## MSOE EECS Department SE1021: Week 4 Lab Grading Checklist Dr. Yoder Name:

Item	Points
Code <i>follows</i> the style guide	/ 4
Code <i>follows</i> the Javadoc and UML provided with the assignment	/3
Code <i>uses</i> named constants instead of magic numbers	/1
Code <i>uses</i> correct access modifiers on instance variables	/1
Code <i>uses</i> correct modifiers on methods	/1
Math.cos and Math.sin <i>used</i> correctly	/1
Code is refactored to <i>avoid</i> duplicate code while adhering to UML	/1
Code <i>avoids</i> off-by-one errors	/1
Code <i>avoids</i> integer division errors	/1
<b>Demo</b> during Week 5 Lab	/1
<b>Demo</b> circles drawing correctly	/1
At the end of Shape.java, include the comment from the submission	/1
instructions with:	
Introduction: Describe the lab in your own words (You may use the space	
below)	
Summarize what you learned during this lab (You may use the space below)	/1
Things you liked about the lab or suggestions for improvement	/1
Follow submission instructions below	/1
Total	/ 20

- **Staple** this lab cover sheet on top of all the materials you are submitting.
- Submit your work in the *order* listed above.
- In addition to the materials above, submit any other supporting materials you create while working the lab where they fit best in your report.
- Also upload your code through Dr. Yoder's upload page. (Not Dr. Taylor's!)
- Your demo is due during the lab period. Your lab packet is due by 9 AM on the day after the lab is performed. You may do your (late) demonstration after submitting your lab packet if necessary. There is a 1 point per day late penalty on the demo. The maximum late penalty for the report+demo per day is 2 points. Slip your submitted lab packet under my office door or submit your packet to me during the laboratory.