Rubrics for students

#SDP

Introduction

This explanation is for students. We tell you what to do and what not to forget. The decisions for deducting points or awarding points are up to the teachers.

It is your right to receive clear explanation on why you didn't get full marks, although we will not tell you exactly what to fix:

- "There is a big mistake in the way you implemented the add method."
- "There are a lot of omissions in your class 'X"

Part 1 [4pts]

Score: 2pts / question

Clear mistakes in explanation costs points. Two examples are used to make sure that the concept is understood. Minor mistake in one example, not a problem.

Part 2 [8pts]

Score: 2pts / question

No use of streams => question is not answered, 0 points.

Minor mistake MAY be forgiven (teachers discretion.)

Major mistake costs at least one point. (teachers discretion.)

Part 3 [18pts]

Score: 4pts / subject

Enums

Clear names are important.

Readability is clearly improved.

Constants are actually used in the program!

Generics

Entire class, incl. helper classes, are generic (minor mistakes may be forgiven) Class and subclasses are USED generically (one mistake at most forgiven)

Dependency Injection

At least two decendants of the interface should be present.

The dummy version should be tested.

Unittests

Clear naming conventions:

Inexcusable: test1, test2, testConstructor, etc.

Acceptable: confirmThatWhenDoingXTheRightValuesAreLoaded()

Preferable: givenNewThingy whenCallingMethodWithNull thenExceptionIsThrown()

When testing actually test for content: assertNotNull is not enough to grade.

Tests that do clearly too much in one big test: 0 points.

Coding standards/readability [2pts]

- Apply the naming conventions: -1pt per
- Use clear names for your methods: -1pt per
- Methods should only do one thing: -1pt per
- Remove duplicate/unused code: -1pt per
- Create packages that divide the code in clear segments.: Teachers discretion
- Make sure that the program still works afterward.: -2pts