**<br>**Complete** | **3.5 pts**<br>**Developing** | **0 pts**<br>**Incomplete** | 3.5 / 5 pts |

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W02 DEVELOPER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| | Classes and methods use TitleCase. Attributes begin with an underscore and use _camelCase. | Naming is mostly consistent, but some elements were missed. | Naming is inconsistent. | |
| Shows creativity and exceeds core requirements<br>view longer description | **7 pts**<br>**Complete**<br>The program exceeds the core requirements as explained in comments in the Program.cs | **5 pts**<br>**Developing**<br>An attempt to exceed core requirements was explained in comments in the Program.cs but it is not functioning properly. | **0 pts**<br>**Incomplete**<br>An attempt to exceed core requirements was not explained in comments in the Program.cs file. | 7 / 7 pts |

Total Points: 95.5

## W03 Prepare: Learning Activity

Preparation Learning Activities

May 5 by 8:59am | 10 / 10

***SCORE DETAILS*** CLOSE

*Mean: 9.41* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

## W03 Team Activity: Designer

Designer

May 5 by 8:59am | 10 / 10 | 1

***SCORE DETAILS*** CLOSE

*Mean: 8.35* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

***COMMENTS*** CLOSE

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*IGD-074, May 9 at 9pm*

Assessment by IGD-074

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W03 DESIGNER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Classes<br>view longer description | **1 pts**<br>**Complete**<br>A class diagram is included that defines all classes needed for this assignment. | **0.7 pts**<br>**Developing**<br>A class diagram is included that defines at least one class. | **0 pts**<br>**Incomplete**<br>A class diagram is not included. | 1 / 1 pts |
| Scripture - Behaviors<br>view longer description | **2 pts**<br>**Complete**<br>All scripture behaviors needed for this assignment are defined. | **1.4 pts**<br>**Developing**<br>Some scripture behaviors are defined. | **0 pts**<br>**Incomplete**<br>No scripture behaviors are defined. | 2 / 2 pts |
| Scripture - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All scripture attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some scripture behaviors are defined. | **0 pts**<br>**Incomplete**<br>No scripture behaviors are defined. | 1 / 1 pts |
| Reference - Behaviors<br>view longer description | **1 pts**<br>**Complete**<br>All reference behaviors needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some reference behaviors are defined. | **0 pts**<br>**Incomplete**<br>No reference behaviors are defined. | 1 / 1 pts |
| Reference - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All reference attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some reference attributes are defined. | **0 pts**<br>**Incomplete**<br>No reference attributes are defined. | 1 / 1 pts |
| Word - Behaviors<br>view longer description | **1 pts**<br>**Complete**<br>All word behaviors needed for this assignment are | **0.7 pts**<br>**Developing**<br>Some word behaviors are defined. | **0 pts**<br>**Incomplete**<br>No word behaviors are defined. | 1 / 1 pts |
| Word - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All word attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some word attributes are defined. | **0 pts**<br>**Incomplete**<br>No word attributes are defined. | 1 / 1 pts |
| Constructors<br>view longer description | **1 pts**<br>**Complete**<br>Constructors for each class are defined. | **0.7 pts**<br>**Developing**<br>Some constructors are defined. | **0 pts**<br>**Incomplete**<br>No constructors are defined. | 1 / 1 pts |
| Interaction<br>view longer description | **1 pts**<br>**Complete**<br>A diagram or description explains the interaction among the elements of the design. | | **0 pts**<br>**Incomplete**<br>No interaction is explained. | 1 / 1 pts |

| NAME | W03 DESIGNER | DUE | STATUS | SCORE |
|---|---|---|---|---|
| | | | | Total Points: 10 |

| CRITERIA | RATINGS | PTS |
|---|---|---|

**W03 Team Activity: Participation Report**

Skilled Collaborator

May 5 by 8:59am

10 / 10

***SCORE DETAILS*** *CLOSE*

*Mean: 8.75* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

**W03 Prove: Articulate**

Articulate

May 7 by 8:59am

10 / 10

1

***SCORE DETAILS*** *CLOSE*

*Mean: 8.33* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 8*

***COMMENTS*** *CLOSE*

*This evaluation was completed by a certified grader. Please select "View Rubric" to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-074, May 11 at 8:06pm*

Assessment by IGD-074

Close Rubric

**W03ARTICULATE**

| CRITERIA | RATINGS | | PTS |
|---|---|---|---|
| Meaning<br>view longer description | **2 pts**<br>**Complete**<br>The principle of encapsulation is correctly defined. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The principle of encapsulation was not explained. | 2 / 2 pts |
| Benefits<br>view longer description | **2 pts**<br>**Complete**<br>A benefit of encapsulation was explained. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>A benefit of encapsulation was not included. | 2 / 2 pts |
| Application<br>view longer description | **2 pts**<br>**Complete**<br>An application or example of encapsulation was included. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>An application or example of encapsulation was not included. | 2 / 2 pts |
| Length<br>view longer description | **2 pts**<br>**Complete**<br>The principle is thoroughly explained (for example, approximately 100 words or more). | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The principle is not thoroughly explained. | 2 / 2 pts |
| Code<br>view longer description | **2 pts**<br>**Complete**<br>Includes code showing the principle. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The required code was incomplete or not provided. | 2 / 2 pts |

Total Points: 10

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| **W03 Prove: Developer**<br>Developer | May 7 by 8:59am | | 100 / 100 |

***SCORE DETAILS*** CLOSE

*Mean: 78.91* *High: 100* *Low: 0*
*Median: 93* *Upper Quartile: 100* *Lower Quartile: 93*

***COMMENTS*** CLOSE

*Added:*
*Loading Scriptures from available text files in the directory*
*Giving the user the option to choose which text file to load*
*Difficulty option whether to hide 1 or more word/s*
*Option to Shuffle the words in the verse*
*some validation*

*Daen Antule, May 5 at 3:19am*

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-074, May 11 at 8:33pm*

Assessment by IGD-074

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| | | | |

**W03 DEVELOPER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Principle: Encapsulation (information hiding)<br>view longer description | **10 pts**<br>**Complete**<br>All member variables are private. | **7 pts**<br>**Developing**<br>Some member variables are private. | **0 pts**<br>**Incomplete**<br>No private data members are used. | 10 / 10 pts |
| Principle: Scripture class<br>view longer description | **10 pts**<br>**Complete**<br>A class is present that encapsulates the responsibilities of a Scripture. Behavior that is specific to Scriptures is all done by this class, not in other places in the program. And, this class does not include items or behaviors that do not pertain to it. | **7 pts**<br>**Developing**<br>A Scripture class is present and contains some way of storing its reference and text. | **0 pts**<br>**Incomplete**<br>No class is present for a Scripture. | 10 / 10 pts |
| Principle: Word class<br>view longer description | **10 pts**<br>**Complete**<br>A class is present that encapsulates the responsibilities of a Word (including that the Word class is responsible for storing it's own shown/hidden state). Behavior that is specific to Words is all done by this class, not in other places in the program. And, this class does not include items or behaviors that do not pertain to it. | **7 pts**<br>**Developing**<br>A Word class is present that contains the text and the shown/hidden state. | **0 pts**<br>**Incomplete**<br>No class is present for a Word. | 10 / 10 pts |
| Principle: Reference class<br>view longer description | **10 pts**<br>**Complete**<br>A class is present that encapsulates the responsibilities of a Reference (including handling multiple verses). Behavior that is specific to References is all done by this class, not in other places in the program. And, this class does not include items or behaviors that do not pertain to it. | **7 pts**<br>**Developing**<br>A Reference class is present and accounts for at least storing book, chapter, and a single verse. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>No class is present for a Reference. | 10 / 10 pts |
| Functionality: Scripture Display<br>view longer description | **10 pts**<br>**Complete**<br>A scripture is displayed. | **7 pts**<br>**Developing**<br>A scripture is displayed, but missing the reference or some of the words. | **0 pts**<br>**Incomplete**<br>A scripture is not displayed. | 10 / 10 pts |
| Functionality: Word Hiding<br>view longer description | **25 pts**<br>**Complete** | **17 pts**<br>**Developing** | **0 pts**<br>**Incomplete**<br>Words do not hide. | 25 / 25 pts |

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W03 DEVELOPER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| | Words can incrementally be replaced by underscores. | At least one word can be replaced by underscores. | | |
| Functionality: Program Termination<br>view longer description | **8 pts**<br>**Complete**<br>The program continues until all words are hidden or the user types quit. | **6 pts**<br>**Developing**<br>The program ends when the user types quit or the scriptures is completely empty, but not both. | **0 pts**<br>**Incomplete**<br>The program does not end. | 8 / 8 pts |
| Style: Whitespace<br>view longer description | **5 pts**<br>**Complete**<br>Vertical and horizontal whitespace (blank lines, indentation, braces) is correct throughout the program. | **3.5 pts**<br>**Developing**<br>Whitespace is generally correct, but some errors exist. | **0 pts**<br>**Incomplete**<br>Very little attention is shown to vertical and horizontal whitespace. | 5 / 5 pts |
| Style: Naming Conventions<br>view longer description | **5 pts**<br>**Complete**<br>Classes and methods use TitleCase. Attributes begin with an underscore and use _camelCase. | **4.5 pts**<br>**Developing**<br>Namely is mostly consistent, but some elements were missed. | **0 pts**<br>**Incomplete**<br>Naming is inconsistent. | 5 / 5 pts |
| Shows creativity and exceeds core requirements<br>view longer description | **7 pts**<br>**Complete**<br>The program exceeds the core requirements as explained in comments in the Program.cs. | **5 pts**<br>**Developing**<br>An attempt to exceed core requirements was explained in comments in the Program.cs but it is not functioning properly. | **0 pts**<br>**Incomplete**<br>An attempt to exceed core requirements was not explained in comments in the Program.cs file. | 7 / 7 pts |
| | | | | Total Points: 100 |

## W03 Student Feedback to Instructor

Survey Assignments — May 7 by 8:59am — 1 / 1

***FINAL GRADE INFO*** *CLOSE*

*This assignment does not count toward the final grade.*

***SCORE DETAILS*** *CLOSE*

*Mean: 1* *High: 1* *Low: 1*
*Median: 1* *Upper Quartile: 1* *Lower Quartile: 1*

## W04 Prepare: Learning Activity

Preparation Learning Activities — May 12 by 8:59am — 10 / 10

***SCORE DETAILS*** *CLOSE*

*Mean: 8.9* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| **W04 Team Activity: Designer**<br>Designer | May 12 by 8:59am | | 10 / 10 |

***SCORE DETAILS*** *CLOSE*

*Mean: 8.25*
*Median: 10*
*High: 10*
*Upper Quartile: 10*
*Low: 0*
*Lower Quartile: 10*

