CS 2500 Grading Scale, Spring 2011
Developed by Jonathan Ebie, partly based on ideas derived from Professor Sarraille's

Total points per lab: 100

Does not compile: we will not grade, but will contact you, fix/replace asap to pass
(d.n.c) (see Professor Martin)

Electronic(10%):
      Incorrect file names: -10
      README files missing: -2

Script(20%)(critical):
      all testing required/partially met/inadequate: 0, -5, -10
      partially/completely missing: -10, -20

Output(10%):
      sufficiently/partly/not formatted: 0, -2, -4
            (n or partially) + (f.)
      reasonable/partially/confusing understood prompts and descriptions (critical):
            0, -3, -6
            (n or partially) + (u.p./d.)
      sufficient/insufficient prompts/descriptions: 0, -5
            (n or partially) + (p./d.)

C++ code design(30%):
      sufficient/partial/no comments: 0, -3, -6
            (partial/no) + (c.)
      inappropriate variable name: n*-4, n is each wrong variable
            (v.(n))
      complete/partial/missing function descriptions: 0, -5, -10
      all/partial/no required code included (loops, if-else etc.)(critical): 0, -15, -30
            (n or partially) + (r.c.i)
      sufficient/partly/no indentation: 0, -4, -8
      sufficient/partial/poor code organization/use(Critical): 0, -6, -12
      sufficient computation complexity: 0, -4, -8
      (not wasting lines when several computations can be combined into one line
            when applicable)
      all/partial/no specified functions(if any) called: 0, -6, -12

Logical(critical)(30%):
      all/partial/no computation code works: 0, -7, -15
            (n or partially) + (c.c.w)
      all/partial/no critical code works correctly(loops, if-else, etc.): 0, -3, -5
      program does/partially/does not do as intended: 0, -15, -30
            (n or partially) + (w.a.i)