TUNKU ABDUL RAHMAN UNIVERSITY COLLEGE
FACULTY OF COMPUTING AND INFORMATION TECHNOLOGY
SEMESTER 1 - ACADEMIC YEAR 2020/2021

AACS1074
PROGRAMMING CONCEPTS & DESIGN I
(ASSIGNMENT)

< Note to student : the notes in this report template (shown in red) are for your reference only, they must not appear in your submitted report. >

STUDENT NAME   :
STUDENT ID   :
PROGRAMME   :   **// DIA, DIB, DCO**
TUTORIAL GROUP   :   **// name of tutorial group**

TUTOR   :   **// name of tutor**
DATE RECEIVED   :

Assessment Criteria & Feedback Form

Program (75%)		Report (25%)	
A - Submitted C Code, shows understanding **(5)**		A - Submitted Var & Const, f/chart OR **(5)** Pseudocode, screenshots	
B - Submitted C Code, shows understanding **(5)**		B - Submitted Var & Const, f/chart OR **(5)** Pseudocode, screenshots	
A. Basic calculations for different details **(15)** □ Correct inputting values □ Correct processing / calculation □ Correct output values / totals □ Correct output / report I format □ Used at least 4 constants		Intro/ description **(1)** □ Clarity / Useful info Added Features @ 2 **(4)** □ Clear description / Usefulness	
B. Use conditional statement to display appropriate messages and reports required **(10)** □ If-statement : new cases +/- msg □ If-statement : choose report type □ Correct table totals & changes □ Correct output / report II format □ General - constants etc		Overall Program Design **(2)** □ Structure Chart, >= 3 level □ Correct / Suitable / Tidy Method of Solution **(2)** □ Flowchart OR pseudocode □ Correct use, eg. Symbols, indentation etc	

C. Use loop to process data for more than 1 day **(14)**
□ Appropriate looping
□ Correct total days & to/from day nos
□ Highest & lowest cases + day nos
□ Suitable ending message
		Constants & Variables **(1)**
		□ Correct list pasted from program
		□ table for constants
		  o Name, value, purpose
		□ table for variables
		  o Name, data type, purpose	

Added Features **(6)** □ 2 extra features @ 3 marks o Usefulness to user/customer o Complexity of program/logic o Successfully implemented □ NOT considered as features - use of program constructs / commands (eg. Blinking screen)		(Screenshots showing the added features must be included somewhere in the chapter, and indicated) Outputs - Run 1 **(1)** □ description □ Scenario table (new page) □ Complete set of screenshots	
User Friendliness **(4)** □ Prompts & Responses □ General courtesy □ Overall Screen Layout is tidy		Outputs - Run 2 **(2)** □ description □ Scenario table (new page) □ Complete set of screenshots	
Readability **(10)** □ suitable identifier names □ constants used as appropriate □ adequate & useful comments □ program indentation □ clear programming constructs		Outputs - Run 3 **(2)** □ description □ Scenario table (new page) □ Complete set of screenshots	
Originality/Creativity **(6)** □ uniqueness □ creativity		Late Penalty □ less 10% per day	

Penalty (if any) **(@ -2)**
□ Inefficient / illogical structures, eg:
  o unnecessary looping
  o inappropriate structures
□ -2 per occurrence (at tutor's discretion)
□ Late submission for A, B, C @ -2 per day
		Other Penalty (if any) **(@ -1) / (-5)**
		□ Missing / incomplete item/chapter
		  o -1 per item
		□ Flowchart/pseudocode is totally different from program
		  o -5 (at tutor's discretion)	

		Total =	

Declaration of Originality

I declare that this assignment is free from all forms of plagiarism and for all intents and purposes is my own work. I understand that I will be penalized if I have not complied with TAR UC's Plagiarism policy.

Student Name : _____

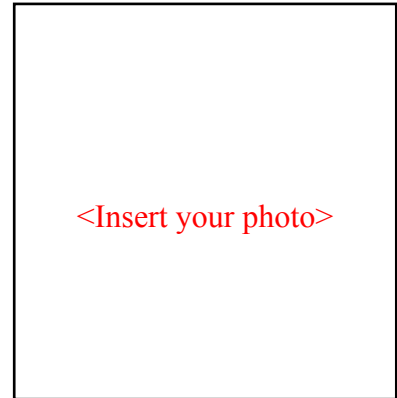Signature   : _____

Date   : _____

<Insert your photo>

Table of Content

No.	Title	Page No.
1	Brief description / purpose	
2	Overall program structure	
3	Method of solution	
4	Added features	
5	Program testing & outputs	
6	Constant & variables	

1.0 <u>Brief Description / Purpose</u>

< Maximum 2 pages. Explain (eg. to a stranger) what your system/program is about. Who uses it, and for what purpose? What can it do, etc>

2.0 <u>Overall Program Design</u>

< 1 page - structure chart drawn in 3 or more levels >

3.0 Method of Solution

< flowchart(s) OR pseudocode – do not need to show detail steps for generating splash screen >

4.0 <u>Added Features</u>

4.1

< For each feature:
       Describe it.
       Explain why it is useful.
       Explain how you implemented it in your program. >

4.2

< etc >

5.0 <mark>Program Testing & Outputs</mark>

5.1 Run 1 Scenario - < explain the scenario >

Test Data + Expected Outputs
< scenario table>

< complete set of screenshots for the above run >

5.2 Run 2 Scenario - < explain the scenario >

Test Data + Expected Outputs
< scenario table>

< complete set of screenshots for the above run >

5.3 Run 3 Scenario - < explain the scenario >

Test Data + Expected Outputs
< scenario table>

< complete set of screenshots for the above run >

5.3 Run 3 Scenario - < explain the scenario >

Test Data + Expected Outputs
< scenario table>

6.0 Constants & variables

< copy/paste from the program – defined constants and variable declarations >

Constants
< table showing the constant names, description/purpose, values and any other useful information. >

Variables
< table showing the variable names, data types, description/purpose, values and any other useful information. >