| Project 1 Rubric | | |
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| **Criteria** | **Ratings** | **Pts** |
| This criterion is linked to a Learning OutcomeInstance variables must be properly declared and initialized. | |  |  |  | | --- | --- | --- | | **10 pts**  **Full Marks**  Instance variables are declared and initialized properly | **5 pts**  **Partial Credit**  Instance variables are not declared properly or are not initialized properly | **0 pts**  **No Marks**  Instance variables are not declared properly or are not initialized properly | | 0 pts |
| This criterion is linked to a Learning OutcomeConstructor(s) are properly declared. | |  |  |  | | --- | --- | --- | | **10 pts**  **Full Marks**  Constructor(s) are properly declared | **5 pts**  **Partial Credit**  Constructor(s) are declared but are incomplete or incorrectly declared | **0 pts**  **No Marks**  No constructor(s) are declared or are not properly used | | 0 pts |
| This criterion is linked to a Learning OutcomeAt least 6 attributes (instance variables) for the monster and 2 of them must be numeric fields. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  At least 6 attributes (instance variables) for the monster and 2 of them must be numeric fields | **3 pts**  **Partial Credit**  Less than 6 attributes (instance variables) for the monster are declared or at least 2 of the instance variables are not numeric fields | **0 pts**  **No Marks**  No attributes (instance variables) are declared | | 0 pts |
| This criterion is linked to a Learning OutcomeThere must be getter and setter methods for all instance variables. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  Getter and setter methods are defined for all instance variables | **3 pts**  **Partial Credit**  Getter and setter methods are defined for some but not all instance variables | **0 pts**  **No Marks**  No getter and/or setter methods are defined | | 0 pts |
| This criterion is linked to a Learning OutcomeThere are at least two methods used for calculations that update the numeric instance variables. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  At least two methods used for calculations that update the numeric instance variables | **3 pts**  **Partial Credit**  At least one method used for calculations that update the numeric instance variables | **0 pts**  **No Marks**  No methods used for calculations that update the numeric instance variables | | 0 pts |
| This criterion is linked to a Learning OutcomeTester Class Requirements | |  |  | | --- | --- | | **0 pts**  **Full Marks** | **0 pts**  **No Marks** | | 0 pts |
| This criterion is linked to a Learning OutcomeThe variables must be properly declared and initialized. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  All variables are properly declared and initialized | **3 pts**  **Partial Credit**  Some variables are properly declared and initialized | **0 pts**  **No Marks**  None of the variables are properly declared and initialized | | 0 pts |
| This criterion is linked to a Learning OutcomeThere should be at least 6 Monster objects stored in an ArrayList. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  There are at least 6 Monster objects properly declared in an ArrayList | **3 pts**  **Partial Credit**  There are less than 6 Monster objects or they are not properly declared | **0 pts**  **No Marks**  There are no Monster objects or they are not properly declared | | 0 pts |
| This criterion is linked to a Learning OutcomeAn object instance should be used to access all methods in the Object class. | |  |  |  | | --- | --- | --- | | **10 pts**  **Full Marks**  An object instance is used to access all methods in the Object class | **5 pts**  **Partial Credit**  An object instance is used to access most methods in the Object class | **0 pts**  **No Marks**  An object instance is not used to access any methods in the Object class | | 0 pts |
| This criterion is linked to a Learning OutcomeThe program must use a loop. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  The program uses loop(s) properly and effectively | **3 pts**  **Partial Credit**  The program uses loop(s) properly but they are not used effectively | **0 pts**  **No Marks**  Loop(s) are not used or are declared ineffectively | | 0 pts |
| This criterion is linked to a Learning OutcomeThe user must be able to enter information that is used in the program. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  The user is able to enter information that is used in the program | **3 pts**  **Partial Credit**  The user is able to enter information but the information is not used in the program | **0 pts**  **No Marks**  The user is not able to enter information | | 0 pts |
| This criterion is linked to a Learning OutcomeA menu allowing the user to make selections must be presented. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  Menu(s) allowing the user to make selections are presented | **3 pts**  **Partial Credit**  Menu(s) are presented but the user is unable to make selections | **0 pts**  **No Marks**  Menus are not presented to the user. | | 0 pts |
| This criterion is linked to a Learning OutcomeThe user must be able to display all of the information about a monster of the user's selection and update the attributes of a monster. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  The user is able to display all of the information about a monster of the user's selection and update the attributes of a monster | **3 pts**  **Partial Credit**  The user is able to display all of the information about a monster of the user's selection or update the attributes of a monster but not both | **0 pts**  **No Marks**  The user is not able to view all of the information about a monster nor update attributes about a monster | | 0 pts |
| This criterion is linked to a Learning OutcomeCode compiles and runs without errors. | |  |  | | --- | --- | | **10 pts**  **Full Marks**  Code compiles and runs without errors | **0 pts**  **No Marks**  Code does not compile or does not run without errors | | 0 pts |
| This criterion is linked to a Learning OutcomeCode is properly commented including all required header information. | |  |  |  | | --- | --- | --- | | **5 pts**  **Full Marks**  Code is properly commented including all required header information | **3 pts**  **Partial Credit**  Code has some of the required comments but is sparsely commented or missing the correct header information | **0 pts**  **No Marks**  Code is sparsely commented or not commented at all and is missing all or most of the correct header information | | 0 pts |
| This criterion is linked to a Learning OutcomeProgram is properly designed and uses whitespace effectively. | |  |  |  | | --- | --- | --- | | **10 pts**  **Full Marks**  Program is properly designed and uses whitespace effectively | **5 pts**  **Partial Credit**  Program is not properly designed or it does not use whitespace effectively | **0 pts**  **No Marks**  Program is not properly designed or it does not use whitespace effectively | | 0 pts |
| Total Points: | | |

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