

# Organization of Student Programs for Grading

Contributed by Angela Sherman

Francis Lewis High School  
Fresh Meadows, New York

1. Students submit a program solution via the Internet. It must be named following a specified format (for example, L4p1: Lab 4 problem 1).
2. Once submitted, the assignment is downloaded and placed in a folder with student name.

C:\AP2003\John\L4p1

C:\AP2003\Beth\L4p2

3. An evaluation sheet is created inside each student folder for that project. Promptness is noted.

Name: \_\_\_\_\_ Assignment: \_\_\_\_\_

## Technique (5)

A. Program addresses the constraints of the problem assigned

1. All components of program satisfied (3) \_\_\_\_\_

2. Correct use of java language (1) \_\_\_\_\_

B. Efficient algorithms are used to solve problem (1) \_\_\_\_\_

## Execution (3)

A. Program is free of compile-time, run-time, and logical errors (2) \_\_\_\_\_

B. Output should be correct for the problem defined (1) \_\_\_\_\_

## Documentation (1)

A. Required heading as stated in class \_\_\_\_\_

B. Conventional indentation used to ensure readability \_\_\_\_\_

C. Input should be prompted by informative and correct user's prompt \_\_\_\_\_

D. Meaningful, descriptive identifiers used \_\_\_\_\_

## Appearance of Output (1)

A. Output should be readable and documented meaningfully \_\_\_\_\_

B. Program must be "user friendly" \_\_\_\_\_

On Time (2) \_\_\_\_\_

Total \_\_\_\_\_

4. Program is tested and graded (total possible points = 10). Comments are made on coded program; both program and evaluation form are printed and returned to student.