

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: $BPFactor^1 = \underline{\hspace{2cm}}$ (days early) * 0.05 = $\underline{\hspace{2cm}}$

$$\text{Functionality Mark} = 10 - \frac{\text{Functionality Penalty}}{\text{Functionality Penalty}} * (1 + \frac{\text{BPFactor}}{\text{BPFactor}}) = \underline{\hspace{2cm}}$$

$$\text{Readability Mark} = 10 - \frac{\text{Readability Penalty}}{\text{Readability Penalty}} * (1 + \frac{\text{BPFactor}}{\text{BPFactor}}) = \underline{\hspace{2cm}}$$

$$\text{Final Mark} = (\frac{\text{Functionality Mark}}{\text{Functionality Mark}} * \frac{\text{Readability Mark}}{\text{Readability Mark}}) * (1 + \frac{\text{BPFactor}}{\text{BPFactor}}) = \underline{\hspace{2cm}}$$

If the project is turned in LATE:

$$\text{Final Mark} = (10 - \frac{3.5}{\text{Functionality Penalty}}) * (10 - \frac{1.1}{\text{Readability Penalty}}) * (1 - \frac{5}{\text{Days late}} * 0.1) = \underline{28.9}$$

Will be rounded to **30**

¹ **BonusPenaltyFactor**