CSCI 240 Grading Guidelines

This document explains some general guidelines and policies which are used by the TA's in grading programs.

Late Programs

See the Course Syllabus.

Compile Errors

This is a programming class. All assignments are expected to at least compile successfully. Assignments that do not compile receive 0 points, regardless of the amount of code submitted.

A program that compiles with *warnings* (but can be executed) will receive a penalty of 5%.

Missing/Wrong Parts

Each assignment consists of the electronic submission of the assignx.cpp. In some cases, you may be asked to include other files. If any of these parts is missing:

For Assignments 1 and 2, you will get a score of 0 until you correct the omission and hand it back to your TA (in a reasonable time - a day or two). Then it will be graded normally with no penalty.

After assignments 1 and 2, you will get a score of 0 until you correct the omission and hand it back to your TA (in a reasonable time - a day or two). Then it will be graded normally with a 25% penalty.

General Grading Guidelines

For each assignment, certain documentation and code formatting standards will be in effect. If you do not follow these guidelines, you may be penalized up to 20%.

In each assignment, certain aspects of the code are specified exactly and you are required to do them in that way, not some other way. If you do not follow these instructions, you will be penalized.

Assuming that formatting, documentation, and program specifications have been followed correctly, the overall program score should reflect both what was done *right* and what was done *wrong*. So a score, of, say, 80/100 means roughly that 80% of the program's function was done correctly. For example, if a program is to calculate three things from user input and 2 of them are correct and 1 is wrong, you might get a score of 75%. The reasoning would be that you read the input correctly and calculated 2 of 3 things correctly. So if we weigh reading and the 3 calculations equally, you did 3 of 4 things right for 75%.