1 pt - The program successfully opens a frame with the stopwatch stopped.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  No frame is opened or the frame opens with the stopwatch running. |  |
|  | 1 pt  A frame is opened and the stopwatch is stopped. | Photo of learner Néstor NaranjoPhoto of learner Nipun SoodPhoto of learner Tong GePhoto of learner Swarupa VaishampayanPhoto of learner Jeff Young |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Néstor Naranjo | Néstor Naranjo  None |
| Photo of learner Nipun Sood | Nipun Sood  None |
| Photo of learner Tong Ge | Tong Ge  None |
| Photo of learner Swarupa Vaishampayan | Swarupa Vaishampayan  None |
| Photo of learner Jeff Young | Jeff Young  none |

1 pt - The program has a working "Start" button that starts the timer.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  The program has no "Start" button or the button has no effect on the timer. |  |
|  | 1 pt  The program has a "Start" button that starts the timer. | Photo of learner Néstor NaranjoPhoto of learner Nipun SoodPhoto of learner Tong GePhoto of learner Swarupa VaishampayanPhoto of learner Jeff Young |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Néstor Naranjo | Néstor Naranjo  None |
| Photo of learner Nipun Sood | Nipun Sood  None |
| Photo of learner Tong Ge | Tong Ge  None |
| Photo of learner Swarupa Vaishampayan | Swarupa Vaishampayan  None |
| Photo of learner Jeff Young | Jeff Young  most of the programs I've seen separate the button handler "Start" from the function that increments your overall timer. By making the "Start" function also the function that increments the timer (as you've done), some weird behaviour results. For instance, if I click "Stop" twice, I need to then click "Start" twice to get the timer started again. |

1 pt - The program has a working "Stop" button that stops the timer.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  The program has no "Stop" button or the button has no effect on the timer. |  |
|  | 1 pt  The program has a "Stop" button that stops the timer. | Photo of learner Néstor NaranjoPhoto of learner Nipun SoodPhoto of learner Tong GePhoto of learner Swarupa VaishampayanPhoto of learner Jeff Young |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Néstor Naranjo | Néstor Naranjo  None |
| Photo of learner Nipun Sood | Nipun Sood  None |
| Photo of learner Tong Ge | Tong Ge  None |
| Photo of learner Swarupa Vaishampayan | Swarupa Vaishampayan  None |
| Photo of learner Jeff Young | Jeff Young  none |

1 pt - The program has a working "Reset" button that stops the timer (if running) and resets the timer to 0.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  The program has no "Reset" button, the button has no effect on the timer, or the buttons does not stop the timer. |  |
|  | 1 pt  The program has a "Reset" button that resets and stops the timer. | Photo of learner Néstor NaranjoPhoto of learner Nipun SoodPhoto of learner Tong GePhoto of learner Swarupa VaishampayanPhoto of learner Jeff Young |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Néstor Naranjo | Néstor Naranjo  None |
| Photo of learner Nipun Sood | Nipun Sood  None |
| Photo of learner Tong Ge | Tong Ge  None |
| Photo of learner Swarupa Vaishampayan | Swarupa Vaishampayan  None |
| Photo of learner Jeff Young | Jeff Young  none |

4 pts - The time is formatted according to the description in step 4 above. Award partial credit corresponding to 1 pt per correct digit. For example, a version that just draw tenths of seconds as a whole number should receive 1 pt. A version that draws the time with a correctly placed decimal point (but no leading zeros) only should receive 2 pts. A version that draws minutes, seconds and tenths of seconds but fails to always allocate two digits to seconds should receive 3 pts.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  No digits of the time are formatted correctly. |  |
|  | 1 pt  One digit of the time is formatted correctly. |  |
|  | 2 pts  Two digits of the time are formatted correctly. |  |
|  | 3 pts  Three digits of the time are formatted correctly. |  |
|  | 4 pts  The time is formatted correctly. | Photo of learner Néstor NaranjoPhoto of learner Nipun SoodPhoto of learner Tong GePhoto of learner Swarupa VaishampayanPhoto of learner Jeff Young |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Néstor Naranjo | Néstor Naranjo  None |
| Photo of learner Nipun Sood | Nipun Sood  None |
| Photo of learner Tong Ge | Tong Ge  None |
| Photo of learner Swarupa Vaishampayan | Swarupa Vaishampayan  None |
| Photo of learner Jeff Young | Jeff Young  none |

