

## Grading Rubrics\*

Program (50 pts)	(Excellent)	(Good)	(Fair)	(Poor)
<b>Program execution</b>	Program executes correctly with no syntax or runtime errors (9-10)	Program executes with a minor (easily fixed error) (6-8)	Program executes with a major change (2-3)	Program does not execute (0-1)
<b>Correct output</b>	Program displays correct output with no errors (9-10)	Output has minor errors (6-8)	Output has multiple errors (3-5)	Output is incorrect (0-2)
<b>Design of output</b>	Program displays more than expected (7-8)	Program displays minimally expected output (5-6)	Program does not display the required output (3-4)	Output is poorly designed (0-2)
<b>Design of logic</b>	Program is logically well designed (9-10)	Program has slight logic errors that do not significantly affect the results (6-8)	Program has significant logic errors (3-5)	Program is incorrect (0-2)
<b>Standards</b>	Program is stylistically well designed (6-7)	Few inappropriate design choices (i.e., poor variable names, improper indentation) (4-5)	Several inappropriate design choices (i.e., poor variable names, improper indentation) (2-3)	Program is poorly written (0-1)
<b>Documentation</b>	Program is well documented (5)	Missing one required comment (4)	Missing two or more required comments (2-3)	Most or all documentation missing (0-1)

\* A Grading Rubric is a set of criteria and standards used to evaluate a student's performance on assignments and projects. It provides a clear and consistent framework for both instructors and students, ensuring that grading is transparent and fair. When used to grade Java programs, a Grading Rubric breaks down the assessment into specific components, each with its own set of expectations and point values. This allows instructors to evaluate the program's functionality, structure, and adherence to programming principles in a systematic manner.