

1-digit ID	L1- Calculator	Comments	L2-Life	Comments	L3-Memory OR SIMON	Comments	L4 - PDA	Comments	L5-PONG	Comments	L6-Quiz Mgr
0369	75	No collections, SELECT statements would help readability; LOTS of duplicate code. 1+2+3=5;	60	Totally does not count neighbors, nor does it use the given rules for birth and death of cells.	75	It only displays one color - not a sequence - and the player only has to guess that one color to go on. Not the game as defined.	89	SIMON- somewhat broken (just guessing the only displayed color is considered correct). But the PDA works fine.	95	Nice Doc. Simple one-at-a-time implementation of Pong with scoring. Simple is beautiful!	90
0440	99	A zillion functions that all appear to work; No collections; Keypress used too. Excellent	99	My apologies for not seeing this the first time. Excellent work. At first I did know what the combobox code was for ... then I ran the program! Lots of work ... and it shows!	95	SIMON: well done. You should blink the color even even it has to be displayed two or more times in a row. MEMORY: hard to see #s on the buttons; when all buttons have been used correctly, the game doesn't continue by using the last counts	89	SIMON-well done, but it suffers from the same problem as the 'big' version: it doesn't blink when it has to display the same color 2 or more times in sequence.	99	Beautiful. A work of art. Love the 3 modes of play. Sound effects are superb. And the documentation is simply great. Nice job!	99
0449	60	Nothing submitted.	60	Have you been working with Paul Tran or Umahag? You didn't remove the 'reversing' code of the sample. The timer does nothing. The scroll bar does nothing. The check for number of neighbors is wrong. You don't do anything with the resulting number of neighbors.	60	simon- don't know who you consulted with to create this, but if I were you, I'd ask for my money back!			49	Nice doc. I hope you didn't pay Danny too much for this code ... it's an early version of his PONG that has the moving the paddle bug!	49
1228	70	wont allow 1+2+3 (ok); 43 M+ Clear then MR (47) / 47 is 4747 ! Not good.	60	Have you been working with St Claire or Umahag? Not a good move. This code is quite broken.	60	The project file can't be found. The .VB file is missing. Another zip sent is password protected and I don't have a password.			99	Beautiful. A work of art. Love the 3 modes of play. Sound effects are superb. And the documentation is simply great. Nice job!	99
1457	75	1+2+3=5, comments, collections; black foreground & black background had to be changed	60	Have you been working with St Claire or Paul Tran? Not a good move. This code is quite broken.	0				0		0

3126	99	Menus, on/off, Help, 1+2+3, /0 - No collections but great use of SELECT-CASE	90	Timer now included; much better, don't you think so too?	65	SIMON-When I took the breakpoints off, the colors displayed wildly. No chance to actually play the game.			99	Outstanding. An excellent use of classes for the objects (the bricks). Very excellent!	
3659	85	Only 1+2=3 allowed. Smart check for /0 that includes checking M for a zero.	90	Nice. But it doesn't react to the scrollbar for speed control until the number of generations has finished. If you want to do that, you should disable the scroll bar.	95	Memory: the property is spelled ENABLED with a D at the end. More comments would help too.			99	Beautiful. A work of art. Love the 3 modes of play. Sound effects are superb. And the documentation is simply great. Nice job!	99
4890	60	Cant test it, incomplete development environment; Terrible variable names	60	No code; cant see the GUI at all.					60	nothing	60
6120	80	Still cant be read. There is no Form1.vb file - hence no source code or GUI	80	ok	80	fine			80	good	80
6682	89	Never found it, changed the grade	89	broken; doesn't do the rules correctly; misses displaying some of the generations;	89	Never found it, changed the grade	80	arcanaoid. No scoring, only an exe, simle instructions, and a page of design doc. Kevin?			89
7711	65	1+2+3=5; the number buttons are labelled backwards!; No fractional results; the zip didn't include the .sln file, so it cant compile			80	Only an executable ... the source code is not attached to the .sln file. I cant figure out why you have 16 duplicate subs twice! It doesn't really work either, but it has nice colors in the boxes and boops nice too.	90	close	90	Path for sounds is hardcoded; cant run. Prototype looked great.	90
8268	85	*Reviewed Again* Comments, collections, Only 2 operands allowed (no 1+2+3)	99	Quite amazing ... what's a panel? Could you run this for the class so everyone can see your code and ask questions.	99	MEMORY-3B - Original, great comments. Terrific!	99	VERY well done ... I couldn't help but notice the comments about what you had to change for the PDA	95	Beautiful - really need	85
	78.5		77.0		72.54545455		89.4		78.6		76.4

Comments	L8-DB	Comments	Q1	Q2	Q3	Avg Quiz	Avg Labs	Num Grade	Letter Grade
Nice .. Was supposed to output 5 questions at a time not 3. Nice use of Tooltips. Not clear about how to use my files in instructions (what instructions?)	85	It can search, and I can add a record, but I can't do a delete or an update, nor can I do a refresh after a search. Still, a good effort.	83	97	100	93.2	81.3	87.2	A-
Terrific. Nice piece of work. Great documentation!	99	Can you ever get a lower grade	101	100	100	100.3	97.0	98.7	A
The assignment was about I/O ... you found the DAKSHIN database, and code that displays its contents in sequence. If you can explain it, you can get a passing grade for this lab.	59	copied from somewhere terrible. Not even a GUI with a grid. Code that I know you cannot explain. And, it flat out doesn't work.		70	78	74.0	56.2	65.1	D
Terrific. Nice piece of work. Great documentation!	99	Can you ever get a lower grade	101	100	90	97.0	81.2	89.1	A
	0		101	100	100	100.3	22.5	61.4	D

				100	98	99.0	88.3	93.6	A
Terrific. Nice piece of work. Great documentation!	99	Can you ever get a lower grade		100	94	97.0	94.5	95.7	A
nothing	60	Nothing Submitted	101	55	65	73.7	60.0	66.8	D
acceptable			101	65	90	85.3	80.0	82.7	B
Blows up on my multiple choice questions and the last TF question is not right. Nice doc.	89	Nice doc (again). Search on name & # are fine. Add and delete both blow up at the same place. Needs more debugging, but a good try.	101	93	86	93.4	87.5	90.5	A
Assuming you would have done it.	90	Assuming you would have done it.	84	100	96	93.3	84.2	88.7	A-
Very hard to see captions on black buttons. Program does not do any grading, but comments in the code indicate otherwise. Nice documentation.	95	Was able to add, delete and search. Error messages generated while it was coming up. It couldn't do a partial search (eg. Put in a name of 'D' and anyone whose name began with a 'D' would come up) ... but well done ... I can see lots of work went into this! NICE! Great doc!	101	93		97.1	93.9	95.5	A
	77.5		97	89	91	92.4	78.6	85.5	B+