***COMMENTS*** *CLOSE*

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-071, May 17 at 7:37am*

Assessment by IGD-071

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W04 DESIGNER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Classes & Inheritance<br>view longer description | **2 pts**<br>**Complete**<br>A class diagram is included that shows the proper inheritance hierarchy and defines all classes needed for this assignment. | **0.4 pts**<br>**Developing**<br>A class diagram is included that shows inheritance. | **0 pts**<br>**Incomplete**<br>A class diagram is not included. | 2 / 2 pts |
| Base Activity Class - Behaviors<br>view longer description | **2 pts**<br>**Complete**<br>All Base Activity Class behaviors needed for this assignment are defined. | **1.4 pts**<br>**Developing**<br>Some Base Activity Class behaviors are defined. | **0 pts**<br>**Incomplete**<br>No Base Activity Class behaviors are defined. | 2 / 2 pts |
| Base Activity Class - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All Base Activity Class attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some Base Activity Class behaviors are defined. | **0 pts**<br>**Incomplete**<br>No Base Activity Class behaviors are defined. | 1 / 1 pts |
| Derived Classes - Behaviors<br>view longer description | **2 pts**<br>**Complete**<br>All Derived Classes behaviors needed for this assignment are defined. | **0.4 pts**<br>**Developing**<br>Some Derived Classes behaviors are defined. | **0 pts**<br>**Incomplete**<br>No Derived Classes behaviors are defined. | 2 / 2 pts |
| Derived Classes - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All Derived Classes attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some Derived Classes attributes are defined. | **0 pts**<br>**Incomplete**<br>No Derived Classes attributes are defined. | 1 / 1 pts |
| Constructors<br>view longer description | **1 pts**<br>**Complete**<br>Constructors for each class are defined. | **0.7 pts**<br>**Developing**<br>Some constructors are defined. | **0 pts**<br>**Incomplete**<br>No constructors are defined. | 1 / 1 pts |
| Interaction<br>view longer description | **1 pts**<br>**Complete**<br>A diagram or description explains the interaction among the elements of the design. | | **0 pts**<br>**Incomplete**<br>No interaction is explained. | 1 / 1 pts |

Total Points: 10

**W04 Team Activity: Participation Report**
Skilled Collaborator

May 12 by 8:59am | 10 / 10

***SCORE DETAILS*** *CLOSE*

*Mean: 8.08*
*Median: 10*
*High: 10*
*Upper Quartile: 10*
*Low: 0*
*Lower Quartile: 8*

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| **W04 Prove: Articulate**<br>Articulate | May 14 by 8:59am | | 10 / 10 |

***SCORE DETAILS*** CLOSE

*Mean: 8.28* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

***COMMENTS*** CLOSE

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-074, May 18 at 1:04am*

Assessment by IGD-074

Close Rubric

**W04 ARTICULATE**

| CRITERIA | RATINGS | | PTS |
|---|---|---|---|
| Meaning<br>view longer description | **2 pts**<br>**Complete**<br>The principle of inheritance is correctly defined. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The principle of inheritance was not explained. | 2 / 2 pts |
| Benefits<br>view longer description | **2 pts**<br>**Complete**<br>A benefit of inheritance was explained. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>A benefit of inheritance was not included. | 2 / 2 pts |
| Meaning<br>view longer description | **2 pts**<br>**Complete**<br>An application or example of inheritance was included. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>An application or example of inheritance was not included. | 2 / 2 pts |
| Length<br>view longer description | **2 pts**<br>**Complete**<br>The principle is thoroughly explained (for example, approximately 100 words or more). | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The principle is not thoroughly explained. | 2 / 2 pts |
| Code<br>view longer description | **2 pts**<br>**Complete**<br>Includes code showing the principle. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The required code was incomplete or not provided. | 2 / 2 pts |

Total Points: 10

| | | | |
|---|---|---|---|
| **W04 Prove: Developer**<br>Developer | May 14 by 8:59am | 100 / 100 | |

***SCORE DETAILS*** CLOSE

*Mean: 79.65* *High: 100* *Low: 0*
*Median: 93* *Upper Quartile: 100* *Lower Quartile: 93*

***COMMENTS*** CLOSE

*Added:*
*Adding another kind of activity.*

*Daen Antule, May 11 at*

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

***COMMENTS*** *CLOSE*

| | |
|---|---|
| *Keeping a log of how many times activities were performed.* | *11:27am* |
| *This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.* | *IGD-071, May 19 at 4:15am* |

Assessment by IGD-071

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W04 DEVELOPER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Principle: Encapsulation<br>view longer description | **5 pts**<br>**Complete**<br>All member variables are private, or they are protected if a derived class needs direct access. | **4.5 pts**<br>**Developing**<br>Some member variables are private. | **0 pts**<br>**Incomplete**<br>A base class for acNo private data members are used.tors is not defined. | 5 / 5 pts |
| Principle: Inheritance<br>view longer description | **10 pts**<br>**Complete**<br>Each specific type of activity class is derived from a base class. | **7 pts**<br>**Developing**<br>At least one class is derived from a base class. | **0 pts**<br>**Incomplete**<br>Inheritance is not used. | 10 / 10 pts |
| Principle: Inheriting Attributes<br>view longer description | **8 pts**<br>**Complete**<br>All member variables that could be shared among classes are defined in the base class (including activity name, description, and duration). | **7 pts**<br>**Developing**<br>Some member variables were inherited and used in derived classes. | **0 pts**<br>**Incomplete**<br>No member variables are inherited. | 8 / 8 pts |
| Principle: Inheriting behaviors<br>view longer description | **10 pts**<br>**Complete**<br>All methods that could be shared among classes are defined in the base class (including methods for starting/ending an activity, and displaying the animation/pauses). | **7 pts**<br>**Developing**<br>Some methods were inherited and used in derived classes. | **0 pts**<br>**Incomplete**<br>No methods are inherited. | 10 / 10 pts |
| Functionality: Breathing<br>view longer description | **15 pts**<br>**Complete**<br>Breathing activity works as described in the specifications. | **13 pts**<br>**Developing**<br>Breathing activity has some functionality, but it is not complete. | **0 pts**<br>**Incomplete**<br>Breathing activity does not run. | 15 / 15 pts |
| Functionality: Listing<br>view longer description | **15 pts**<br>**Complete**<br>Listing activity works as described in the specifications. | **13 pts**<br>**Developing**<br>Listing activity has some functionality, but it is not complete. | **0 pts**<br>**Incomplete**<br>Listing activity does not run. | 15 / 15 pts |
| Functionality: Reflecting<br>view longer description | **15 pts**<br>**Complete**<br>Reflecting activity works as described in the specifications. | **13 pts**<br>**Developing**<br>Reflecting activity has some functionality, but it is not complete. | **0 pts**<br>**Incomplete**<br>Reflecting activity does not run. | 15 / 15 pts |
| Functionality: Pausing/Animation<br>view longer description | **5 pts**<br>**Complete**<br>Program pauses and animation is displayed that | **4.5 pts**<br>**Developing**<br>Program pauses and some kind of progress animation is | **0 pts**<br>**Incomplete**<br>Pausing with progress animation is not present. | 5 / 5 pts |

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W04 DEVELOPER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| | makes use of backspaces to create a spinning or countdown effect. | displayed (for example, periods, numbers, etc.) | | |
| Style: Whitespace<br>view longer description | **5 pts**<br>**Complete**<br>Vertical and horizontal whitespace (blank lines, indentation, braces) is correct throughout the program | **4.5 pts**<br>**Developing**<br>Whitespace is generally correct, but some errors exist. | **0 pts**<br>**Incomplete**<br>Very little attention is shown to vertical and horizontal whitespace. | 5 / 5 pts |
| Style: Naming Conventions<br>view longer description | **5 pts**<br>**Complete**<br>Classes and methods use TitleCase. Attributes begin with an underscore and use _camelCase. | **4.5 pts**<br>**Developing**<br>Namely is mostly consistent, but some elements were missed. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>Naming is inconsistent. | 5 / 5 pts |
| Shows creativity and exceeds core requirements<br>view longer description | **7 pts**<br>**Complete**<br>The program exceeds the core requirements as explained in comments in the Program.cs. | **5 pts**<br>**Developing**<br>An attempt to exceed core requirements was explained in comments in the Program.cs but it is not functioning properly. | **0 pts**<br>**Incomplete**<br>An attempt to exceed core requirements was not explained in comments in the Program.cs file. | 7 / 7 pts |

Total Points: 100

## W05 Prepare: Learning Activity

Preparation Learning Activities

May 19 by 8:59am 10 / 10

***SCORE DETAILS*** *CLOSE*

*Mean: 8.94* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 10*

## W05 Team Activity: Designer

Designer

May 19 by 8:59am 10 / 10 1

***SCORE DETAILS*** *CLOSE*

*Mean: 7.49* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 7*

***COMMENTS*** *CLOSE*

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-074, May 20 at 8:38pm*

Assessment by IGD-074

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W05 DESIGNER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Classes & Inheritance<br>view longer description | **2 pts**<br>**Complete**<br>A class diagram is included that shows the proper inheritance hierarchy and defines all classes needed for this assignment. | **0.4 pts**<br>**Developing**<br>A class diagram is included that shows inheritance. | **0 pts**<br>**Incomplete**<br>A class diagram is not included. | 2 / 2 pts |
| Method Overriding<br>view longer description | **1 pts**<br>**Complete**<br>All methods that need to be overridden are shown in both the base class and derived classes. | **0.7 pts**<br>**Developing**<br>Some method overriding is shown. | **0 pts**<br>**Incomplete**<br>No method overriding is shown. | 1 / 1 pts |
| Base Goal Class - Behaviors<br>view longer description | **2 pts**<br>**Complete**<br>All Base Goal Class behaviors needed for this assignment are defined. | **1.4 pts**<br>**Developing**<br>Some Base Goal Class behaviors are defined. | **0 pts**<br>**Incomplete**<br>No Base Goal Class behaviors are defined. | 2 / 2 pts |
| Base Activity Class - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All Base Goal Class attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some Base Goal Class behaviors are defined. | **0 pts**<br>**Incomplete**<br>No Base Goal Class behaviors are defined. | 1 / 1 pts |
| Derived Classes - Behaviors<br>view longer description | **1 pts**<br>**Complete**<br>All Derived Classes behaviors needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some Derived Classes behaviors are defined. | **0 pts**<br>**Incomplete**<br>No Derived Classes behaviors are defined. | 1 / 1 pts |
| Derived Classes - Attributes<br>view longer description | **1 pts**<br>**Complete**<br>All Derived Classes attributes needed for this assignment are defined. | **0.7 pts**<br>**Developing**<br>Some Derived Classes attributes are defined. | **0 pts**<br>**Incomplete**<br>No Derived Classes attributes are defined. | 1 / 1 pts |
| Constructors<br>view longer description | **1 pts**<br>**Complete**<br>Constructors for each class are defined. | **0.7 pts**<br>**Developing**<br>Some constructors are defined. | **0 pts**<br>**Incomplete**<br>No constructors are defined. | 1 / 1 pts |
| Interaction<br>view longer description | **1 pts**<br>**Complete**<br>A diagram or description explains the interaction among the elements of the design. | | **0 pts**<br>**Incomplete**<br>No interaction is explained. | 1 / 1 pts |

Total Points: 10

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| **W05 Team Activity: Participation Report**<br>Skilled Collaborator | May 19 by 8:59am | | 10 / 10 |

***SCORE DETAILS*** *CLOSE*

*Mean: 8.12* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 8*

| | | | |
|---|---|---|---|
| **W05 Prove: Developer**<br>Developer | May 21 by 8:59am | | 100 / 100 |

***SCORE DETAILS*** *CLOSE*

*Mean: 72.82* *High: 100* *Low: 0*
*Median: 93* *Upper Quartile: 100* *Lower Quartile: 64*



***COMMENTS*** *CLOSE*

| | |
|---|---|
| *a game class to handle all gamification features, validations, game data stored to a file in data directory, gave bonus points on checklist goal completion,* | *Daen Antule, May 20 at 4:25pm* |
| *This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.* | *IGD-039, May 29 at 8:07pm* |

Assessment by IGD-039

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| W05 DEVELOPER | | | |

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Principle: Encapsulation<br>view longer description | **5 pts**<br>**Complete**<br>All member variables are private, or they are protected if a derived class needs direct access. | **3.5 pts**<br>**Developing**<br>Some member variables are private. | **0 pts**<br>**Incomplete**<br>No private data members are used. | 5 / 5 pts |
| Principle: Inheritance<br>view longer description | **5 pts**<br>**Complete**<br>Each specific type of goal class is derived from a base class. | **3.5 pts**<br>**Developing**<br>At least one class is derived from a base class. | **0 pts**<br>**Incomplete**<br>Inheritance is not used. | 5 / 5 pts |
| Principle: Polymorphism<br>view longer description | **10 pts**<br>**Complete**<br>Method overriding is used in all places where it is appropriate. | **7 pts**<br>**Developing**<br>At least one method is overridden in a derived class. | **0 pts**<br>**Incomplete**<br>Method overriding is not used. | 10 / 10 pts |
| Principle: Inheriting attributes<br>view longer description | **10 pts**<br>**Complete**<br>All methods and member variables that could be shared among classes are defined in the base class. | **7 pts**<br>**Developing**<br>Some methods or member variables were inherited and used in derived classes. | **0 pts**<br>**Incomplete**<br>No methods or member variables are inherited. | 10 / 10 pts |
| Functionality: Simple Goals<br>view longer description | **10 pts**<br>**Complete**<br>Simple goals can be displayed, checked off, and points received. | **7 pts**<br>**Developing**<br>Simple goals have some functionality, but do not work correctly. | **0 pts**<br>**Incomplete**<br>Simple goals are not present. | 10 / 10 pts |
| Functionality: Eternal Goals<br>view longer description | **10 pts**<br>**Complete**<br>Eternal goals can be displayed and points received, but they cannot be marked as completed (which is the correct behavior for these goals). | **7 pts**<br>**Developing**<br>Eternal goals have some functionality, but do not work correctly. | **0 pts**<br>**Incomplete**<br>Eternal goals are not present. | 10 / 10 pts |
| Functionality: Checklist Goals<br>view longer description | **13 pts**<br>**Complete**<br>Checklist goals can be displayed and progress can be recorded incrementally. Points are awarded each time with a bonus when the goal is finished. The goal shows as being completed when it has been accomplished the required number of times. | **10 pts**<br>**Developing**<br>Checklist goals have some functionality but do not work correctly. | **0 pts**<br>**Incomplete**<br>Checklist goals are not present. | 13 / 13 pts |

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W05 DEVELOPER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Functionality: User-created Goals<br>view longer description | **10 pts**<br>**Complete**<br>The user can create new goals and specify their parameters as defined in the program specification. | **7 pts**<br>**Developing**<br>The user can create at least one kind of goal. | **0 pts**<br>**Incomplete**<br>The user cannot create goals. | 10 / 10 pts |
| Functionality: Saving/Loading<br>view longer description | **10 pts**<br>**Complete**<br>The list of goals along with the user's progress on those goals can be saved and loaded. | **7 pts**<br>**Developing**<br>The list of goals can be saved and loaded. | **0 pts**<br>**Incomplete**<br>Saving/Loading does not work. | 10 / 10 pts |
| Style: Whitespace<br>view longer description | **5 pts**<br>**Complete**<br>Vertical and horizontal whitespace (blank lines, indentation, braces) is correct throughout the program. | **3.5 pts**<br>**Developing**<br>Whitespace is generally correct, but some errors exist. | **0 pts**<br>**Incomplete**<br>Very little attention is shown to vertical and horizontal whitespace. | 5 / 5 pts |
| Style: Naming Conventions<br>view longer description | **5 pts**<br>**Complete**<br>Classes and methods use TitleCase, member variables use _underscoreCamelCase, local variables use camelCase. | **3.5 pts**<br>**Developing**<br>Naming is mostly consistent, but some elements were missed. | **0 pts**<br>**Incomplete**<br>Naming is inconsistent. | 5 / 5 pts |
| Shows creativity and exceeds core requirements<br>view longer description | **7 pts**<br>**Complete**<br>The program exceeds the core requirements as explained in comments in the Program.cs. | **5 pts**<br>**Developing**<br>An attempt to exceed core requirements was explained in comments in the Program.cs but it is not functioning properly. | **0 pts**<br>**Incomplete**<br>An attempt to exceed core requirements was not explained in comments in the Program.cs file. | 7 / 7 pts |

Total Points: 100

**W05 Prove: Articulate**
Articulate

May 21 by 8:59am | 10 / 10 | 1

***SCORE DETAILS*** *CLOSE*

*Mean: 7.76* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 8*

***COMMENTS*** *CLOSE*

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-074, May 23 at 3:30am*

Assessment by IGD-074

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

Close Rubric

**W05 ARTICULATE**

| CRITERIA | RATINGS | | PTS |
|---|---|---|---|
| Meaning<br>view longer description | **2 pts**<br>**Complete**<br>The principle of polymorphism is correctly defined. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The principle of polymorphism was not explained. | 2 / 2 pts |
| Benefits<br>view longer description | **2 pts**<br>**Complete**<br>A benefit of polymorphism was explained. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>A benefit of polymorphism was not included. | 2 / 2 pts |
| Application<br>view longer description | **2 pts**<br>**Complete**<br>An application or example of polymorphism was included. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>An application of polymorphism was not included. | 2 / 2 pts |
| Length<br>view longer description | **2 pts**<br>**Complete**<br>The principle is thoroughly explained (for example, approximately 100 words or more). | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The principle is not thoroughly explained. | 2 / 2 pts |
| Code<br>view longer description | **2 pts**<br>**Complete**<br>Includes code showing the principle. | **0 pts**<br>**Missing, incomplete, or incorrect**<br>The required code was incomplete or not provided. | 2 / 2 pts |

