SC-T-213-VEFF - Web Programming I

Lab Assignment 3 – JavaScript
Grading Instructions

Reykjavik University February 20, 2019

1 Point distribution

Each lab assignment is awarded between 0 and 10 points. In this assignment, part 1 (calculation) gets up to 6 points, part 2 (loop) up to 4 points.

2 Automated grading

The folder with each student solution contains a report.txt file with information from automated tests. The first line contains the amount of test failures (between 0 and 4). If no test has failed, only a sanity check needs to be performed:

1. Overall, check that there are no runtime errors in the JavaScript console when running both parts.
2. For Part 1, check the code to see if all numbers between 1 and 10 can be generated, and all operators (+, -, *) can be generated. The test only checks that the formula is correct, not for any existence criteria.
3. For Part 2, check that there is indeed a timeout. I have seen one case where the timeout had syntax errors and was therefore skipped - the loop still produced the right numbers, but without the timeout (and therefore without any difficulty in the assignment).

If anything is wrong in those solutions, check the grading guidelines below.

In case there are failures in the tests, you have to manually grade the part that has failures. Part 1 is tested by "part1SuccessScenario" and "testCalculationStringCorrect", part 2 by "testLoopCorrect" and "checkForES6". So, e.g., if "part1SuccessScenario" and "checkForES6" fail, you have to grade both parts. If "part1SuccessScenario" and "testCalculationStringCorrect" fail, you only have to grade the first part and perform a sanity check for part 2 (as described above).

Typical cases in which tests fail, even though the functionality has only minor deviations from our requirements, are when students haven't followed the instructions (e.g., displayed the formula in a slightly different format).

3 Part 1 - Calculation

Start with 6 points. Give points according to the following list.

1. A correct formula is displayed: 3 points.
   Points are deducted when the format is different from the instructions (-0.5 points), when the left number can be smaller than the right one (-0.5 points), when the number ranges are not as described in the instructions (-1 point), and when the operators are not as described in the instructions (-1 point).

2. The result check works as expected: 2 points.
   Points are deducted when the confirmation box has the wrong style or clearly wrong content (e.g., incorrect instead of correct; minor spelling mistakes do not matter) (-1 point).

3. A new formula is displayed, the input field and the result message are cleared after roughly 5 seconds: 1 point.
   Points are deducted when one of the elements is not correctly reset (-1 point). Note that the correctness of the formula is not relevant for this grading point!

4 Part 2 - Loop

Start with 4 points. Give points according to the following list.

- The format of the numbers is correct (new line after each number, correct amount of numbers in total): 1.5 points.
  Points are deducted when there is a new line before the first or after the last number (-0.5 points), when the amount of numbers is incorrect (-0.5 points), and when there are any extra characters not asked for (-0.5 points).

- The numbers have the right values: 2.5 points (minimum 0).
  Points are deducted when all values are equal (-2 points), when the output div is not cleared on a re-press (-1 point), when there is no timeout (-2.5 points), or when any JavaScript from ES6 or higher is used (if essential to solve the problem: -2.5 points, if not: -1 point).

Late submissions

Late, corrupted, empty submissions are graded 0.