

Consolidated Peer Rating Forms

Instructions:

These evaluation forms must be duly accomplished by the group members after an **open deliberation** conducted among the group members, with every member in attendance and concurring with the results.

Page 2: Consolidated Peer Evaluation Form

1. Under the first column, write down the names, **in ascending order according to the assigned number**, of all the group members.
2. For each group member, write down, under the columns **C1** through **C5**, the **objective evaluation** of the member, for each of the indicated criteria, using the specified numeric rating scale. Write down the total evaluation (i.e., the **sum** of **C1** through **C5**) for the member under the **T** column.
3. For each group member, write down, under the **Remarks** column, a **concise phrase** that best describes the **“value”** of the member to the group. In recognition of each member’s individuality, each and every group member **must** be provided with a **unique** remark.
4. In the space provided, write down the names of the group members and affix each member’s signature.

Criteria:

- [C1] attends scheduled group activities regularly and on time, and makes effective use of the activity period
- [C2] actively participates in group discussions, planning, and decision making, and takes responsibility for a “fair share” of the group’s workload
- [C3] completes assigned tasks and delivers quality output in a timely manner
- [C4] communicates effectively and democratically with group mates
- [C5] collaborates with group mates on group tasks, and works independently on individual assignments

Page 3: Consolidated Peer Output Contribution Evaluation Form

1. Provide a detailed description of each member’s work output(s)/contribution(s). Be sure to highlight the major ones but be concise with your statements.
2. Assess the totality of each member’s contribution with respect to the entire project. Provide a percentage (%) value for each of the members on the appropriate column. This percentage value should represent the member’s total contribution with respect to the project. For instance, placing 25% value would mean that one-fourth of the project is attributed to the member’s output.
3. Ensure that the total of the % contribution column is 100.
4. Classify the work of each member’s contribution under the Remark column as follows: **NS** – Not Significant, **MS** – Moderately Significant, **S** – Significant, **VS** – Very Significant.
5. Make sure to carefully assess the work outputs properly. Placing similar values for the most of the members is highly discouraged. It is to be noted that there are contributions that are really more valuable than others and these must be given proper recognition.

Notes:

- It is possible for a member to get high scores in the consolidated peer evaluation form but will have low score on the consolidated peer output contribution evaluation form (or vice versa). The objective of this activity is for you to not just gain technical knowhow but also for you to be a good team member/leader.
- **Submit the 2nd and 3rd pages ONLY (8.5” x 13”, long bond paper size)! Note: You can print more than 1 copy for each page to accommodate all members of your group in case the list of members will not fit in one page.**

Rating Scale:

5 – Excellent 4 – Very Satisfactory 3 – Satisfactory 2 – Barely Satisfactory 1 – Unsatisfactory 0 – No Rating

Consolidated Peer Evaluation Form

Class Code:

Group #: Activity:

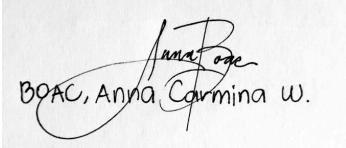
Schedule (Time and Days):

#	Names of Group Members (family name first) (arranged alphabetically)	Criteria					T	Remarks
		C1	C2	C3	C4	C5		
1	Boac, Anna Carmina W.	5	5	5	5	5	25	Actively participated during group discussions, submitted quality output, and on time.
2	Francisco, Prince Alfonso C.	5	5	5	5	5	25	Helped with the unfinished parts and communicated well with the rest of the group.
3	Marcelo, Ira Levi	5	5	5	5	5	25	Fixed the majority part of the code to work

4	Mariano, Jackson	0	0	0	0	0	
5	Pangilinan, Case	0	0	0	0	0	
6	Reyes, Freiser Angelo G.	5	5	5	5	25	Worked well with the group and handed in tasks on time.
7	Vicencio, Francis Nicolai B.	5	5	5	5	25	Submitted quality output and on time.

We, the undersigned, attest to the objectivity of the foregoing evaluations.

Evaluators:



BOAC, Anna Carmina W.

[signature(s) over printed name(s)/datesigned]



Vicencio, Francis Nicolai B

[signature(s) over printed name(s)/datesigned]



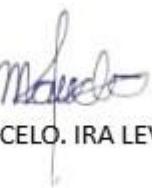
Reyes, Freiser Angelo G.

