

# Programming Logic - Beginning

152-101

## Currency Converter Program Evaluation Window

Name	_____
Score	_____ / 20
Update Value	_____
<a href="#">Make all corrections and resubmit to earn update points</a>	

☒ Update Recommended

### Currency Converter Project

- ☐ (1/2 point) Appropriate project icon (can be same as window icon)
- ☐ (1/2 point) Window file names match window object names (frmXxxx)

### Welcome Screen

- ☐ (1/2 point) Window centered on screen
- ☐ (1/2 point) Window title is appropriate
- ☐ (1/2 point) Window includes application name
- ☐ (1/2 point) Window appearance is professional
- ☐ (1/2 point) Timer included that closes window after 5 seconds
- ☐ (1/2 point) Button included to start application immediately
- ☐ (1/2 point) Button included to exit application immediately (Cancel button)
- ☐ (1/2 point) Method documentation (grammatically correct) included for all methods

### Window Layout

- ☐ (1/2 point) Appropriate window icon
- ☐ (1/2 point) Window centered on screen
- ☐ (1/2 point) Window title is appropriate
- ☐ (1/2 point) Group boxes used to group similar items
- ☐ (1/2 point) Group boxes are appropriately labeled
- ☐ (1/2 point) Date picker used to allow user to enter exchange rate date
- ☐ (1/2 point) Three textboxes used to allow user to enter conversion rates
- ☐ (1/2 point) Textbox used to allow user to enter dollars to convert
- ☐ (1/2 point) Three equivalent foreign currency labels included
- ☐ (1/2 point) Exchange rate expiration date output label included
- ☐ (1/2 point) Window includes three pieces of clipart for Yen, Pound and Euro currency
- ☐ (1/2 point) All window objects appropriately labeled
- ☐ (1/2 point) Window objects have professional layout
- ☐ (1/2 point) Tab order is correct
- ☐ (1/2 point) All window objects referenced in code are appropriately named
- ☐ (1/2 point) Button access keys are appropriate
- ☐ (1/2 point) Calculate button is window Accept button
- ☐ (1/2 point) Clear button is window Cancel button

### Window Constants

- ☐ (1/2 point) Constant created for exchange rate expiration days (5)
- ☐ (1/2 point) Constant has appropriate name (UPPERCASE), type and description
- ☐ (1/2 point) Constant defined outside event methods, inside window class

**Calculate Click Event**

- ☐ (1/2 point) Variables created for all inputs
- ☐ (1/2 point) Variables created for all outputs
- ☐ (1/2 point) Exchange rates are decimals or doubles
- ☐ (1/2 point) Dollars to convert is decimal
- ☐ (1/2 point) Equivalent value variables are decimals
- ☐ (1/2 point) Variables have appropriate names (camelBack), types and descriptions (comments)
- ☐ (1/2 point) Try-Catch used to capture exchange rate entry errors
- ☐ (1/2 point) Error message appropriate
  
- ☐ (1/2 point) All input values properly converted to variables
- ☐ (1/2 point) Dollars to convert unwindwatted
  
- ☐ (1/2 point) Equivalent currency values calculated correctly
- ☐ (1/2 point) Exchange rate expiration date calculated correctly (uses constant)
  
- ☐ (1/2 point) Equivalent currency values windowwatted 2 decimals
- ☐ (1/2 point) Expiration date windowwatted appropriately
  
- ☐ (1/2 point) Exchange rates windowwatted 4 decimals
- ☐ (1/2 point) Amount to exchange windowwatted Currency
  
- ☐ (1/2 point) Focus set to Clear button after all processing complete

**Clear Click Event**

- ☐ (1/2 point) Exchange rate date set to current date
- ☐ (1/2 point) All textboxes cleared
- ☐ (1/2 point) All output labels cleared
- ☐ (1/2 point) Focus set to first input field after all processing complete

**Exit Click Event**

- ☐ (1/2 point) Program exits properly

**Window Initialized Event**

- ☐ (1/2 point) DatePicker DisplayDate initialized to current date (in xaml)
- ☐ (1/2 point) Welcome Screen object is initialized and displayed
- ☐ (1/2 point) If user selects exit button, application immediately ends
  
- ☐ (1/2 point) Date picker value set to student's research date
- ☐ (1/2 point) Exchange rates set to student researched rates

**Indentation**

- ☐ (1/2 point) Source code indented properly

### Challenge Points

- ☐ **(+2 points)** If all requirements met
  - ☐ (½ point) Symbols' ASCII values stored in window level character constants
  - ☐ (½ point) Symbols appended to labels on window Load
  - ☐ (½ point) Symbols surrounded by parenthesis
  
- ☐ **(+1 point)** If all requirements met (limited to +1 for all unit 4 programs)
  - ☐ (½ point) Version number displayed on the window
  - ☐ (½ point) Version number displayed in an appropriate location
  - ☐ (½ point) Version number defined using a constant
  - ☐ (½ point) Version constant added to window
  
- ☐ **(+1 point)** If all requirements met (limited to +1 for all unit 4 programs)
  - ☐ (½ point) Rate Expiration Date displayed using a custom date
  - ☐ (½ point) Custom date window is appropriate
  
- ☐ **(+1 point)** If all requirements met (limited to +1 for all unit 4 programs)
  - ☐ (½ point) Exit button anchored to bottom right
  - ☐ (½ point) Calc and Clear buttons anchored to bottom left
  - ☐ (½ point) Version number (if provided) anchored appropriately

### Window Level Documentation

- ☐ (½ point) Procedures alphabetized
- ☐ (½ point) Spacing used to make code readable
- ☐ (½ point) Appropriate in-line comments included
  
- ☐ (½ point) Each method includes a purpose description.
- ☐ (½ point) Purpose descriptions use complete sentences, grammatically correct, without spelling errors.
- ☐ (½ point) Purpose descriptions are accurate

### **Program Documentation**

- ☐ (1/2 point) Documentation module created
- ☐ (1/2 point) Documentation appearance is professional
- ☐ (1/2 point) Program name included
- ☐ (1/2 point) Student's name included
- ☐ (1/2 point) Program date included
- ☐ (1/2 point) Program's purpose uses complete sentences, is grammatically correct, without spelling errors.
- ☐ (1/2 point) Program's purpose is accurate and complete
  
- ☐ (1/2 point) Windows listed alphabetically
- ☐ (1/2 point) Window purpose descriptions use complete sentences, grammatically correct, without spelling errors.
- ☐ (1/2 point) Window purpose descriptions are accurate and complete
  
- ☐ (1/2 point) Change log included
- ☐ (1/2 point) (Updates only) Updates documented in change log

### **Program Design**

- ☐ (1/2 point) btnCalc sequence of commands same in design and code
- ☐ (1/2 point) btnClear sequence of commands same in design and code
- ☐ (1/2 point) Variable and object names in code same as in design
- ☐ (1/2 point)