CS161 Programming Assignment Grading Policy

September 2, 2009

1 Compiles and Runs: 20%

1. If the main program compiles and runs without crashing, students will receive full credit for this part.

2. If the program does not compile, the grader will see if it is a simple error (at most a one-line change, mis-capitalization or mis-spelling). If so, the grader will make the change and deduct 20 points.

3. If the program does not compile and there are multiple errors, students will lose all the points for the assignment.

2 Correct Output: 30%

1. If the program produces the correct output students will receive full credit.

2. If the program produces some correct output but crashes, students will lose points.

3. If the program produces incorrect output, students will lose points.

3 Documentation/Comments: 20%

1. All program files must include comments; undocumented code will lose the full 20 points.

2. The top of the class containing the main method should contain the following information: student name, ename, CS161 assignment number.

3. Each method should include a comment that describes how it works. For example, for a method `writeToFile(String s)`, your comment might be:

   //---------------------------------------------------------------
   // writeToFile:
   //   method writes the input string 's' to the output file.
   //---------------------------------------------------------------
4. Include comments that clarify how code works. For example:

    // Find the maximum value in the integer array
    int maxValue = 0;
    for (int i=0; i<intArray.length; i++) {
        if (intArray[i] > maxValue)
            maxValue = intArray[i];
    }

4 Implementation and Coding Style: 30%

1. By default, the Eclipse editor will provide you with a clean, readable coding style.

2. The TA may deduct points for redundant code or unnecessary code. For example, in the code below, lines 3-4 and line 5 accomplish the same thing. Line 5 will never do anything useful:

    1  int maxValue = 0;
    2  for (int i=0; i<intArray.length; i++) {
    3      if (intArray[i] > maxValue)
    4          maxValue = intArray[i];
    5    }    Math.max(maxValue, intArray[i]);

3. Using meaningful names for variables and methods. For example, using outputStream for an output stream is more descriptive than os or foo.

4. Does the program conform to the assignment specifications?