[signature(s) over printed name(s)/datesigned]



Francisco, Prince Alfons

[signature(s) over printed name(s)/datesigned]



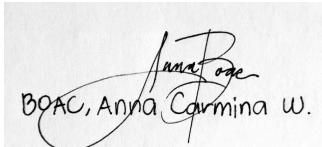
MARCELO, IRA LEVI

[signature(s) over printed name(s)/datesigned]

[signature(s) over printed name(s)/datesigned]

[signature(s) over printed name(s)/datesigned]

Note: Same % contribution among members is limited to 2 members only. Difference from one % contribution to another must be at least 5.

Member (Signature over Printed Name)	Detailed description of the member's SIGNIFICANT CONTRIBUTION/S (This should substantiate the % contribution)	% Contribution	Remark
 BOAC, Anna Carmina W.	<p>MessageServerImpl</p> <ul style="list-style-type: none">• login• broadcast• logout <p>Server</p> <ul style="list-style-type: none">• main <p>AlreadyLoggedInException</p> <p>MessageCallback (Interface)</p> <ul style="list-style-type: none">• getUser <p>MessageServer (Interface)</p> <ul style="list-style-type: none">• login• sendPrivateMessage• logout	10%	VS
 Vicencio, Francis Nicolai B.	<p>ChatServerImpl</p> <ul style="list-style-type: none">• registerClient• sendPrivateMessage• getActiveClients <p>ChatServerInterface</p> <ul style="list-style-type: none">• registerClient• broadcastMessage• sendPrivateMessage• getActiveClients <p>ChatClientInterface</p> <ul style="list-style-type: none">• receiveMessage	15%	VS



Reyes, Freiser Angelo G.

User Model

- UserModel()
- ensureFiles()
- loadAll()
- inferRoomTypeFromId(String roomId)
- saveUsers()
- saveGroups()
- saveMessages()
- saveFriendRequests()
- refreshAll()
- refreshFriendRequests()
- findUserByEmail(String email)
- findUserById(int id)
- findUserByName(String name)
- register(String name, String email, String password)
- login(String email, String password)
- getCurrentUser()
- searchUsersByName(String query)
- suggestUsers(String partial)
- sendFriendRequest(int toUserId)
- getIncomingRequests()
- respondToFriendRequest(int requestId, boolean accept)
- getFriends()
- getMessagesForRoom(String roomId)
- postMessageToRoom(String roomId, String roomType, String text)
- createGroup(String name)
- addMemberToGroup(int groupId, int userId)
- removeMemberFromGroup(int groupId, int userId)
- deleteGroup(int groupId)
- getGroupsForUser(int userId)

User View

- UserView()
- buildLoginPanel()
- buildRegisterPanel()
- buildDashboardPanel()
- showLogin()
- showRegister()
- showDashboard()

30%

VS

- `getServerIpField()`
- `getLoginEmailField()`
- `getLoginPasswordField()`
- `getLoginButton()`
- `getGotoRegisterButton()`
- `getRegNameField()`
- `getRegEmailField()`
- `getRegPasswordField()`
- `getRegisterButton()`
- `getBackToLoginButton()`
- `getCurrentUserLabel()`
- `getChatListModel()`
- `getChatList()`
- `getMessageListModel()`
- `getMessageList()`
- `getMessageInput()`
- `getSendButton()`
- `getBtnAddFriend()`
- `getBtnFriends()`
- `getBtnCreateGroup()`
- `getBtnFriendRequests()`
- `getBtnRefresh()`
- `getBtnLogout()`
- `getBtnAddMember()`
- `getBtnRemoveMember()`
- `getBtnDeleteGroup()`
- `setUnreadCounts(java.util.Map<String, Integer> counts)`
- `getListCellRendererComponent(JList<?> list, Object value, int index, boolean isSelected, boolean cellHasFocus)` (*inside ChatListRenderer*)
- `getListCellRendererComponent(JList<? extends MessageViewItem> list, MessageViewItem item, int index, boolean isSelected, boolean cellHasFocus)` (*inside MessageBubbleRenderer*)
- `avatarText(String name)` (*inside MessageBubbleRenderer*)
- `formatHtml(MessageViewItem item)` (*inside MessageBubbleRenderer*)
- `styledLabel(String text)`
- `primaryButton(String text)`
- `secondaryButton(String text)`

