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| **Group Name:** |  |
| **Section:** |  |
| **Grade (10%):** |  |
| **Group Members:** | **Name & Matric No.** |
| 1. Member 1 (Matric No) 2. Member 2 (Matric No) 3. Member 3 (Matric No) |

Rubric: Assignment 1 - Classes (10%)

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| **Criteria** | **1 – Bad**  **(Grade: 0 – 39)** | **2 – Poor**  **(Grade: 40 – 49)** | **3 – Average**  **(Grade: 50 – 64)** | **4 – Good**  **(Grade: 65 – 79)** | **5 – Excellent**  **(Grade: 80 – 100)** |
| **GUI Design – 4%**  **(Cognitive - Apply)** | Identify basic UI elements but lacks structure and usability. | Outline GUI layout with minimal interactivity and poor user experience. | Design a functional GUI using basic JavaFX components and appropriate layout, but with minimal visual styling or interface enhancements. | Apply and implement a GUI using basic components with structured layout, clear usability, and moderate styling or visual enhancements. | Evaluate and develop a well-structured GUI using basic components, enhanced with styling elements (e.g., font, spacing, borders), resulting in an intuitive and visually polished user interface. |
| **Grade:** |  |  |  |  |  |
| **Feedback:** |  | | | | |
| **Implementation using JavaFX – 6%**  **(Psychomotor - Guided Response)** | Identify JavaFX components but lacks correct implementation in the program. | Outline JavaFX structure but lacks functional interactivity and proper event handling. | Apply JavaFX by implementing functional UI components with minor usability issues. | Design and implement JavaFX UI with interactivity, proper event handling, and usability.  Modifications to existing classes are clearly documented with comments. | Evaluate and execute a fully functional JavaFX UI that follows best practices, with structured design, event handling, and seamless user experience.  Code is well-documented, especially for any changes made to previously implemented classes. |
| **Grade:** |  |  |  |  |  |
| **Feedback:** |  | | | | |