CMPS 1043, 1063, 2143, 2433, 3013, and CMPS 4143
Dr. Stringfellow's Program Grading

All programs must be turned in to pass the class.

Program Due Dates: Programming assignments are due at the beginning of class. Any program not handed in at the beginning of class will be considered late (unless turned in earlier).

Late programs are penalized as follows:
- If the program is turned in within 24 hours from the start of class on the due date, then 10% of the maximum possible program score will be deducted from the program grade.
- If the program is turned in after the 24 hour period, but before the start of the first class following the class on the due date, then the penalty is 30% of the maximum possible score.
- If the program is turned in after that, but before one week after the due date at the start of class time, then the penalty is 50% of the maximum possible score.
- No programs will be accepted after one week following the due date.

One exception to this is the last programming assignment of the course; the latest it will be accepted is noon of the last week of the course.

Program Grading Policy: The following will be considered in grading a programming assignment. This is not an exhaustive list.

- output results
  - programs MUST compile ... I will NOT accept a program that does not compile
  - correct output, check results BY HAND (You may lose up to 50% for incorrect output.)
  - easy to understand prompts
- programming method
  - use of concepts covered in class and asked for in assignment
  - no unnecessary code (debugging statements, statements duplicated in if-else)
- program style
  - use of blank lines
  - no wrap-around text in code (print in landscape mode, if necessary)
  - indentation consistent
  - naming of variables, constants, functions, etc. meaningful
- comments
  - comment for name, file name, narrative description, interface analysis, constants at beginning of program
  - location of comments, indentation, positioning near code it describes
  - comments on line before each block of code (including every loop, if)
  - agreement of comment content with what code does
  - a function declaration (ie prototypes) have comments indicating its purpose, what it receives from parameter list and what it returns
- output format
  - use of blank lines and spaces
  - introductory and exit screens
  - no wrap-around text
- charts or diagrams (if required)

You Must Turn In:
- all program files
- all input and output files and screen dumps of interactive I/O
- a memory stick that has on it the project, including the executable (unless I specifically say not to)
- put it in a envelope (unless I specifically say not to)