

CSE 113 Spring 2010 - Lab 1 Assessment Grading - Elephants

Name:                      Lab 1 score:

Grader: Haifan Yao (haifanya@buffalo.edu)

Please email grader with any questions regarding your lab score.

[A] Turning something in/attending assessment (10 points)

You receive 10 points if you attended the assessment and turned at least something in at the end of the allotted time. If you turned in nothing, 0 points are awarded.

You earned:

[B] The up arrow causes the elephant to move (15 points)

If the up arrow is not indicated correctly or another key is used, award only 7 points. If the move() method is not called correctly, award only 7 points.

You earned:

Comments:

[C] The elephant must turn left 45 degrees when user presses l key (15 points)

If the l key is not used for this procedure (especially if it is the upper-case L), award only 7 points. If the degrees are not passed in as negative, award only 7 points.

You earned:

Comments:

[D] Create Food actor (10 points - no partial credit)

You earned:

[E] Food moves 55% of the time (15 points)

If there is a mistake the processing of the % (off by one errors), deduct 5 points. If there is more than one problem with the code, deduct 10 points.

You earned:

Comments:

[F] If the food is at the edge of the world, it should turn 17 degrees (15 points)

If there are problems with the code, deduct 8 points.

You earned:

Comments:

[G] If the food sees an elephant, the scenario should stop (20 points)

If the parameters to canSee are not correct, award only 10 points. If the correct call is not placed to stop in the Greenfoot class, award only 10 points.

You earned:

Comments:

CSE 113 Spring 2010 - Lab 1 Assessment Grading - Wall

Name:                      Lab 1 score:

Grader: Haifan Yao (haifanya@buffalo.edu)

Please email grader with any questions regarding your lab score.

[A] Turning something in/attending assessment (10 points)

You receive 10 points if you attended the assessment and turned at least something in at the end of the allotted time. If you turned in nothing, 0 points are awarded.

You earned:

[B] The shamrock should move 78% of the time (15 points)

If there is a mistake the processing of the % (off by one errors), deduct 5 points. If there is more than one problem with the code, deduct 10 points.

You earned:

Comments:

[C] If the shamrock is at the edge of the world, it should turn -24 degrees (15 points)

If there are problems with the code, deduct 8 points.

You earned:

Comments:

[D] Create Boy actor (10 points - no partial credit)

You earned:

[E] The "f" key causes the boy to move (15 points)

If the "f" key is not indicated correctly or another key is used, award only 7 points. If the move() method is not called correctly, award only 7 points.

You earned:

Comments:

[F] The boy must turn left 38 degrees when user presses left arrow key (15 points)

If the left arrow key is not used for this procedure, award only 7 points. If the degrees are not passed in as negative, award only 7 points.

You earned:

Comments:

[G] If the shamrock sees an boy, the scenario should stop (20 points)

If the parameters to canSee are not correct, award only 10 points. If the correct call is not placed to stop in the Greenfoot class, award only 10 points.

You earned:

Comments:

CSE 113 Spring 2010 - Lab 1 Assessment Grading - Board Game

Name:                      Lab 1 score:

Grader: Haifan Yao (haifanya@buffalo.edu)

Please email grader with any questions regarding your lab score.

[A] Turning something in/attending assessment (10 points)

You receive 10 points if you attended the assessment and turned at least something in at the end of the allotted time. If you turned in nothing, 0 points are awarded.

You earned:

[B] The up arrow causes the piece to move (15 points)

If the up arrow is not indicated correctly or another key is used, award only 7 points. If the move() method is not called correctly, award only 7 points.

You earned:

Comments:

[C] When the user presses the "r" key, the piece turns a random number of degrees between 1 and 90 (20 points). Code to recognize the "r" key (5 points). Code for turn (5 points). Random number method called (5 points). Shift to get proper range (5 points).

You earned:

Comments:

[D] The piece must turn left 45 degrees when user presses l key (15 points)

If the l key is not used for this procedure (especially if it is the upper-case L), award only 7 points. If the degrees are not passed in as negative, award only 7 points.

You earned:

Comments:

[E] Create Enemy actor (10 points - no partial credit)

You earned:

[F] Enemy moves 43% of the time (15 points)

If there is a mistake the processing of the % (off by one errors), deduct 5 points. If there is more than one problem with the code, deduct 10 points.

You earned:

Comments:

[G] If the enemy is at the edge of the world, it should turn -36 degrees (15 points)

If there are problems with the code, deduct 8 points.

You earned:

Comments:

CSE 113 Spring 2010 - Lab 1 Assessment Grading - Urban Planning

Name:                      Lab 1 score:

Grader: Haifan Yao (haifanya@buffalo.edu)

Please email grader with any questions regarding your lab score.

[A] Turning something in/attending assessment (10 points)

You receive 10 points if you attended the assessment and turned at least something in at the end of the allotted time. If you turned in nothing, 0 points are awarded.

You earned:

[B] Castle moves 67% of the time (15 points)

If there is a mistake the processing of the % (off by one errors), deduct 5 points. If there is more than one problem with the code, deduct 10 points.

You earned:

Comments:

[C] If the castle is at the edge of the world, it should turn 57 degrees (15 points)

If there are problems with the code, deduct 8 points.

You earned:

Comments:

[D] Create Peasants actor (10 points - no partial credit)

You earned:

[E] The "m" key causes the peasants to move (15 points)

If the "m" key is not indicated correctly or another key is used, award only 7 points. If the move() method is not called correctly, award only 7 points.

You earned:

Comments:

[F] When the user presses the right arrow key, the peasants turn a random number of degrees between -30 and 30 (20 points). Code to recognize the right arrow key (5 points). Code for turn (5 points). Random number method called (5 points). Shift to get proper range (5 points).

You earned:

Comments:

[G] The piece must turn left 45 degrees when user presses the left arrow key (15 points)

If the left arrow key is not used for this procedure, award only 7 points. If the degrees are not passed in as negative, award only 7 points.

You earned:

Comments: