

## \_\_\_\_ 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**