

Criteria for software evaluation:

	F	D	C	B	A
<i>1. Design Quality</i>	Design incorrect and/or incomplete 2	Design works for some cases 4	Workable design 9	Workable, easy to modify design 12	Simple, elegant, easy to modify design 15
<i>2. Code Organization/ Flow</i>	Unorganized and illogical 2	Logic difficult to follow or understand 4	Sometimes coherent and logical flow of code 9	Largely logical flow of code 12	Obvious flow of logic throughout code 15
<i>3. Generality</i>	Code works only in the current situation 2	Some of the code can be reused in future projects by cutting and pasting 4	Some functions or objects can be reused in their current form with some modification, but behave in unexpected ways, like printing to the screen 9	Some objects can be reused in their current form with no modification 12	Task-specific code is completely isolated; all other code can be reused 15
<i>4. Robustness</i>	Mostly assumes everything is working as expected without checking 2	Only handles a handful of “unexpected” events 4	Handles most “unexpected” events, but in odd ways 9	Properly handles all “unexpected” events, but some in odd ways 12	Properly handles all “unexpected” events in sensible ways 15
<i>5. Comments and naming</i>	Comments largely non-existent; poor choice of identifiers 2	Comments haphazard and are unhelpful; many poor identifiers 4	Comments are obvious and/or verbose; don't enhance the code; identifiers ok 9	Generally good comments, but incomplete; identifiers generally make function clear 12	Code well commented, and comments enhance code; excellent identifiers 15
<i>6. Follow directions (output format, submission directions)</i>	Ignored assignment directions 2	Barely followed directions 4	Followed some directions 6	Followed most directions 8	Accurately followed all assignment directions 10
<i>7. User Friendliness</i>	Directional and error messages nonexistent 2	Directional and error messages not helpful 4	Messages could be deciphered with work 9	Messages meaningful but verbose, not professional or inconsistent style 12	All messages are concise, sensible, helpful and consistent 15