User Controller

- UserController(UserModel model, UserView view)
- wireAuth()
- wireDashboard()
- doRegister()
- doLogin()
- connectToServer()
- initDashboard()
- selectRoom(String item)
- reloadMessages()
- sendMessage()
- logout()
- extractPrivatePeer(String roomId)
- privateRoomId(int a, int b)
- refreshAllUI()
- createGroup()
- addFriendDialog()
- showFriendsDialog()
- showFriendRequestsDialog()
- getCurrentGroupId()
- addMemberToCurrentGroup()
- removeMemberFromCurrentGroup()
- deleteCurrentGroup()
- keyPressed(KeyEvent e) (*inside EnterKey class*)
- onLoginCall(JSONMessage msg) (*inside ClientCallback class*)
- onBroadcastCall(JSONMessage msg) (*inside ClientCallback class*)
- onPrivateMessageCall(JSONMessage msg) (*inside ClientCallback class*)
- onLogoutCall(JSONMessage msg) (*inside ClientCallback class*)
- appendIncoming(JSONMessage msg) (*inside ClientCallback class*)
- modelSafeAppend(String roomId, String roomType, JSONMessage msg) (*inside ClientCallback class*)
- getUser() (*inside UnicastMessageCallback class*)

User Account

- UserAccount()
- getId()
- getName()
- getEmail()
- getPassword()

- `isOnline()`
- `getFriendIds()`
- `setId(int id)`
- `setName(String name)`
- `setEmail(String email)`
- `setPassword(String password)`
- `setOnline(boolean online)`
- `setFriendIds(List<Integer> friendIds)`

Group Data

- `GroupData`
- `getId`
- `getName`
- `getOwnerUserId`
- `getMembers`
- `setId`
- `setName`
- `setOwnerUserId`
- `setMembers`

Friend Request

- `getId`
- `getFromUserId`
- `getToUserId`
- `getStatus`
- `getCreatedAt`
- `setId`
- `setFromUserId`
- `setToUserId`
- `setStatus`
- `setCreatedAt`

Chat Message

- `getId`
- `getUserId`
- `getText`
- `getTimestamp`
- `getRoomType`
- `getRoomId`

	<ul style="list-style-type: none"> • setId • setUserId • setText • setTimestamp • setRoomType • setRoomId <p>User Client</p> <ul style="list-style-type: none"> • main <p>ForcedLogoutListener</p>		
<i>Prince</i> Francisco, Prince Alfons	<p>Admin Controller</p> <ul style="list-style-type: none"> • AdminController • refreshTable • addUser • editUser • deleteUser • searchUser <p>Admin Model</p> <ul style="list-style-type: none"> • AdminModel • loadFromJson • saveToJson • refreshOnlineStatus • getAllUsers • addUser • updateUser • deleteUser • searchUser <p>Admin View</p> <ul style="list-style-type: none"> • AdminView • getUserTable • getFullNameField • getEmailField • getSearchField • addAddButtonListener • addEditButtonListener • addDeleteButtonListener 	20%	VS

- addSearchButtonListener
- addRefreshButtonListener
- clearFields
- main

User Data

- UserData
- getId
- getName
- getEmail
- isOnline
- setId
- setName
- setEmail
- setOnline

ChatServerImpl

- broadcastMessage

MessageServerImpl

- sendPrivateMessage

Json Message

- JSONMessage
- JSONMessage
- toJSON
- fromJSON
- escapeJSON
- extractField
- unescapeJSON
- getMessageType
- getSender
- getContent
- getTimestamp
- getRecipient
- setMessageType
- setSender
- setContent
- setRecipient

- `toString`

Json Util

- `toJson`
- `fromJson`

Message Callback

- `getUser`
- `onLoginCall`
- `onBroadcastCall`
- `onPrivateMessageCall`
- `onLogoutCall`

Message Server

- `broadcast`

User

- `User`
- `getName`
- `setName`
- `getPassword`
- `setPassword`
- `toString`

NotLoggedInException**UserExistsException****users.json****message.json****package.json****friend_request.json****Groups.json****startAutoRefresh****setUserOnlineStatus****Login UI**



Marcelo, Ira Levi

Connected the Friend Request Feature to Server (save it on server side)
Connected the ADMIN CRUD Function to Server (save it on server side)
Connected the GROUP Feature to Server (save it on server side)
Connected the Private Message Feature to Server (save it on server side)
Fixed the general chat to save on server (save it on server side)
Fixed the registered user to save on server (save it on server side)
Added group view & and deletion on the Admin side

25%

VS

Mariano, Jackson		0%	NS
Pangilinan, Case		0%	NS