Project 1 Rubric Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_

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| **Item**  **Number** | **Criteria** | | | **Ratings** | **Score** |
| 1 | Instance variables must be properly declared and initialized. | | | |  |  |  | | --- | --- | --- | | 10.0 pts  Full Marks  Instance variables are declared and initialized properly | 5.0 pts  Partial Credit  Instance variables are not declared properly or are not initialized properly | 0.0 pts  No Marks  Instance variables are not declared properly or are not initialized properly | |  |
| 2 | Constructor(s) are properly declared. | | | |  |  |  | | --- | --- | --- | | 10.0 pts  Full Marks  Constructor(s) are properly declared | 5.0 pts  Partial Credit  Constructor(s) are declared but are incomplete or incorrectly declared | 0.0 pts  No Marks  No constructor(s) are declared or are not properly used | |  |
| 3 | At least 5 attributes (instance variables) for the monster and 2 of them must be numeric fields. | | | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  At least 5 attributes (instance variables) for the monster and 2 of them must be numeric fields | 3.0 pts  Partial Credit  Less than 5 attributes (instance variables) for the monster are declared or at least 2 of the instance variables are not numeric fields | 0.0 pts  No Marks  No attributes (instance variable) are declared | |  |
| 4 | There must be getter and setter methods for all instance variables. | | | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  Getter and setter methods are defined for all instance variables | 3.0 pts  Partial Credit  Getter and setter methods are defined for some but not all instance variables | 0.0 pts  No Marks  No getter and/or setter methods are defined | |  |
| 5 | There are at least two methods used for calculations that update the numeric instance variables. | | | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  At least two methods used for calculations that update the numeric instance variables | 3.0 pts  Partial Credit  At least one method used for calculations that update the numeric instance variables | 0.0 pts  No Marks  No methods used for calculations that update the numeric instance variables | |  |

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|  | Tester Class Requirements |  | Score |
| 6 | The variables must be properly declared and initialized. | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  All variables are properly declared and initialized | 3.0 pts  Partial Credit  Some variables are properly declared and initialized | 0.0 pts  No Marks  None of the variables are properly declared and initialized | |  |
| 7 | There should be at least 5 Monster objects stored in an ArrayList. | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  There are at least 5 Monster objects properly declared in an ArrayList | 3.0 pts  Partial Credit  There are less than 5 Monster objects or they are not properly declared | 0.0 pts  No Marks  There are no Monster objects or they are not properly declared | |  |
| 8 | An object instance should be used to access all methods in the Object class. | |  |  |  | | --- | --- | --- | | 10.0 pts  Full Marks  An object instance is used to access all methods in the Object class | 5.0 pts  Partial Credit  An object instance is used to access most methods in the Object class | 0.0 pts  No Marks  An object instance is not used to access any methods in the Object class | |  |
| 9 | The program must use a loop. | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  The program uses loop(s) properly and effectively | 3.0 pts  Partial Credit  The program uses loop(s) properly but they are not used effectively | 0.0 pts  No Marks  Loop(s) are not used or are declared ineffectively | |  |
| 10 | The user must be able to enter information that is used in the program. | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  The user is able to enter information that is used in the program | 3.0 pts  Partial Credit  The user is able to enter information but the information is not used in the program | 0.0 pts  No Marks  The user is not able to enter information | |  |
| 11 | A menu allowing the user to make selections must be presented. | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  Menu(s) allowing the user to make selections are presented | 3.0 pts  Partial Credit  Menu(s) are presented but the user is unable to make selections | 0.0 pts  No Marks  Menus are not presented to the user. | |  |
| 12 | The user must be able to display all of the information about a monster of the user's selection and update the attributes of a monster. | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  The user is able to display all of the information about a monster of the user's selection and update the attributes of a monster | 3.0 pts  Partial Credit  The user is able to display all of the information about a monster of the user's selection or update the attributes of a monster but not both | 0.0 pts  No Marks  The user is not able to view all of the information about a monster nor update attributes about a monster | |  |
| 13 | Code compiles and runs without errors. | |  |  | | --- | --- | | 10.0 pts  Full Marks  Code compiles and runs without errors | 0.0 pts  No Marks  Code does not compile or does not run without errors | |  |
| 14 | Code is properly commented including all required header information. | |  |  |  | | --- | --- | --- | | 5.0 pts  Full Marks  Code is properly commented including all required header information | 3.0 pts  Partial Credit  Code has some of the required comments but is sparsely commented or missing the correct header information | 0.0 pts  No Marks  Code is sparsely commented or not commented at all and is missing all or most of the correct header information | |  |
| 15 | Program is properly designed and uses whitespace effectively. | |  |  |  | | --- | --- | --- | | 10.0 pts  Full Marks  Program is properly designed and uses whitespace effectively | 5.0 pts  Partial Credit  Program is not properly designed or it does not use whitespace effectively | 0.0 pts  No Marks  Program is not properly designed or it does not use whitespace effectively | |  |

Comments: