

General Programming Assignment Rubric

| Attribute | Unacceptable | Meets Requirements | Exemplary | Points |
|------------------------------------|---|--|--|------------|
| Presentation | | | | |
| Information | Missing Information | Properly prepared for submission; includes all names; TA; Lab section; Assignment number; Statement of Originality | Nothing missing – purpose & program highlights obvious. | |
| Files | Missing files | All included: required source, data, documentation, script, instruction files | Nothing missing – clear labeling of all parts; readme file includes everything needed to run & test this program | |
| Submission: | > 3 min. :Unable to figure out how to compile & run after 3 minutes. | 2-3 min. Takes 2-3 minutes to figure out how to compile & run. | < 2 min. Takes less than 2 Minutes to compile; run; test | |
| Demo: | Major Problems: Program won't run or crashes unexpectedly. Submitted code seems different from that demonstrated. Programmers seemed confused by the program they were demonstrating. Only one group member participated (out of three). | Minor Problems: Program runs reasonably well. Knew what they were doing. Submitted code matches demo. One group member did not participate. | Good! Demo went well; major features shown and explained. Demonstrators clearly understood their work. All group members participated. | |
| Presentation Total | | | | /6 |
| Documentation | | | | |
| Overall Impression | Misleading; confusing; too much or too little | A few missing, redundant, or irrelevant parts | Accurate; reasonable; easy to read; | |
| Identifier Names | Meaningless or misleading names | Some poor choices. Most identifiers explained where appropriate. | Meaningful identifier names [some single letter names are OK, such as i,j for indices]. Explanations of identifiers where appropriate. | |
| Indentation; White Space | Misleading indentation; too much or too little white space | Some inconsistencies; some inadequate or wasted space | Consistent indentation; good use of white space | |
| External Documentation | No external documentation when some is needed. External documentation not useful, confusing, out of date, or misleading | Adequate external documentation [javadoc; user manual, as necessary]. Someone else could work with this program with a little help from the original programmer(s). | External doc. as appropriate ; [javadoc & user documentation where appropriate]. Someone else could work with this program based on code and documentation alone. | |
| Logical Blocks | Few or no logical blocks documented | Most logical blocks documented | Documentation for each function and loop and logical block | |
| When Defining Classes: | Missing class diagrams | Reasonable attempt at class diagrams | Includes some readable form of class diagram | |
| Single Static Class or "C" | Missing flowchart | Reasonable attempt | Flowchart or other readable representation of program flow | |
| Documentation Total | | | | /12 |
| Design | | | | |
| Implemented what was asked. | Hardly followed specs; no explanations for deviations | Some deviations | Followed specs (deviations well justified) | |
| Style & Efficiency | Poor choices of code; awkward structures | Mostly well thought out; most parts reasonably efficient | Well thought out; reasonably efficient (code & data structures) | |

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| Program Subdivisions | Too many or too few | Mostly reasonable with a few poor choices | Reasonable subdivisions (classes/ functions) | | |
| Flow | Confusing ; hard to follow | Some awkward or confusing parts | Logical , justifiable structure | | |
| Constants; Magic Numbers | Magic numbers ; hard-coded values | Most constants named & explained | Appropriate use of constants | | |
| Globals | Inappropriate use of globals. | Most globals properly justified. | All globals properly justified. | | |
| Initialization & Clean-up | Uninitialized values; no clean-up | Some uninitialized values; some clean-up missing . | Good! Reasonable initialization and clean-up | | |
| Structure | Not clear – blocks do too much or too little | Reasonable , given degree of difficulty of assignment and learner's expected level of experience | Excellent: creative, logical, well-delineated with respect to tasks and data | | |
| Design Total | | | | | /16 |
| Input / Output / Interface | | | | | |
| Intro / Finish | No header or introduction; no obvious end. | Has start & finish. | Good! Has nice introduction; clear "sign-off"; | | |
| Output (or public interface for Class): | Output unexplained . | Output readable . | Good! Output is clean and reasonable. | | |
| Input : Interactive Programs: | No explanation of input requirements | Minimal explanation of input requirements | Good! Input requirements explained as program runs | | |
| Input : "Batch"(or 'user' interface for Class): | | | Input requirements well explained in external documentation | | |
| Input / Output / Interface Total | | | | | /6 |
| Testing / Error Detection / Correction | | | | | |
| Choice of test data | Missing test data; poorly tested | Only tested with given data or only partially tested | Thorough ; includes some data not given | | |
| Annotation | Not annotated ; hard to find & follow the testing; confusing | Reasonably well annotated ; fairly easy to see & follow the testing | Well annotated ; easy to see & follow the testing | | |
| Endpoints | Insufficient : Only one or two endpoints tested | Most endpoints tested | All endpoints tested as appropriate | | |
| Detection; Correction; Limitations | Non-existent error detection/ no attempt at correction/ unreasonable limitations | Mostly reasonable error detection/ attempted correction/ mostly reasonable limitations | Reasonable error detection/ correction/ limitations | | |
| Debugging Aids | No evidence of debugging aids | Some evidence of built-in debugging aids | Reasonable use of DEBUG flags, program tracing and other debugging aids | | |
| Testing / Error Detection / Correction Total | | | | | /10 |
| [Rubric One] Style & Design Total: | | | | | /50 |