HW 2 – Grading Rubric

Recall the General Instructions for Grading Programs.

Eclipse project for this assignment: ObjectsAndMethods

Points to be awarded:

1. UsingStrings class – 2 points for each of the 5 TODO's
   (so 10 points total).

   - Per the above link, additionally deduct points for poor style or documentation on this and all succeeding items.

2. SomeTypes – 5 points for each of the 2 TODO's
   (so 10 points total).

3. FourRectanglePrinter – 2 points for each of the following
   (so 10 points total):

   - Constructs a Rectangle using the 4 random values generated in the code.

   - Prints the location of the Rectangle.

   - Translates and prints the location once correctly.

   - Translates and prints the location a second time correctly.

   - Translates and prints the location a third time correctly.

   Grader: It is OK if their translations assume the ordinary coordinate system, where increasing x values goes to the right and increasing y values go UP. In fact, the coordinate system in the Java Swing classes (like Rectangle) have increasing y go DOWN. So OK if they have translations that decrease y or increase y – both are fine.

4. WordGames – 5 points for each of the three TODO's
   (so 15 points total).

Total: 45 points.