25 GIVING MAX THE LATE LAB REPORT

1 code in GackWorld.java
12 code in Person.java
12 code in GiveActionListener.java

50 INDEPENDENTLY CHOSEN OBJECTIVES

5 English description of objectives and realization of your changes (put this in readme.txt)
5 level of difficulty of your changes (5 = adequately difficult; 0 = much too simple)
30 programming of domain classes
   6 putting code in appropriate classes
   6 using polymorphism rather than conditionals
   6 correctly differentiating classes, objects, and names
   6 other avoidance of unnecessary complexity
   6 freedom from bugs
10 programming of user interface classes

15 UML DIAGRAM

10 TESTING

6 description and evidence of unit testing (put description in readme.txt)
4 description of integrated testing (put description in readme.txt)

TOTAL