Student Name: _____ Date: _____

Introduction to computer science

Rubric - Unit seven prject

The Student can create a class and an instance (7.01, 7.02)

3	2	1	0	Points
Student creates classes correctly	Student usually creates classes correctly	Student attempts to create classes	No evidence that the student can create classes	3
Student correctly creates instances of a class	Student usually creates and instance of a class correctly	Student attempts to create a class	No evidence that the student can create a instance of a class	3
Student instantiates a class with arguments	__	Student attempts to instantiate a class with arguments	No evidence the student can instantiate a class with arguments	3
Student always adds attributes to an instance correctly	Student usually adds attributes to an instance correctly	Student attempts to add attributes to an instance	No evidence the student can add attributes to an instance	3
			Sub Total	

The student can create methods for classes

3	2	1	0	Points
Student always uses the `self` argument correctly	Student usually uses the `self` argument correctly	Student attempts to use the `self` argument	There is no evidence Student can use the `self` argument	3
Student correctly uses the `__str__` method		Student attempts to use the `__str__` method	No evidence Student can use the `__str__` method	3
			Sub Total	

The student can correctly use inheritance

3	2	1	0	Points
Student uses inheritance correctly	__	Student attempts to use inheritance	No evidence that the student can use inheritance correctly	3
			Sub Total	

Student Name: _____ Date: _____

Introduction to computer science

Student can decompose a problem to create a program from a brief.

3	2	1	0	Points
Student program runs without error	The students program has a few errors, but it does not impact the program's functionality	Student program has errors that impact the program's functionality	Student program is not functional	3
Students submitted documentation showing planning for most variables and functions.	Students submitted documentation showing planning for most variables and functions.	Students submitted documentation showing planning for a few variables and functions.	No evidence of planning	3
			Sub Total	

Student uses naming/ syntax conventions and comments to increase readability

3	1	0	Points
Syntax conventions are generally used	Sometimes syntax conventions are used	No evidence of syntax conventions to aid in code readability	3
All variables have clear names	Some variables have clear names	No evidence of using variable names to aid in code read ability	3
Student comments aid all of the code readability	Student comments aid code readability	No evidence of using comments to aid in code readability.	3
		Sub Total	

Final grade

Points possible	Points earned x weight	Total points
36	X	