Student: **StudentName**

Note: Any comments in RED, indicates where a loss of marks occurred.

A1 - Java 2 - Shapes Assignment Rubric

Score	Top	Description
1	/1	The Layout contains a TestProgram with a main( ) which draws the picture. There also exists 3 classes, namely Triangle, Rectangle, and Circle
1	/1	MAIN( ) The main has header documentation which includes a short description about the picture as well as the @author name. The class instantiates a graphic context and the picture appears on a canvas.
1	/1	TRIANGLE CLASS DOCUMENTATION: The class contains at least one constructor with header documentation. This documentation includes @parma if necessary and a short description and @author
1	/1	RECTANGLE CLASS DOCUMENTATION: The class contains at least one constructor with header documentation. This documentation includes @parma if necessary and a short description and @author
1	/1	CIRCLE CLASS DOCUMENTATION: The class contains at least one constructor with header documentation. This documentation includes @parma if necessary and a short description and @author
2	/2	TRIANGLE CLASS METHODS - a draw method and toString method have been implemented and contain @param, @return documentation. A short description is present for each method.
2	/2	RECTANGLE CLASS METHODS - a draw method and toString method have been implemented and contain @param, @return documentation. A short description is present for each method.
2	/2	CIRCLE CLASS METHODS - a draw method and toString method have been implemented and contain @param, @return documentation. A short description is present for each method.
1	/1	THE PICTURE - is unique to that of any other student
0.5	/0.5	THE PICTURE - has at least 2 circles, 2 triangles and 2 rectangles
0.5	/0.5	THE PICTURE - is implemented using JAVAFX on a Canvas
2	/2	OVER-ALL - The program compiles and works correctly as specified in the specifications
0	0	NUMBER OF DAYS LATE -- ASSIGNMENT LATE PENALTY - 10% is deducted for each day late
15	15	
100%	/100	Percentage