



Programming Assignment Grading

As in the course syllabus, late assignments will not be accepted unless you have properly completed the process for using a late pass before the due date.

1. Grading – Total Points

Grading is based on the total points for the assignment. If there are more than one part to the assignment, separate points possible may be listed for various parts of the work.

2. Fatal Errors

No points for any of these major errors:

- a. Programs that do not compile and run in the tools and versions used in class
- b. Work submitted in the wrong assignment, or in the wrong format for files
- c. Work that does not follow indicated naming conventions for file names and file types

3. Errors and Omissions in Your Code

Error, bugs, incorrect results, exceptions, other bombs, and ugly or unreadable code will cause you to lose points:

- a. Feature or functions not fully implemented; minus 5% - 20% of points possible depending on total features in the assignment
- b. Logic error, program runs but gives incorrect results for some cases; minus 5% - 20% of points
- c. Poor style in variable naming, control structures, declarations, operations; minus 5% of points for each occurrence, limited to total of minus 25%
- d. Lack of clear and complete comments, including pseudo code, Javadoc, when instructed to use them; minus 10% for each occurrence, limited to total of minus 25%

4. Hints and Suggestions for Getting Full Points

Think before coding; Design before coding; then, and only then Write Beautiful Code:

- a. Meaningful names for all variables, classes, methods, functions, formal parameters.
- b. Separate declarations, instantiations, and initializations for most variables.
- c. Write clear pseudo code and include as comments in the code (if instructed to do so)
- d. Design a complete UML diagram showing all classes, key class members, and relationship between classes (if using UML in course at time of assignment and instructed to do so)
- e. Once begin Object Oriented Programming, use good OOP techniques! Decide what classes you need first. It is helpful to ask “what are the key nouns in the system requirements?” Make sure members of classes are correctly private, public, etc.
- f. Include basic Javadoc tags and comments when required for your course

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