

Create Rubric

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Q2 mainDriver.c

5 points

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1

+5.0

mainDriver.c contains all of the following:

- #include "defs.h"
- main function
- function calls to getHeader(), writeHeader(), fillImageArray(), and writePixels()
- pixel pointer with malloc() or calloc() call



2

+4.0

mainDriver.c contains three of four of the following:

- #include "defs.h"
- main function
- function calls to getHeader(), writeHeader(), fillImageArray(), and writePixels()
- pixel pointer with malloc() or calloc() call



3

+3.0

mainDriver.c contains two of four of the following:

- #include "defs.h"
- main function
- function calls to getHeader(), writeHeader(), fillImageArray(), and writePixels()
- pixel pointer with malloc() or calloc() call



4

+2.0

mainDriver.c contains one of four of the following:

- #include "defs.h"
- main function
- function calls to getHeader(), writeHeader(), fillImageArray(), and writePixels()
- pixel pointer with malloc() or calloc() call



5

+0.0

mainDriver.c contains none of the following:

- #include "defs.h"
- main function
- function calls to getHeader(), writeHeader(), fillImageArray(), and writePixels()
- pixel pointer with malloc() or calloc() call

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Q3 getHeader.c

5 points

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1

+5.0

getHeader.c contains all of the following:

- #include "defs.h"
- getHeader function
- function has return type of "struct header" or equivalent
- function returns a variable of "struct header" or equivalent
- function has no parameters



2

+4.0

getHeader.c contains four of five of the following:

- #include "defs.h"
- getHeader function
- function has return type of "struct header" or equivalent
- function returns a variable of "struct header" or equivalent
- function has no parameters



3

+3.0

getHeader.c contains three of five of the following:

- #include "defs.h"
- getHeader function
- function has return type of "struct header" or equivalent
- function returns a variable of "struct header" or equivalent
- function has no parameters



4

+2.0

getHeader.c contains two of five of the following:

- #include "defs.h"
- getHeader function
- function has return type of "struct header" or equivalent
- function returns a variable of "struct header" or equivalent
- function has no parameters



5

+1.0

getHeader.c contains one of five of the following:

- #include "defs.h"
- getHeader function
- function has return type of "struct header" or equivalent
- function returns a variable of "struct header" or equivalent
- function has no parameters



6

+0.0

getHeader.c contains none of the following:

- #include "defs.h"
- getHeader function
- function has return type of "struct header" or equivalent
- function returns a variable of "struct header" or equivalent
- function has no parameters

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Q4 writeHeader.c

5 points

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1

+5.0

writeHeader.c contains all of the following:

- #include "defs.h"
- writeHeader function
- function with return type of void
- function has one parameter (variable of "struct header" or equivalent)



2

+4.0

writeHeader.c contains three of four of the following:

- #include "defs.h"
- writeHeader function
- function with return type of void
- function has one parameter (variable of "struct header" or equivalent)



3

+3.0

writeHeader.c contains two of four of the following:

- #include "defs.h"
- writeHeader function
- function with return type of void
- function has one parameter (variable of "struct header" or equivalent)



4

+2.0

writeHeader.c contains one of four of the following:

- #include "defs.h"
- writeHeader function
- function with return type of void
- function has one parameter (variable of "struct header" or equivalent)



5

+0.0

writeHeader.c contains none of the following:

- #include "defs.h"
- writeHeader function
- function with return type of void
- function has one parameter (variable of "struct header" or equivalent)

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Q5 fillImageArray.c

5 points

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1

+5.0

fillImageArray.c contains all of the following:

- #include "defs.h"
- fillImageArray function
- function with return type of void
- function has three parameters (pixel array/pointer, width, height)



2

+4.0

fillImageArray.c contains three of four of the following:

fillImageArray.c contains three or four of the following.

