CS106 – Programming Project – Fall 2004
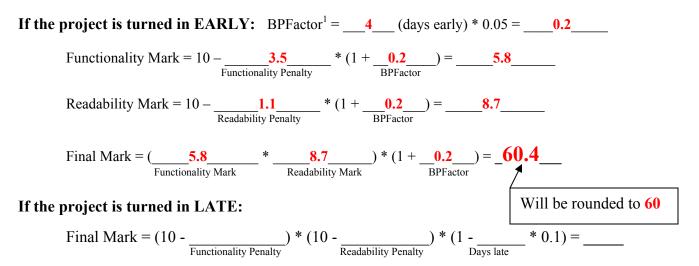
Student Name: ___Ann Student_____

Functionality	P/F	Penalty
Allows user to initially set balance	P	1.0
Correctly calculates winnings	P	3.0
Correctly updates user balance	F	3.0
Correctly updates machine balance	P	3.0
Outputs random numbers each time	P	2.0
Checks for valid bets	P	0.5
Selecting h shows help menu	P	0.5
Selecting q quits game	P	0.5
Selecting w shows winning combinations and payout	P	0.5
Selecting anything else is invalid	F	0.5
Program allows --debug option	P	1.0
--debug works correctly	P	1.0
Functionality Penalty		3.5

Readability	P/F	Penalty
Program uses OOP	P	3.0
Code is written clearly and commented	P	1.0
README file present	P	1.0
README file explains what program does	F	0.1
README explains how to build	P	0.1
README explains hardware platform	P	0.1
README explains software platform	P	0.1
README explains how to run	P	0.1
Memo included and is named per project specification	F	1.0
Memo in correct format	P	0.1
Source files present in archive with proper name	P	1.0
Executable present with proper name	P	1.0
Files submitted are virus free	P	3.0
Readability Penalty		1.1

If the project is turned in EARLY: $BPFactor^1 =$ ___**4**___ (days early) * 0.05 = _____**0.2**_____

Functionality Mark = 10 – _____**3.5**_____ * (1 + __**0.2**____) = _____**5.8**_____
$\qquad\qquad\qquad\qquad\quad$ Functionality Penalty $\qquad\qquad$ BPFactor

Readability Mark = 10 – _____**1.1**_____ * (1 + ___**0.2**___) = _____**8.7**_____
$\qquad\qquad\qquad\qquad$ Readability Penalty $\qquad\qquad$ BPFactor

Final Mark = (_____**5.8**_____ * _____**8.7**_____) * (1 + __**0.2**___) = _**60.4**__
$\qquad\qquad\quad$ Functionality Mark $\qquad$ Readability Mark $\qquad\qquad$ BPFactor

| Will be rounded to **60** |

If the project is turned in LATE:

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

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