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| **Criteria** | **Points (50 total)** |
| **Release Version** | **Subtotal: 40** |
| Does it Load an XML file containing annual tide data? | 7/7 |
| Does it Parse the contents of the XML file? | 5/5 |
| Is the tide prediction data copied into a ListView adapter? | 4/4 |
| Is there a ListView with at least two text views per item? | 3/5 |
| Is the date and day of the week shown correctly for each tide (at least one day’s worth) in the ListView? | 7/7 |
| Is the time of each tide and whether it is a high or low tide shown correctly in the ListView? | 3/3 |
| Is there an event handler for item clicks in the ListView? | 3/3 |
| When the user clicks on an item in the ListView, does it display a toast containing correct tide heights? | 6/6 |
| Is there a fast scroll thumb on the ListView? (Extra credit) | 0/1 |
| Is there a section indexer on the ListView? (Extra credit) | 0/4 |

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| **Code Quality** | **10 Points Total** |
| Does the program run without crashing? | 3/3 |
| Is all the game-play logic in a separate class written with good programming practices? | 2/2 |
| Is proper indentation used? | 5/5  (one point deducted for each “no” answer) |
| Are the UI elements named according to convention (example: incrementButton)? |
| Are Java variables, constants, methods, and classes named using descriptive names and correct casing? |
| Have any unnecessary lines of code or files been removed? |
| Are there explanatory comments in the code? |

SCORE: 48/50

-2 only one textview per item