

CS 247 Spring 2012
Project 1
Design and Programming-Style Marking Rubric

UML: [35 marks (out of 135)]

Straights: [75 marks (out of 135)] - correctness (automarked)

Straights: [25 marks (out of 135)] - Design and Programming Style (subtractive marking scheme)

- 25 No or poor inheritance among Player, Human Player, and Computer Player classes
- 20 poor organization of code:
 - data and operations should be packaged into classes / structs such that functions are associated with the data that they manipulate.
 - declarations and definitions should be appropriately separated into header and implementation files
- 10 "Don't repeat yourself": Code that is at least 2 statements long, implements a coherent function, and appears in more than one place should be packaged as a helper function.
- 10 No or poor use of exceptions where appropriate
- 10 Variables or functions that are unnecessarily global (e.g., namespaces)
- 10 Ineffective or incorrect use of dynamic memory allocation
- 10 Poor or no documentation of routines, variables (unless self-documented)
- 5 Not adhering to header file conventions (i.e., guard, no (namespace) using directives)
- 5 Missing constants: use mnemonic constants, const parameters, const member functions
- 5 Poor variable names (not self-documenting)
- 5 Poor or no indenting