CS 20: Draw Something, Anything Rubric

Outcomes include:

<u>CS20-CP1</u>: Apply various problem-solving strategies to solve programming problems throughout Computer Science 20. (e) Use flowcharts, pseudocode and/or visual programming environments to model the logic of algorithms.

<u>CS20-CP2</u>: Use common coding techniques to enhance code elegance and troubleshoot errors throughout Computer Science 20. (a) Discuss and implement appropriate coding style (e.g., indentation and comments) and naming conventions for the programming language used in Computer Science 20.

4	3	2	1	0
The program runs properly with no errors Code is organized and easy to read Image is complex and recognizable Program includes a header with all necessary information File name relates to the program	The program runs properly with no errors Code is organized and easy to read Image is recognizable Program includes a header with all necessary information File name relates to the program	Minor errors in the code that do not prevent the code from running Code may be difficult to follow Image is recognizable The header may be missing important information File name may not relate to the program	Errors in code prevent it from running Code may be difficult to follow The header may be missing important information or no header at all File name may not relate to the program	Submitted code is incomplete or major errors prevent it from running