



UNIVERSIDAD DE DAGUPAN

SCHOOL OF INFORMATION TECHNOLOGY EDUCATION
OBJECT ORIENTED PROGRAMMING

NAME: _____ BLOCK: _____

Laboratory Exam

OBJECTIVES:

- Write and implement the required program(s)
- Apply problem-solving techniques in programming
- Test and debug code for accuracy and efficiency

RUBRICS:

	1-5	6-10	11-15	16-20	Score
Functionality	Program does not run or does not meet requirements.	Program runs but has significant errors or incomplete requirements.	Program runs with minor errors but produces mostly correct output.	Program runs flawlessly, meets all requirements, and produces correct output.	
Code Efficiency & Optimization	Code is inefficient, redundant, or irrelevant.	Code works but has multiple inefficiencies.	Code is generally efficient with some minor inefficiencies.	Code is efficient, optimized, and avoids redundancy.	
Code Readability & Style	Code is messy, unorganized, and very hard to read.	Code is somewhat readable but inconsistent in style and naming.	Code is readable with a few formatting or naming issues.	Code is well-structured, formatted properly, with clear variable names and consistent style.	
Use of Programming Concepts (Logic, Syntax, Structures)	Little to no correct use of programming concepts.	Limited or partial use of programming concepts; noticeable errors.	Applies programming concepts correctly with minor mistakes.	Demonstrates strong use of programming concepts (loops, conditions, functions, OOP, etc.) with no errors.	
Problem-Solving & Application	No clear problem-solving approach or irrelevant solution.	Solution shows partial understanding; missing key steps.	Solution is mostly correct but has small gaps in logic or process.	Solution is complete, logical, and demonstrates clear understanding of the problem.	
TOTAL					