CS100M Fall 2003: Project 2 Grading Guide

Scores
•  c and s stand for correctness and style; see table below.
•  An item marked ** counts as two items (errors).
•  Give bonus point(s) for exemplary work.

<table>
<thead>
<tr>
<th>Score</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td># correctness errors</td>
<td>Nothing turned in</td>
<td>8+</td>
<td>5-7</td>
<td>3-4</td>
<td>2</td>
<td>0,1</td>
</tr>
<tr>
<td># style errors</td>
<td>Nothing turned in</td>
<td>8+</td>
<td>6-7</td>
<td>4-5</td>
<td>2-3</td>
<td>0,1</td>
</tr>
</tbody>
</table>

General
(s0a) proper code indentation
(s0b) using named constants, appropriate comments, and meaningful variable names
(s0c) line length limited to 70 characters
(s0d) appropriate code headers

1. Newton
   (c1a) Correctly asks the user for number and guess.
   (c1b) Gets a reasonably correct answer for cube roots.
   (c1c) Correctly applies and uses Newton’s method.
   (c1d) Has a reasonable stopping condition.
   (c1e) Does not check the error by checking against the real cube root of the number. 😐
   (s1a) Nicely formatted output.
   (s1b) Appropriately commented.

2. Kelly the Castaway, Part 1
   (c2a) Calculates how much is eaten and the associated weight gain in each month correctly.
   (c2b) Calculates how much weight is lost each month correctly.
   (c2c) Correctly terminates either when Kelly dies or is rescued.
   (c2d) Correct program structure.
   (s2a) **Nicely formatted output. (Essential for this problem)
   (s2b) Appropriately commented.
   (s2c) Not offensively redundant.

3. Kelly the Castaway, Part 2, “Kelly Pasteur”
   (c3a) Kelly now saves indefinitely whatever cannot be eaten from month to month.
   (c3b) All necessary data is plotted correctly.
   (s3a) The changes to kelly.m to accommodate (c3a) and (c3b) are not excessive.
   (s3b) The plot is titled and axes labeled correctly and clearly.