# :

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| **Category** | **Mistake** | Point Penalty |
|  | Algorithm Implementation |  |
|  | Can you adjust this so that the if (or if/else, or each case) only figures out which operator to print, and calculates the correct answer, and all the rest of the code is shared amongst the cases? |  |
| Correctness | Your program will crash, if your program randomly quizzes the user on  **X / 0**, or **X % 0** | -6% |
| Efficiency | Good job making sure that B (or C) isn’t zero. Quick question: can you go back, and find a way to do this that doesn’t use a loop? In this case, it’s probably ok – even if you only have a choice of 0 or 1, you won’t generate 0 all that many times, but it's good to think about for other situations where you might want to employ a similar strategy, yet have to pick out a single ok value out of X bad ones. |  |
|  | It's more efficient to use the {0} style of printing out variables (instead of the " some text " + variable + " more text", so you should prefer to use that, instead. |  |
| Correctness | You don't properly select which operator to use, based on the user's choice of operators | -15% |
| (Failure to complete part of the assignment) | You don't print out a message to the user that includes the correct operator in the output (For example: "What is the result of 2 **+** 3?") | -6% |
| (Failure to complete part of the assignment) | You don't check the user's answer | -150% |
| (Failure to complete part of the assignment) | You don't confirm that the user's answer is correct, if it is correct | -4% |
| (Failure to complete part of the assignment) | You don't tell the user if their answer is wrong, if it is wrong. | -4% |
| (Failure to complete part of the assignment) | If the user's answer is wrong, you don't tell them what the correct answer is. | -6% |
| (Failure to complete part of the assignment) | You don't have a solution that primarily makes use of **if** statements | -15% |
| (Failure to complete part of the assignment) | The comments in the file indicate that your first solution needs to use just 'if' statements – you're using if statements and if/else statements. | -6% |
| (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) | You don't have a solution that primarily makes use of **if...else** statements  **You’ve got this mostly done, but you should use the if/else structure for choosing which menu option, too** | -15% |
| (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% |
| (Failure to complete part of the assignment) | In the solution that primarily makes use of **switch** statements – if you're going to use the if statements inside of the cases, you may as well use the if/else statements |  |
|  | If you’re going to include a default case, you may as well do something with it – otherwise just leave it out |  |
|  | In the ‘switch’ version use if/else’s, as they make more sense that multiple if’s | -3% |
| (Failure to complete part of the assignment) | You don't implement the quiz functionality for A % B | -15% |
| (Failure to complete part of the assignment) | You don't implement the quiz functionality for A \* B | -15% |
| (Failure to complete part of the assignment) | You don't implement the quiz functionality for A / B | -15% |
| (Failure to complete part of the assignment) | You don't implement the quiz functionality for (A / B) % C | -15% |
|  | Looks good. |  |
|  | Computer Efficiency            (Efficient use of resources, such as memory) |  |
|  | Looks good. |  |
|  | Style / Presentation |  |
| Commenting | You didn't comment any of your code. | -3% |
| Identify the author of each file | You didn't put your name, etc, at the top of *EVERY*  source code file, including any files given to you. (The "etc" part includes the name of this class (“BIT 142”), and the year and quarter, and the assignment number, including the revision number) | -3% |
|  | Please give your variables names that indicate what the variable is used for | -6% |
| Quality of presentation  (Make sure that what you've handed in looks good) | Code that you've commented out, because you're no longer using it, should be removed before handing in the assignment. | -3% |
| Horizontal Indentation | Your code isn't formatted entirely consistently – in your C# file, try doing a "Select All", then under the "Edit" menu, under "Advanced", do "Format Selection" | -3% |
| Vertical White Space | Your code contains excessive numbers of blank lines in at least one place. |  |
|  | 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' don't count (i.e., the item is there for informational purposes, to preemptively give you feedback for your revision), but these don't actually represent points that you've lost. Example of a 'greyed out' item:

You didn't do X. (-6)