

Programming Logic - Beginning
152-101

Math Program Evaluation Form

Name _____

Score _____ / 20

Update Value _____

[Make all corrections and resubmit to earn update points](#)

☒ Update Recommended

Math Project

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

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) Textboxes used to allow user to enter two numbers
- ☐ (1/2 point) Labels used to display six math equations
- ☐ (1/2 point) Window includes appropriate piece of clipart
- ☐ (1/2 point) All window objects appropriately labeled
- ☐ (1/2 point) Window objects have professional layout
- ☐ (1/2 point) Tab order is appropriate
- ☐ (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 Default button
- ☐ (1/2 point) Clear button is window Cancel button

Calculate Click Event

- ☐ (½ point) Variables created for all inputs
- ☐ (½ point) Variables created for all outputs
- ☐ (½ point) Inputs are integers
- ☐ (½ point) Output are integers, except for division (double)
- ☐ (½ point) Variables have appropriate names (camelCase), types and descriptions (comments)
- ☐ (½ point) Try-Catch used to catch input errors
- ☐ (½ point) Error message appropriate

- ☐ (½ point) All input values properly converted to variables
- ☐ (½ point) Equation results calculated correctly
- ☐ (½ point) Division calculation correctly calculates a double
- ☐ (+½ point) Try-Catch block used to prevent division by zero (or If statement)

- ☐ (½ point) Equations use concatenation correctly
- ☐ (½ point) Division results displayed with 2 decimal places
- ☐ (½ point) Integer division equation displays backslash
- ☐ (½ point) Modulus equation displays *mod*
- ☐ (½ point) Focus set to Clear button after all processing complete

Clear Click Event

- ☐ (½ point) Two inputs cleared
- ☐ (½ point) All output labels cleared
- ☐ (½ point) Focus set to first number

Exit Click Event

- ☐ (½ point) Program exits properly

Window Initialized Event

- ☐ (½ point) DatePicker DisplayDate initialized to current date (in xaml)
- ☐ (½ point) Welcome Screen object is initialized and displayed
- ☐ (½ point) MainWindow is hidden until after the welcome screen is completed

Indentation

- ☐ (½ point) Source code indented properly

Challenge Points

- ☐ (+1 point) If all requirements met
 - ☐ (½ point) Program inserts ÷ in division equation
 - ☐ (½ point) ÷ **not** inserted in integer division and modulus equations
- ☐ (+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) 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) Methods 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

- ☐ (½ point) Documentation module created
- ☐ (½ point) Documentation appearance is professional
- ☐ (½ point) Program name included
- ☐ (½ point) Student's name included
- ☐ (½ point) Program date included
- ☐ (½ point) Program's purpose uses complete sentences, is grammatically correct, without spelling errors.
- ☐ (½ point) Program's purpose is accurate and complete
- ☐ (½ point) Windows listed alphabetically
- ☐ (½ point) Window purpose descriptions use complete sentences, grammatically correct, without spelling errors.
- ☐ (½ point) Window purpose descriptions are accurate and complete
- ☐ (½ point) Change log included
- ☐ (½ point) (Updates only) Updates documented in change log

Program Design

- ☐ (½ point) btnCalc sequence of commands same in design and code
- ☐ (½ point) btnClear sequence of commands same in design and code
- ☐ (½ point) Variable and object names in code same as in design
- ☐ (½ point)