

Project grading guidelines
CS152 – Dr. Shaffer
Due: February 15, 2007

Except for the first project, which is an empirical study, all of the CS152 projects are graded according to a rather simple criteria: your solution must be correct and complete to receive 80% credit for the project. The additional 20% will be broken down as follows:

1. You must provide evidence of thorough testing of your solution. This evidence should generally be in the form of unit tests. Your testing should be thorough in that it should test every required functionality of your classes or any functionality implied by public methods in your class.
2. Any class(es) you are asked to create in the problem statement must be in your solution. If the problem statement doesn't ask you to create specific classes then you must make a careful and informed decision about what classes should be part of your solution and your classes must be named to reflect their purpose.
3. Exceptions should be thrown (and caught) appropriately. Generally exceptional conditions will be documented as part of the project description but in some cases it is left to your discretion. As a simple example, if you are implementing a "List-like" class you should throw an exception if someone attempts to remove a non-existent element.
4. Your code should follow the Java style conventions presented in the book. This includes, but is not limited to: location of braces, indentation, method and class comments, and naming conventions.

As indicated in the Syllabus, cooperation is forbidden on Individual projects. Group and "Open" projects have their own specific restrictions...see the syllabus for details. I don't expect us to have any Open projects.