Computer Science 220
GuessButtonGame
Rubric

Name: _____

Topic	Points	Your Points
Name	2	
Purpose	2	
Authenticity	2	
Variable conventions	2	
Elegance: Commenting/modularity/etc	5	
PartA: Class Button	2	
instance variables	5	
getter: getLabel()	5	
constructor	10	
draw()	5	
undraw()	5	
colorButton()	5	
setLabel()	5	
isClicked()	5	
PartB:		
Using list for buttons	10	
Using list for messages	5	
Check valid mouse click	10	
Correct indication of won or lost	10	
Total	**100**	
PartC: (bonus)	**20**	