2 pts - The program correctly draws the number of successful stops at a whole second versus the total number of stops. Give one point for each number displayed. If the score is correctly reported as a percentage instead, give only one point.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  The program does not provide any correct information about successes versus attempts.The program does not provide any correct information about successes versus attempts. |  |
|  | 1 pt  The program provides partial correct information about successes versus attempts such as a percentage. |  |
|  | 2 pts  The program draws the correct number of successful stops at a whole second versus total stops. | Photo of learner Néstor NaranjoPhoto of learner Nipun SoodPhoto of learner Tong GePhoto of learner Swarupa VaishampayanPhoto of learner Jeff Young |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Néstor Naranjo | Néstor Naranjo  None |
| Photo of learner Nipun Sood | Nipun Sood  None |
| Photo of learner Tong Ge | Tong Ge  None |
| Photo of learner Swarupa Vaishampayan | Swarupa Vaishampayan  None |
| Photo of learner Jeff Young | Jeff Young  none |

2 pts - The "Stop" button correctly updates these success/attempts numbers. Give only one point if hitting the "Stop" button changes these numbers when the timer is already stopped.

|  |  |  |
| --- | --- | --- |
|  | 0 pts  The "Stop" button has no effect on the success/attempts numbers. |  |
|  | 1 pt  The "Stop" button updates the success/attempts numbers even if the timer is already stopped. |  |
|  | 2 pts  The "Stop" button updates the success/attempts numbers correctly. | Photo of learner Néstor NaranjoPhoto of learner Nipun SoodPhoto of learner Tong GePhoto of learner Swarupa VaishampayanPhoto of learner Jeff Young |

Optional comments. (Enter "None" if no comments.)

|  |  |
| --- | --- |
| Photo of learner Néstor Naranjo | Néstor Naranjo  None |
| Photo of learner Nipun Sood | Nipun Sood  None |
| Photo of learner Tong Ge | Tong Ge  None |
| Photo of learner Swarupa Vaishampayan | Swarupa Vaishampayan  None |
| Photo of learner Jeff Young | Jeff Young  none |

**Overall evaluation**: Please provide feedback to your classmate for the mini-project you're grading. In particular, focus on areas where you did not assign the mini-project full credit. Remember that a sentence or two explaining your rationale will be appreciated.

|  |  |
| --- | --- |
| Photo of learner Néstor Naranjo | Néstor Naranjo  Great job! |
| Photo of learner Nipun Sood | Nipun Sood  Great Work , But if Stop button is hit multiple time then timer resumes after hitting start twice ,Fix that |
| Photo of learner Tong Ge | Tong Ge  Good. |
| Photo of learner Swarupa Vaishampayan | Swarupa Vaishampayan  Great job !!! |
| Photo of learner Jeff Young | Jeff Young  all good |

import simplegui

time\_start = True

t = 0

game\_round = 0

win\_round = 0

def Start():

global t,time\_start

if time\_start :

t = t+1

timer.start()

else:

timer.stop()

time\_start = True

def Stop():

global t,time\_start,game\_round,win\_round

if timer.is\_running() :

game\_round = game\_round +1

if timer.is\_running() and ((t % 600) % 60) % 10 == 0:

win\_round = win\_round + 1

if timer.stop():

time\_start = True

def Reset():

global t,game\_round,win\_round

t = 0

game\_round = 0

win\_round = 0

timer.stop()

def format(t\_format):

global t,game\_round,win\_round

t = t\_format

a = t // (10\*60)

b = (t - a\*(10\*60) ) // (10\*10)

c = (t - a\*(10\*60) - b\*(10\*10)) // 10

d = (t - a\*(10\*60) - b\*(10\*10) - c\*10)

return str(a)+":"+str(b)+str(c)+"."+str(d)

def ms\_game():

global game\_round,win\_round

return str(win\_round)+"/"+str(game\_round)

def draw(Stopwatch):

Stopwatch.draw\_text(format(t), (40,115), 50, "white")

Stopwatch.draw\_text(ms\_game(), (130,40), 30, "green")

frame = simplegui.create\_frame('Stopwatch', 200, 200)

timer = simplegui.create\_timer(100, Start)

frame.set\_draw\_handler(draw)

frame.add\_label('Stop the watch on a whole second (1.0, 2.0, 3.0, etc.)')

frame.add\_button('Start', Start, 100)

frame.add\_button('Stop', Stop, 100)

frame.add\_button('Reset', Reset, 100)

frame.start()