

Flip – Engagement Grade

- Labs and projects: Graded on a 10-point scale based on effort and achievement:

- 11-12 points — exceeds specifications (includes extra credit features)
- 10 points — meets or largely meets the specifications
- 7 points — falls short of meeting specifications (bugs and/or incomplete)
- 3 points — some effort but well short of meeting specifications
- 0-1 point — generative AI and/or other resources used as a learning cheat

Most assignments that earn 3 or more points on the initial handin can be revised and resubmitted once. The grade for the revised version will replace the original grade and, because understanding and correcting mistakes is a valuable part of learning, an additional point will be earned for a substantive revision effort.

- based on appropriately-directed effort
 - has a program that meets the specifications of the assignment been achieved?
- doesn't necessarily reflect level of mastery of competencies
 - see written feedback for that

Flip – Mastery Grade

- based on final handin and interview

- Exams and interviews: Mastery is graded on the following scale:

- *Outstanding* (100): surpasses the learning objective; demonstrates a thorough, deep, and nuanced understanding of the concepts; few to no errors
- *Proficient* (90): fully meets the learning objective; demonstrates a solid and consistent understanding; few errors
- *Satisfactory* (70): adequately meets the learning objective; demonstrates a basic understanding, though gaps may exist; work is functional but may lack depth or attention to detail
- *Unsatisfactory* (45): partially meets the learning objective; demonstrates limited understanding with noticeable gaps or errors; requires significant revision to meet expectations
- *Insufficient* (20): fails to meet the learning objective; demonstrates little to no understanding of the material; work is incomplete and/or contains major errors
- *Not applicable* (0): no evidence (work not handed in or no answer)

For a particular competency/skill, the top half (rounded up) of the scores will be averaged. "Satisfactory" (70) or higher is required for a passing grade on a particular competency. In addition, a passing grade for mastery as a whole is required to pass the course regardless of the engagement grade.

- competencies for this project will be outlined in the posted feedback

Flip – Revise-and-Resubmit

- require 3 or higher on the engagement score to be eligible for revise-and-resubmit
 - hand in something on time!
- for project 1 (flip and ooflip), if you did not hand in anything or scored below 3, meet with me to discuss revise-and-resubmit
- see schedule page for posted feedback, due date, and handin instructions

Flip – Revise-and-Resubmit

Why should you revise and resubmit?

- improve your engagement score
- get a bonus point for a substantive revision
- complete missing elements, fix bugs, improve on the competencies that will be assessed in the final handin

Be sure to review both the individual feedback and the posted feedback – ask / come to office hours with questions.

Flip – Assessed Competencies

Programming –

- addressing specifications
 - the program should do the task and meet the requirements laid out in the assignment
 - this requires understanding the problem statement, determining what the program must do, and designing a solution that meets those specific requirements
- correctness
 - the program should work correctly, producing the expected results for all valid inputs
- robustness
 - the program should gracefully handle errors resulting from invalid input and other unexpected conditions

Flip – Assessed Competencies

Programming –

- Java
 - demonstrates a solid understanding of Java
 - language elements are used correctly (syntax, semantics)
 - e.g. == vs .equals
 - language elements are used appropriately and when they should be used
 - e.g. arrays (or some other collection) to store a collection of values, instead of individual variables
 - e.g. loops instead of repeated similar code
- coding practices
 - follows consistent and established naming conventions
 - follows consistent and established formatting practices (auto format!)
 - whitespace enhances readability
 - Javadoc comments document the purpose, behavior, and parameters of methods and classes

Flip – Assessed Competencies

Program design –

- organization – functions
 - the program is organized into coherent, reusable, and well-defined functions
 - functions have a clear purpose and do not mix multiple responsibilities
- DRY (Don't Repeat Yourself)
 - utilizes appropriate techniques and structures to avoid repeated code
 - e.g. loops, arrays, parameterized methods
 - repeated code increases the chances of bugs and makes maintenance more difficult