

**CS420/520 Object-Oriented Programming****Assignment 1: Dancing Boxes**

	Criteria	Comments	Pts
Class-level design 10%	The objects in your solution represent the objects in the dance.		10
Method-level design 10%	The methods on the objects represent the actions that take place in the dance		10
Mechanics 10%	Monticello version can be loaded. Dance can be demonstrated using the provided instructions.		10
Hierarchy 10%	Classes have appropriate superclasses	Unnamed Boxes can't dance?	7
Class / Instance dichotomy 10%	Methods on the class are used to model operations on the class itself; methods on instances are used to model operations on those instances		10
Once and only once 10%	Common code is factored out and reused, not copied.	'Do you need both danceLeft:and:.' and 'danceRight:and:'?	7
Naming 10%	Classes and methods are named in a way that is meaningful to their <i>clients</i> . Names follow Smalltalk's capitalization conventions.	'partner' instance variable unused. 'danceLeft: and:.' not very meaningful.  Good method organization!	7
On time 10%	Ten percent deduction for late assignments.		10
Quality 20%	The ineffable.	Good effort.	14

**Total Score for Ovidiu Mura****85%**