## **Computer Science 110**

## **Guidelines for Final Program**

- 1. Your program should begin with an attractive title screen. This should include a simple animation and sound. It should show the name of your project and tell what this project is designed to do.
- 2. Put a menu item <u>About on this form</u>. If you select <u>About</u>, it should show a form that displays your name, Computer Science 110, and the date. This form should have a button that will take you back to the title screen.
- 3. Your project should use as many of the programming techniques we have learned as possible.
- 4. Your mark will depend on:
  - a. Does it work?
  - b. Does it run smoothly?
  - c. Does it meet the guidelines?
  - d. Is it user friendly?
  - e. Have all objects been named properly?
  - f. Have variables been declared properly?
  - g. Level of difficulty.
- Bonus marks can be earned by looking up and using techniques we have not yet studied. I have several reference books in the classroom.
- 6. Your project must be saved in a subdirectory within your folder called **Final**. You must make sure that <u>all program files</u> are saved in this directory—all form files, project file, picture files.

## Final Program Rubric

Content	Student Score	Maximum Score	
Title Page			/12
Name of Project &     Description		2	
<ul> <li>Animation</li> </ul>		5	
Sound or Music		5	
About Menu			/7
Use a menu Strip     off of Title page		2	
<ul> <li>Names of Students in Group</li> </ul>		1	
• Date		1	
• Course		1	
<ul> <li>Button to Go Back to Title Page</li> </ul>		2	
<b>General Items</b>			/35
<ul> <li>Comments         describing         calculations</li> </ul>		2	
<ul> <li>Comments to include Name(s), Date, Project in code (Hint ')</li> </ul>		2	
At least 4 forms		2	
Objects named correctly		2	
<ul><li>Does it work?</li></ul>		2	
<ul> <li>Is it user friendly?         Are Directions         given?     </li> </ul>		2	
<ul> <li>Difficultly Level</li> </ul>		3	
Random Numbers		5	
Global/ Module		5	
<ul><li>Totaling</li></ul>		5	
Conditional     Statements (If Else)		5	
Creativity		3	
Directions for Users		3	
Total			/60