Total Points: 10

**W06 Prepare: Final Project Plan**
Designer

May 26 by 8:59am | 10 / 10 | 1

***SCORE DETAILS*** CLOSE

*Mean: 8.28*
*Median: 10*
*High: 10*
*Upper Quartile: 10*
*Low: 0*
*Lower Quartile: 10*

***COMMENTS*** CLOSE

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-039, May 31 at 8:28pm*

Assessment by IGD-039

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W06 PROJECT PLAN**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Project Option Declaration<br>view longer description | **5 pts**<br>**Complete**<br>The submission declares the project option that was chosen ("Open-ended project" or "Foundation 4"). | | **0 pts**<br>**Incomplete**<br>The submission does not declare the project option that was chosen. | 5 / 5 pts |
| Project description<br>view longer description | **5 pts**<br>**Complete**<br>The submission describes the project that will be built. For the open-ended project option: The description contains 1-2 paragraphs that describe the project. For the Foundation 4 option: The description contains at least one sentence for each of the 4 projects. | **3.5 pts**<br>**Developing**<br>The submission contains some description, but it is not complete. For the open-ended project option: The description contains a sentence that describe the project. For the Foundation 4 option: The description contains at least one sentence for 2 of the 4 projects. | **0 pts**<br>**Incomplete**<br>The submission does not contain a description of the project. | 5 / 5 pts |

Total Points: 10

**W06 Team Activity: Designer**

Designer

May 26 by 8:59am

10 / 10

1

***SCORE DETAILS*** *CLOSE*

| | | |
|---|---|---|
| *Mean: 6.92* | *High: 10* | *Low: 0* |
| *Median: 9* | *Upper Quartile: 10* | *Lower Quartile: 5.8* |

***COMMENTS*** *CLOSE*

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-039, Jun 1 at 12:57am*

Assessment by IGD-039

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W06 DESIGNER**

| CRITERIA | RATINGS | | | | PTS |
|---|---|---|---|---|---|
| Approach<br>view longer description | **3 pts**<br>**Complete**<br>A class diagram is included showing the proper inheritance hierarchy and defines all classes needed for this assignment. (For the Foundation 4 option, this includes class diagrams for all programs.) | **2.2 pts**<br>**Developing**<br>A class diagram is included showing inheritance and most of the classes needed. | **1.5 pts**<br>**Attempted**<br>A class diagram is included showing at least two classes. | **0 pts**<br>**Incomplete**<br>A class diagram is not included. | 3 / 3 pts |
| Behaviors<br>view longer description | **3 pts**<br>**Complete**<br>All behaviors needed for the project are defined. (For the Foundation 4 option, this includes behaviors for all programs.) | **2.2 pts**<br>**Developing**<br>Most behaviors needed for the project are defined. | **1.5 pts**<br>**Attempted**<br>Some behaviors are defined for at least two classes. | **0 pts**<br>**Incomplete**<br>No behaviors defined. | 3 / 3 pts |
| Attributes<br>view longer description | **2 pts**<br>**Complete**<br>All attributes needed for the project are defined. (For the Foundation 4 option, this includes behaviors for all programs.) | **1.4 pts**<br>**Developing**<br>Most attributes needed for the project are defined. | **1 pts**<br>**Attempted**<br>Some attributes are defined for at least two classes. | **0 pts**<br>**Incomplete**<br>No attributes defined. | 2 / 2 pts |
| Interaction<br>view longer description | **2 pts**<br>**Complete**<br>A diagram or description explains the interaction among the elements of the design well enough that another person can clearly understand their relationships. | **1 pts**<br>**Attempted**<br>Some description of the program interaction is explained. | **0 pts**<br>**Incomplete**<br>No interaction explained. | | 2 / 2 pts |

Total Points: 10

**W06 Team Activity: Participation Report**
Skilled Collaborator — May 26 by 8:59am — 10 / 10

***SCORE DETAILS*** *CLOSE*

*Mean: 7.78* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 8*

**W06 Prove: Developer - Project Milestone** — May 28 by 8:59am — 25 / 25

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| Developer | | | |

**SCORE DETAILS** CLOSE

*Mean: 19.62* *High: 25* *Low: 0*
*Median: 25* *Upper Quartile: 25* *Lower Quartile: 20*

**COMMENTS** CLOSE

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-071, Jun 3 at 6:09am*

Assessment by IGD-071

Close Rubric

**W06 DEVELOPER**

| CRITERIA | RATINGS | | | PTS |
|---|---|---|---|---|
| Progress Update<br>view longer description | **5 pts**<br>**Complete**<br>Progress on the project was described in detail. | **3.5 pts**<br>**Developing**<br>Progress was described but not in any detail (for example, one sentence or less). | **0 pts**<br>**Incomplete**<br>No description of the progress was provided. | 5 / 5 pts |
| Code<br>view longer description | **10 pts**<br>**Complete**<br>For the Open-ended version: The program contains all the classes and methods from the design (even if many of them are empty shells). For the Foundation 4 version: The classes exist for the first two programs and they have the appropriate methods an attributes. | **7 pts**<br>**Developing**<br>For the Open-ended version: The program contains some of the classes and methods from the design (even if many of them are empty shells). For the Foundation 4 version: Some of the classes exist for the first two programs and each class has at least one method and member variable. | **0 pts**<br>**Incomplete**<br>For either version: The program does not contain any classes, or it only contains empty classes that do not have any methods defined. | 10 / 10 pts |
| Functionality<br>view longer description | **10 pts**<br>**Complete**<br>For either version: The program does not contain any classes, or it only contains empty classes that do not have any methods defined. | **7 pts**<br>**Developing**<br>For the Open-ended version: The program runs without compile time errors. | **0 pts**<br>**Incomplete**<br>For the Open-ended version: The program does not run. | 10 / 10 pts |

Total Points: 25

**W06 Student Evaluation of Instructor**
Survey Assignments

May 28 by 8:59am 1 / 1

**FINAL GRADE INFO** CLOSE

*This assignment does not count toward the final grade.*

**SCORE DETAILS** CLOSE

*Mean: 1* *High: 1* *Low: 1*

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

***SCORE DETAILS*** CLOSE

*Median: 1* *Upper Quartile: 1* *Lower Quartile: 1*

## W07 End-of-Course Evaluation

Survey Assignments

Jun 1 by 8:59am

1 / 1

***FINAL GRADE INFO*** CLOSE

*This assignment does not count toward the final grade.*

***SCORE DETAILS*** CLOSE

*Mean: 1* *High: 1* *Low: 1*
*Median: 1* *Upper Quartile: 1* *Lower Quartile: 1*

## W07 Prove: Articulate

Articulate

Jun 1 by 8:59am

20 / 20

1

***SCORE DETAILS*** CLOSE

*Mean: 15.51* *High: 20* *Low: 0*
*Median: 20* *Upper Quartile: 20* *Lower Quartile: 20*

***COMMENTS*** CLOSE

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.*

*IGD-074, Jun 2 at 2:29am*

Assessment by IGD-074

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W07 ARTICULATE**

| CRITERIA | RATINGS | | PTS |
|---|---|---|---|
| Abstraction Definition<br>view longer description | **2 pts**<br>**Complete**<br>The principle was correctly defined. | **0 pts**<br>**Incomplete**<br>The principle was not correctly defined. | 2 / 2 pts |
| Encapsulation Definition<br>view longer description | **2 pts**<br>**Complete**<br>The principle was correctly defined. | **0 pts**<br>**Incomplete**<br>The principle was not correctly defined. | 2 / 2 pts |
| Inheritance Definition<br>view longer description | **2 pts**<br>**Complete**<br>The principle was correctly defined. | **0 pts**<br>**Incomplete**<br>The principle was not correctly defined. | 2 / 2 pts |
| Polymorphism Definition<br>view longer description | **2 pts**<br>**Complete**<br>The principle was correctly defined. | **0 pts**<br>**Incomplete**<br>The principle was not correctly defined. | 2 / 2 pts |
| Abstraction use in the project<br>view longer description | **2 pts**<br>**Complete**<br>An example was provided showing abstraction used in the project. | **0 pts**<br>**Incomplete**<br>No example of the principle was provided, or the example does not demonstrate the principle. | 2 / 2 pts |
| Encapsulation use in the project<br>view longer description | **2 pts**<br>**Complete**<br>An example was provided showing encapsulation used in the project. | **0 pts**<br>**Incomplete**<br>No example of the principle was provided, or the example does not demonstrate the principle. | 2 / 2 pts |
| Inheritance use in the project<br>view longer description | **2 pts**<br>**Complete**<br>An example was provided showing inhertiance used in the project. | **0 pts**<br>**Incomplete**<br>No example of the principle was provided, or the example does not demonstrate the principle. | 2 / 2 pts |
| Polymorphism use in the project<br>view longer description | **2 pts**<br>**Complete**<br>An example was provided showing polymorphism used in the project. | **0 pts**<br>**Incomplete**<br>No example of the principle was provided, or the example does not demonstrate the principle. | 2 / 2 pts |
| Enabling Change<br>view longer description | **4 pts**<br>**Complete**<br>Demonstrates how the principles can enable programs to change. | **0 pts**<br>**Incomplete**<br>Does not demonstrate a connection between the principles and enabling programs to change. | 4 / 4 pts |

Total Points: 20

**W07 Prove: Developer - Final Project**
Developer

Jun 1 by 8:59am

197.5 / 200

2

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

***SCORE DETAILS*** CLOSE

*Mean: 165.61* *High: 200* *Low: 0*
*Median: 200* *Upper Quartile: 200* *Lower Quartile: 197.5*

***COMMENTS*** CLOSE

*A modification to the Foundation 2 program to show creativity and exceed requirements is to read and load data from two separate text files (order and customer).*

*A modification to the Foundation 3 program to show creativity and exceed requirements is by reading and loading event details from a text file and having a menu option for the user to choose which event they would like to view or typing 'all' to view all, or 'quit' to end the program.* — *Daen Antule, May 31 at 1:43pm*

*Modifications to Foundation 4 to show creativity and exceed requirements is by again reading and loading user exercise data from a text file, providing a menu option for the user to access and display individual user data with the corresponding user ID as authentication, or by choosing admin to display all exercise data from all available users in the text file.*

*This evaluation was completed by a certified grader. Please select “View Rubric” to see the rubric feedback left by your grader. If you believe there is an error in how your submission was graded according to the rubric, please message your grader in Canvas through the "Assignment Comments" box. If you have questions regarding course content after reviewing your rubric feedback, reach out to your instructor. They can give you additional feedback, clarification, and mentoring.* — *IGD-071, Jun 6 at 7:01am*

Assessment by IGD-071

Close Rubric

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|
| W07 DEVELOPER | | | |

| CRITERIA | RATINGS | | | | | PTS |
|---|---|---|---|---|---|---|
| Principle: Abstraction<br>view longer description | **20 pts**<br>**Complete**<br>The program is divided into classes with a single responsibility. | | **17 pts**<br>**Developing**<br>The program uses classes throughout, but some classes are too large and complex and their behaviors should be further separated into smaller classes. | | **0 pts**<br>**Incomplete**<br>The program makes only minimal use of classes. | 20 / 20 pts |
| Principle: Encapsulation<br>view longer description | **20 pts**<br>**Complete**<br>All member variables are private (or protected if specifically needed in a derived class), and public methods are defined for necessary behaviors. | | **17 pts**<br>**Developing**<br>Most member variables are private. | | **0 pts**<br>**Incomplete**<br>Mimimal attempt at encapsulation is made (for example, public member variables are accessed in various places in the program). | 20 / 20 pts |
| Principle: Inheritance<br>view longer description | **20 pts**<br>**Complete**<br>All behaviors and attributes, shared among multiple related classes, are placed in a base class and inherited. | | **17 pts**<br>**Developing**<br>Inheritance is used in the program. | | **0 pts**<br>**Incomplete**<br>Inheritance is not used in the program. | 20 / 20 pts |
| Principle: Polymorphism<br>view longer description | **20 pts**<br>**Complete**<br>Method overriding is used where appropriate. | | **17 pts**<br>**Developing**<br>At least one method from a base class is correctly overriden. | | **0 pts**<br>**Incomplete**<br>Method overriding is not used in the program. | 20 / 20 pts |
| Functionality: Program Runs<br>view longer description | **20 pts**<br>**Complete**<br>For the Open-ended version: The program runs without runtime errors. For the Foundation 4 version: All four programs run without errors. | **18 pts**<br>**Nearly Complete**<br>For the Open-ended version: The program runs initially, but OCCASIONAL runtime errors exist during execution. For the Foundation 4 version: At least three of the programs contain more than the "Hello World" code and run. | **10 pts**<br>**Developing**<br>For the Open-ended version: The program runs initially, but FREQUENT runtime errors exist during execution. For the Foundation 4 version: At least two of the programs contain more than the "Hello World" code and run. | **5 pts**<br>**Attempted**<br>For the Foundation 4 version: At least one of the programs contains more than the "Hello World" code and runs. | **0 pts**<br>**Incomplete**<br>The program does not run. | 20 / 20 pts |
| Functionality: Program can be played<br>view longer description | **80 pts**<br>**Complete**<br>For the Open-ended version: The core functionality of | **67 pts**<br>**Nearly Complete**<br>For the Open-ended version: Some user | **40 pts**<br>**Developing**<br>For the Open-ended version: Some user interaction is | **20 pts**<br>**Attempted**<br>For the Open-ended version: The program displays content | **0 pts**<br>**Incomplete**<br>The program has minimal interaction or functionality. | 80 / 80 pts |

| NAME | DUE | STATUS | SCORE |
|---|---|---|---|

**W07 DEVELOPER**

| CRITERIA | RATINGS | | | | PTS |
|---|---|---|---|---|---|
| | the program is present. For the Foundation 4 version: At least three of the programs work correctly. | interaction is present that is consistent with the desired functionality. For the Foundation 4 version: At least two of the programs work correctly. | present that is consistent with the desired functionality. For the Foundation 4 version: At least two of the programs work correctly. | that resembles the desired output. For the Foundation 4 version: At least one of the programs works correctly. | |
| Style: Whitespace<br>view longer description | **10 pts**<br>**Complete**<br>Vertical and horizontal whitespace (blank lines, indentation, braces) is correct throughout the program (fewer than 3 errors). | **7.5 pts**<br>**Nearly Complete**<br>Whitespace is generally correct, but a few errors exist (3-6 errors) | **5 pts**<br>**Developing**<br>Whitespace is generally correct, but many errors exist (more than 6 errors). | **0 pts**<br>**Incomplete**<br>Very little attention is shown to vertical and horizontal whitespace. | 10 / 10 pts |
| Style: Naming Conventions<br>view longer description | **10 pts**<br>**Complete**<br>Classes and methods use TitleCase, member variables use _underscoreCamelCase, local variables use camelCase. | **7.5 pts**<br>**Nearly Complete**<br>Naming is generally correct, but a few errors exist (3-6 errors). | **5 pts**<br>**Developing**<br>Naming is generally correct, but many errors exist (more than 6 errors). | **0 pts**<br>**Incomplete**<br>Naming is inconsistent. | 7.5 / 10 pts |
| | | | | | Total Points: 197.5 |

**W07 Team Activity: Final Project Demo** — Jun 1 by 8:59am — 10 / 10

Skilled Collaborator

***SCORE DETAILS*** *CLOSE*

*Mean: 7.47* *High: 10* *Low: 0*
*Median: 10* *Upper Quartile: 10* *Lower Quartile: 5*

| | | |
|---|---|---|
| **PREPARATION LEARNING ACTIVITIES** | **100%** | **50.00 / 50.00** |
| **SKILLED COLLABORATOR** | **100%** | **50.00 / 50.00** |
| **DESIGNER** | **96.67%** | **58.00 / 60.00** |
| **DEVELOPER** | **98.96%** | **668.00 / 675.00** |
| **ARTICULATE** | **100%** | **70.00 / 70.00** |
| **SURVEY ASSIGNMENTS** | **N/A** | **0.00 / 0.00** |
| TOTAL | **99.04%** | |

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