CS106 – Programming Project – Fall 2004

Student Name: _____

Functionality	P/F	Penalty
Allows user to initially set balance		1.0
Correctly calculates winnings		3.0
Correctly updates user balance		3.0
Correctly updates machine balance		3.0
Outputs random numbers each time		2.0
Checks for valid bets		0.5
Selecting h shows help menu		0.5
Selecting q quits game		0.5
Selecting w shows winning combinations and payout		0.5
Selecting anything else is invalid		0.5
Program allows `--debug` option		1.0
`--debug` works correctly		1.0
Functionality Penalty		

Readability	P/F	Penalty
Program uses OOP		3.0
Code is written clearly and commented		1.0
README file present		1.0
README file explains what program does		0.1
README explains how to build		0.1
README explains hardware platform		0.1
README explains software platform		0.1
README explains how to run		0.1
Memo included and is named per project specification		1.0
Memo in correct format		0.1
Source files present in archive with proper name		1.0
Executable present with proper name		1.0
Files submitted are virus free		3.0
Readability Penalty		

If the project is turned in EARLY: BPFactor[1] = _____ (days early) * 0.05 = _____

Functionality Mark = 10 – _____ * (1 + _____) = _____
(Functionality Penalty; BPFactor)

Readability Mark = 10 – _____ * (1 + _____) = _____
(Readability Penalty; BPFactor)

Final Mark = (_____ * _____) * (1 + _____) = _____
(Functionality Mark; Readability Mark; BPFactor)

If the project is turned in LATE:

Final Mark = (10 - _____) * (10 - _____) * (1 - _____ * 0.1) = _____
(Functionality Penalty; Readability Penalty; Days late)

[1] **B**onus**P**enalty**Factor**