

## CSCI-207 Lecture & Lab Syllabus Addendum

The CSCI 207 Lab meets to allow for an implementation of the principles that have been presented in lecture.

All coding assignments will be developed and submitted using Codio: Join the CSCI 207 - SP2019 class by visiting the following URL: <https://codio.com/p/join-class?token=folio-switch>

### Method of Evaluation

Lab assignments	70%
Lab programming test	30%

### Submission Guidelines:

1. For programs, add the following comments to the top of the file  
/\* Assignment title (i.e., Lab 1)  
Description (paraphrased description of program, do not just copy assignment text)  
Author: *Author name*  
Date: *date submitted*  
\*/
2. Mark project as complete.
3. Lab assignments are due the following lab day before class, unless otherwise stated.
4. Submit your code and a screenshot of your results **on paper** at the beginning of lab.
  - a. Download any .java files that you created.
  - b. Open the terminal, run your program, screenshot and print the results.

**No late assignments will be accepted.**

### Tips for coding standards and documentation

- Use blank lines and spaces to enhance program readability.
- Indent the entire body of each class declaration one “level” between the left brace and the right brace that delimit the body of the class.
- By convention, method names begin with a lowercase first letter and subsequent words in the name begin with a capital letter.

### Compiling and running java programs

1. Open a terminal window.
2. Type **javac *filename.java*** to compile
3. Type the **java *filename*** to run

## Programming Rubric

**NOTE:** A program that **does not** execute will result in a 0 for the entire assignment.

	Excellent	Good	Fair	Poor	Total Points
<b>Program Execution</b>	Program contains no syntax errors  20 points	-	-	Program contains syntax errors  0 points	
<b>Design of Logic</b>	Program has no logic errors  20 points	Program contains 1 – 2 logic errors  15 points	Program contains 3 – 4 logic errors  8 points	Program contains 5 or more logic errors  4 – 0 points	
<b>Correct Results</b>	Program displays 80 – 100% of required results  20 – 16 points	Program displays 79 – 60% of required results  15 – 10 points	Program displays 59 – 30% of required results  9 – 5 points	Program displays less than 30% of required results  4 – 0 points	
<b>Design of Results</b>	Program displays 80 – 100% of expected output  20 – 16 points	Program displays 79 – 60% of expected output  15 – 10 points	Program displays 59 – 30% of expected output  9 – 5 points	Program displays less than 30% of expected output  4 – 0 points	
<b>Standards</b>	Program contains 0 inappropriate design choices (i.e., poor variable names, poor formatting)  10 points	Program contains 1 – 2 inappropriate design choices (i.e., poor variable names, poor formatting)  9 – 7 points	Program contains 3 – 4 inappropriate design choices (i.e., poor variable names, poor formatting)  6 – 2 points	Program contains 5 or more inappropriate design choices (i.e., poor variable names, poor formatting)  1 – 0 points	
<b>Documentation</b>	Program is missing 0 required details  10 points	Program is missing 1 – 2 required details  9 – 7 points	Program is missing 3 – 4 required details  6 – 2 points	Program is missing 5 or more required details  1 – 0 points	