Programming Logic - Beginning 152-101

Quiz Statistics Evaluation Form

Name	
Score/ 20	
Update Value	
Make all corrections and resubmit to earn update points	

$\overline{\checkmark}$	Update Recommended	
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Quiz Statistics Praiget					
Quiz Statistics Project ☐ (½ point) Appropriate project icon (can be same as form icon)					
	$(\frac{1}{2} \text{ point})$	Form file names match form object names (frmXxxx).			
	(72 point)	Form the names match form object names (minxxxx).			
We	elcome Screer	1			
	(½ point)	Form centered on screen			
	(½ point)	Form title is appropriate			
	(½ point)	Form includes application name			
	(½ point)	Form appearance is professional			
	(½ point)	Timer included that launches application after 5 seconds			
	(½ point)	Button included to start application immediately			
	(½ point)	Button included to exit application immediately (Cancel button)			
	(½ point)	Method documentation (grammatically correct) included for all methods			
Eo.	um I avaut				
	rm Layout	Annuantiata formican			
	(½ point)	Appropriate form icon			
	(½ point)	Form centered on screen			
	(½ point)	Form title is appropriate			
	(½ point)	Group boxes used to group similar items			
	(½ point)	Group boxes are appropriately labeled			
	(½ point)	Date picker used to get quiz date			
	(½ point)	Textboxes used to allow user to enter five quiz scores			
	(½ point)	Labels used to display percentages for each quiz			
	(½ point)	Labels used to display quiz statistics (total, average, average percent)			
	(½ point)	Label used to display next quiz date			
	(½ point)	Form includes appropriate piece of clipart			
	(½ point)	All form objects appropriately labeled			
	(½ point)	Form objects have professional layout			
	(½ point)	Tab order is appropriate			
	(½ point)	All form objects referenced in code are appropriately named			
	(½ point)				
		Calculate button is form Accept button			
	(½ point)	Clear button is form Cancel button			
	ogram Consta				
	(½ point)	Maximum quiz value defined using a constant			
	(½ point)	Days to next quiz defined using a constant			
	` 1 /	Constants have appropriate names (UPPERCASE), types and descriptions			
1	(1/2 point)	Constants defined outside event methods inside form class			

	(½ point) (½ point) (½ point) (½ point) (½ point) (½ point)	Event Variables created for all inputs Variables created for all outputs Inputs are appropriately typed Outputs are doubles Variables have appropriate names (camelBack), types and descriptions (comments)
	(½ point) (½ point)	Try-Catch used to catch input errors Error message appropriate
	(½ point) (½ point) (½ point) (½ point) (½ point) (½ point) (½ point)	All input values properly converted to variables Quiz percentages calculated correctly (doubles) Total of all scores calculated correctly Average of all scores calculated correctly (double) Average percentage calculated correctly Next quiz date calculated correctly
	(½ point) (½ point) (½ point) (½ point) (½ point)	Percentages displayed with 1 decimal place Format as percent Total score formatted appropriately Quiz average formatted appropriately Date formatted as short date (or custom) Focus set to Clear button after all processing complete
	car Click Eve (½ point) (½ point) (½ point) (½ point)	Inputs cleared Quiz date set to today's date All output labels cleared Focus set to first input field
Exi	it Click Even (½ point)	t Program exits properly
For	rm Load Eve (½ point) (½ point)	nt Maximum quiz value displayed in one label (Max: ##) DatePicker initialized to current date
	(½ point) (½ point) (½ point)	Defines form Welcome variable pointer Displays form as Dialog and saves result If user selects exit button, application immediately ends
Indentation ☐ (½ point) Source code indented properly		

	allenge Point (+1 point) ☐ (½ point) ☐ (½ point) ☐ (½ point) ☐ (½ point) ☐ (½ point) ☐ (½ point)	If all requirements met (limited to +1 for all unit 4 programs) nt) Version number displayed on the form nt) Version number displayed in an appropriate location nt) Version number defined using a constant
	(+1 point) ☐ (½ point) ☐ (½ point)	,
	(+1 point) ☐ (½ point) ☐ (½ point) ☐ (½ point) ☐ (½ point)	nt) Calc and Clear buttons anchored to bottom left
	rm Level Doc	
	(½ point)	Methods alphabetized
	(½ point)	Spacing used to make code readable
	(½ point)	Appropriate in-line comments included
	(½ point) (½ point)	Each method includes a purpose description. Purpose descriptions use complete sentences, grammatically correct, without
_	(72 point)	spelling errors.
	(½ point)	Purpose descriptions are accurate
Pro	ogram Docum	nentation
	(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
	\ 1 /	spelling errors.
	(½ point)	Program's purpose is accurate and complete
	(½ point)	Forms listed alphabetically
	(½ point)	Form purpose descriptions use complete sentences, grammatically correct,
	(/2 point)	without spelling errors.
	(½ point)	Form 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 date		
	(½ point)			