CS110 Final Project Grading Sheet

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| Names: | | | | | Date: / /20 | |
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| Project Description: | | | | | | |
| Grading Criteria: | Description: | Evaluation: | | | | |
| Difficulty Level  10% | Size of undertaking, use of extra material not covered in class | Comments: | Extras (must have two): | | | |
| 1.: | | | |
| Score: | 2: | | | |
| Size: | | | |
| Design  30% | Use of classes and limited use of functions to decompose and structure project | Comments: | Name of Application Logic classes:: | | | |
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| Score: | Name of GUI classes: | | | |
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| Quality of Code  25% | Correctness, program layout, logical clarity, internal doc, use of control structures, adherence to proper coding style | Comments: | Correctness: | | | |
| Layout: | | | |
| Clarity: | | | |
| Score: | Internal documentation: | | | |
| Control structures: | | | |
| Coding style (naming, etc.): | | | |
| User Interface  15% | GUI design, ease of use, handling of user input errors, quality of user's guide | Comments:  GUI Non-GUI (minus 10 points for non-GUI) | | | |  |
| Score: |
| Demo  20% | Quality and thoroughness of Acceptance Test Procedure, ability to explain and answer questions, individual contributions | Comments: | Name: | Contribution: | | |
|  |  | | |
| Score: |  |  | | |
| Extra: 2.5 pts each | Features not covered in class | List each: | | 8. | | |
| 1. | | 9. | | |
| 2. | | 10. | | |
| 3. | | 11. | | |
| 4. | | 12. | | |
| 5. | | 13. | | |
| Score: | 6. | | 14. | | |
| 7. | | 15. | | |
| Early Bird: + 10 | Demonstrate during last lab of semester | Early Bird  NOT Early Bird | | | | |
| Score: |