

Grading criteria for Project 1: minShell

As we discussed, I'd like to be rather lenient with grading of Project 1.

There are 4 requirements listed in the Project 1 statement: 1, 2, 3a, 3b.

Start the grade at 50% just for submitting Project1 and making valid obvious attempt to meet the requirements: (*criteria: needs a brief code inspection to make sure the attempt is valid*)

- 1.** Display a shell prompt - (**criteria: 5 points**)
- 2.** Read input (command line) from the user – (**criteria: 5 points**)
- 3a.** Shell (built-in) commands: setting/showing shell variables

Grading criteria: (**20 points**):

- Give **full credit** for correct screen shot results with quick inspection of the code to make sure output is legitimate.
- Give **5 points** for a wrong answer (but with obvious reasonable effort).
 - Give **additional partial credit** if the answer and close and shows they mostly understand the concept (use your judgement)
- If there **no attempt** given (with code inspection, and in the output), then **zero credit**

- 3b.** Run (execute) external commands based on a user specified minShell path variable

Grading criteria: (**20 points**):

- Give **full credit** for correct screen shot results with quick inspection of the code to make sure output is legitimate.
- Give **5 points** for a wrong answer (but with obvious reasonable effort).
 - Give **additional partial credit** if the answer and close shows and they mostly understand the concept (use your judgement)
- If there **no attempt** given (with code inspection, and in the output), then **zero credit**

***** 1 additional point off the top per day late past the due date *****