Lab 7 Grading Rubric -

Please email Alex (yuanzhan@buffalo.edu) if you have questions regarding your grade.

(10 points) If you click on the player's board before clicking on a ship button, an error message should be displayed.
      You received:

(15 points) Clicking on the button causes the ship to be placed in the holder, but not on the screen. If the ship appears after clicking on the button, award no points for this section. Otherwise, testing the functionality of the next section will show that this section is working.
      You received:

(25 points) After clicking on a button, clicking on the board will place the appropriate ship there.
      You received:
      Comments:

(10 points) After a ship is placed on the screen, further clicks do not move the ship, but either do nothing or generate the same error as mentioned in part 1.
      You received:

(20 points) After a ship is placed, the appropriate buttons are disabled.
      You received:

(20 points) If you try to place a ship so that it would go over the edges of the board, an error message is displayed.
      You received:
      Comments:

Deductions:

Attendance deduction (10 points for each missing recitation):

Late:

Total Score for Lab 7: