Criteria for grading

14 points in total - Minimum to pass 8, according to 5 dimensions:

1) Functionality (Coverage of the requirements)

A: all functions implemented
B: (-1 point) if a minor functional specification or requirement is not implemented or not correctly implemented (logical errors)
C: (-2 points) if 2 functions or requirements are not implemented or not correctly implemented
D: (-3 points) if 3 functions or requirements are not implemented or not correctly implemented
Fail: if many functions or requirements are not implemented and the project is very much smaller than the requested one

2) GUI usability

A: if the GUI is well designed
B: (-1 point) if there are some small issues, such as labels that cannot be read easily or strange names.
C: (-2 points) When there are small issues and it is not immediate to understand how a function can be executed through the GUI.
D: (-3 points) If there are more severe problems, such as windows that are popping up without content of labels that are not shown
Fail: severe problems such as the GUI blocks or you cannot go back to the beginning of the interaction state

3) Errors and exceptions

A: if no run time errors or exceptions
B: (-1 point) If you got one or more run time error or exception but the application is still running.
C: (-2 points) If many errors or exceptions are raised.
Fail: There are many exceptions and the application cannot be used.

4) Code structure

A if the code is well written and well structured (e.g., a reasonable number of classes is used and the naming conventions are applied)
B (-1 point) if the student has not created a reasonable set of classes or the code is messy with strange names and unclear method calls

5) Fix to Start:

Fail: If the application does not start or some necessary files are not found.

6) Optional functionality

If the optional functionality is implemented the student gets one additional point (on top of the standard project evaluation) and is candidate for laude.

In addition to the points from the project, the students may get up to 2 points from the lab assignments (explained in the lab 1) up to 14 points.

Formula for the project evaluation:
Project mark = 14 - negative points
Final mark = min(Project mark + lab points, 14) + 1 if the additional function was
Example:
A student gets the following scores:
Functionality: A
User Interface: B(-1)
Exception: C(-2)
Quality of the Code: A
Optional functionality done

14 - 3 = 11
Final mark: 11 + 1 from lab assignments + 1 optional function = 12 + 1

Student ID: 13239

Functionality: D (-3) The information whether a game is tried or done is not correctly managed (the information of how many games are tried or done is not correctly updated). A game done is then shown as new when the application is restarted. By clicking on the "Check it" button some games are marked as non solved even if they are correctly solved.
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 3 = 11
Final mark: 11 + 2 from lab assignments = 13

Student ID: 13135

Functionality: A
User Interface: A
Exception: B (-1) An exception appeared when a new user was entered.
Quality of the Code: A
Optional functionality done

14 - 1 = 13
Final mark: 13 + 0 from lab assignments + 1 optional function = 14

Student ID: 13388

Functionality: A
User Interface: B (-1) Under Windows 8.1 (and also on a Mac) the 4th row of the sudoku game is not shown completely.
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 1 = 13
Final mark: 13 + 2 from lab assignments = 14

Student ID: 13412

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality done

14 - 0 = 14
Final mark: 14 + 2 from lab assignments + 1 optional function = 15

Student ID: 13545

Functionality: C (-2) Mark "done" or "tried" is not saved in the file. Requirement regarding the users' performance was not implemented.
User Interface: B (-1) Entering numbers with buttons is not usable.
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 3 = 11
Final mark: 11 + 2 from lab assignments = 13

Student ID: 13173

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality done

14 - 0 = 14
Final mark: 14 + 2 from lab assignments + 1 optional function = 15

Student ID: 13483

Functionality: C (-2) List of compatible numbers of the cell is missing. The state of a game ("done" or "tried") is not immediately shown updated in the GUI (you must exit and reload the app).
User Interface: B (-1) User has to discover that after entering the nickname he has to press enter.
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 3 = 11
Final mark: 11 + 0 from lab assignments = 11

Student ID: 13389

Functionality: B (-1) Status "tried" is not correctly assigned to a game that was tried but not completely filled all the empty cells.
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 1 = 13
Final mark: 13 + 2 from lab assignments = 14

Student ID: 10110947
Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality done (but no description of the algorithm)

14 = 14
Final mark: 14 + 2 from lab assignments + 1 optional function = 15-

Student ID: 13140

Functionality: B (-1) Status of a game is not correctly updated, even after restarting the application.
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 1 = 13
Final mark: 13 + 2 from lab assignments = 14

Student ID: 13180

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 0 = 14
Final mark: 14 + 2 from lab assignments = 14

Student ID: 13561

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 0 = 14
Final mark: 14 + 2 from lab assignments = 14

Student ID: 13372

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 0 = 14
Final mark: 14 + 2 from lab assignments = 14

Student ID: 13146

Functionality: A
User Interface: A  
Exception: A   
Quality of the Code: A   
Optional functionality not done

14 = 14  
Final mark: 14 + 2 from lab assignments = 14

Student ID: 13546

We could not run the project without fixing absolute path defined in the code. This FAILS the project.

Functionality: D (-3) Timer, users' statistics window, list of compatible numbers, reset button are not implemented.  
User Interface: C (-2) the app closes after you try a game. If you want to see the statistics you have to exit and start again the app.  
Exception: A   
Quality of the Code: A   
Optional functionality not done

Final mark: FAIL

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Student ID: 10110548

Functionality: A   
User Interface: A   
Exception: A   
Quality of the Code: A   
Optional functionality not done

14 - 0 = 14  
Final mark: 14 + 0 from lab assignments = 14

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Student ID: 13175

Functionality: A   
User Interface: A   
Exception: A   
Quality of the Code: A   
Optional functionality done

14 - 0 = 14  
Final mark: 14 + 2 from lab assignments + 1 optional function = 15

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Student ID: 13414

Functionality: A   
User Interface: A   
Exception: A   
Quality of the Code: A   
Optional functionality done

14 - 0 = 14  
Final mark: 14 + 2 from lab assignments + 1 optional function = 15

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Student ID: 9602

Functionality: FAIL the new, tried, done status management is not implemented. We solved a game but the system says that is not solved. User’s statistics is not implemented. A dialogue saying that the game is solved is continuously shown even after the user clicks ok.
User Interface: C The GUI design is not nice, especially the layout, the grids are not aligning with each other.
Exception: C exceptions are raised
Quality of the Code: A But a good code should include comments.
Optional functionality not done

Final mark: FAIL

Student ID: 13333

Functionality: A
User Interface: A
Exception: B When the user clicks the cancel on the dialogue generated by clicking the button “Random Game” a java.lang.NullPointerException is raised.
Quality of the Code: A
Optional functionality not complete

14 - 1 = 13
Final mark: 13 + 2 from lab assignment = 14

Student ID: 13282

Fix to Start! (the application is using absolute path) it could not start without fixing it. FAIL

Functionality: FAIL the check of the game is not correct (a game not correctly solved is said to be solved)
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

Final mark: FAIL

Student ID: 13179

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 0 = 14
Final mark: 13 + 2 from lab assignment s = 14

Student ID: 11457

Functionality: D (-3) There is no user’s statistics of his performance. There is no possibility to enter compatible numbers for a cell. Timer is not running.
User Interface: C (-2) Entering a number is difficult (it opens a dialogue).
Exception: A
Quality of the Code: B (-1) The code can be better structured, e.g., you should separate the functionalities in more classes.
Optional functionality not done

14 - 6 = 8
Final mark: 8 + 1 from lab assignments = 9

Student ID: 13626

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 0 = 14
Final mark: 14 + 0 from lab assignments = 14

Student ID: 1011988

Functionality: C (-2) If you try a game this is not immediately shown in the GUI (you must reload the app to see this). Each cell should have a space for entering compatible numbers and this is not the case in your app.
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 2 = 12
Final mark: 12 + 2 from lab assignments = 14

Student ID: 13386

Functionality: A
User Interface: A
Exception: B (-1) If the user has not filled all the cells and performs the check, a java.lang.NumberFormatException is raised
Quality of the Code: A
Optional functionality not done

14 - 1 = 13
Final mark: 13 + 2 from lab assignments = 14

Student ID: 13133

Functionality: A
User Interface: B (-1) The app does not show on a Mac what games are actually done, tried or new.
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 1 = 13
Final mark: 13 + 2 from lab assignments = 14

Student ID: 11575
FAIL the project has some compilation errors.

Functionality: FAIL No space for entering the compatible numbers, the about menu does not show any useful information. It is not possible to load a single game.
User Interface: A
Exception: FAIL several exceptions
Quality of the Code: A
Optional functionality not done

Final mark: FAIL

Student ID: 13188

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 = 14
Final mark: 14 + 0 from lab assignment = 14

Student ID: 13482

Functionality: B The info about the game status is not shown.
User Interface: C Very inconvenient way to enter the numbers, the numbers are shown in the cell with low contrast with the background, it is difficult to read.
Exception: B If the user has not solved any game the average time is nan
Quality of the Code: A
Optional functionality not done

14 - 4 = 10
Final mark: 10 + 2 from lab assignment = 12

Student ID: 13532

Functionality: A
User Interface: B (-1) In the dialogue where you have to enter the nickname pressing cancel does not have any effect.
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 1 = 13
Final mark: 13 + 2 from lab assignments = 14

Student ID: 13413

Functionality: A
User Interface: A
Exception: C (-2) Exception is raised when parsing the game
number
Quality of the Code: A
Optional functionality done

14 - 2 = 12
Final mark: 12 + 2 from lab assignments + 1 optional function = 15

Student ID: 13186

Functionality: C (-2) If a game is tried or done this is not stored in a persistent way, so the next time you load the app you lose this information. There is no user statistics.
User Interface: B (-1) It was very difficult to understand that to enter a number in the cell you must enter one number in the compatible numbers space and the press enter.
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 3 = 11
Final mark: 11 + 0 from lab assignments = 11

Student ID: 13149

Functionality: A
User Interface: B (-1) You must finish a game in order to go back to the main window.
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 1 = 13
Final mark: 13 + 2 from lab assignments = 14

Student ID: 13627

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 1 = 13
Final mark: 13 + 2 from lab assignments = 14

Student ID: 13177
You have not sent a project but simply the source code :-(

Functionality: A
User Interface: A
Exception: A
Quality of the Code: A
Optional functionality not done

14 - 0 = 14
Final mark: 14 + 2 from lab assignments = 14