- #include "defs.h"
- fillImageArray function
- function with return type of void
- function has three parameters (pixel array/pointer, width, height)



3

+3.0

fillImageArray.c contains two of four of the following:

- #include "defs.h"
- fillImageArray function
- function with return type of void
- function has three parameters (pixel array/pointer, width, height)



4

+2.0

fillImageArray.c contains one of four of the following:

- #include "defs.h"
- fillImageArray function
- function with return type of void
- function has three parameters (pixel array/pointer, width, height)



5

+0.0

fillImageArray.c contains none of the following:

- #include "defs.h"
- fillImageArray function
- function with return type of void
- function has three parameters (pixel array/pointer, width, height)

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Q6 writePixels.c

5 points

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1

+5.0

writePixels.c contains all of the following:

- #include "defs.h"
- writePixels function
- function with return type of void
- function has three parameters (pixel array/pointer, width, height)



2

+4.0

writePixels.c contains three of four of the following:

- #include "defs.h"
- writePixels function

- function with return type of void
- function has three parameters (pixel array/pointer, width, height)



3

+3.0

writePixels.c contains two of four of the following:

- #include "defs.h"
- writePixels function
- function with return type of void
- function has three parameters (pixel array/pointer, width, height)



4

+2.0

writePixels.c contains one of four of the following:

- #include "defs.h"
- writePixels function
- function with return type of void
- function has three parameters (pixel array/pointer, width, height)



5

+0.0

writePixels.c contains none of the following:

- #include "defs.h"
- writePixels function
- function with return type of void

- function has three parameters (pixel array/pointer, width, height)

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Q7 defs.h

10 points

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1

+10.0

defs.h contains all of the following:

- #include <stdio.h>
- header struct (with type, width, height, & maxColor)
- pixel struct (with unsigned ints r, g, & b)
- function prototypes for getHeader, writeHeader, fillImageArray, & writePixels



2

+7.5

defs.h contains three out of four of the following:

- #include <stdio.h>
- header struct (with type, width, height, & maxColor)
- pixel struct (with unsigned ints r, g, & b)
- function prototypes for getHeader, writeHeader, fillImageArray, & writePixels



3

+5.0

defs.h contains two out of four of the following:

- `#include <stdio.h>`
- header struct (with type, width, height, & maxColor)
- pixel struct (with unsigned ints r, g, & b)
- function prototypes for `getHeader`, `writeHeader`, `fillImageArray`, & `writePixels`



4

+2.5

defs.h contains one out of four of the following:

- `#include <stdio.h>`
- header struct (with type, width, height, & maxColor)
- pixel struct (with unsigned ints r, g, & b)
- function prototypes for `getHeader`, `writeHeader`, `fillImageArray`, & `writePixels`



5

+0.0

defs.h contains none of the following:

- `#include <stdio.h>`
- header struct (with type, width, height, & maxColor)
- pixel struct (with unsigned ints r, g, & b)
- function prototypes for `getHeader`, `writeHeader`, `fillImageArray`, & `writePixels`

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Q8 makefile

5 points

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1

+5.0

makefile contains all of the following:

- compile target (runs gcc compile command)
- run target (runs executable)
- clean target (deletes executable)



2

+3.0

makefile contains two of three of the following:

- compile target (runs gcc compile command)
- run target (runs executable)
- clean target (deletes executable)



3

+1.0

makefile contains one of three of the following:

- compile target (runs gcc compile command)
- run target (runs executable)
- clean target (deletes executable)

- clean target (deletes executable)



4

+0.0

makefile contains none of the following:

- compile target (runs gcc compile command)
- run target (runs executable)
- clean target (deletes executable)

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Q9 Header Comments

5 points

Q9.1 Name

1 point

[Rubric Settings](#)

1

+1.0

All submitted files have a header comment with the student's name.



2

+0.5

Some submitted files have a header comment with the

student's name, but not all.



3

+0.0

No submitted files have a header comment with the student's name.

+ Add Rubric Item

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Q9.2 Date

1 point

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1

+1.0

All submitted files have a header comment with the date of submission.



2

+0.5

Some submitted files have a header comment with the date of submission, but not all.



3

+0.0

No submitted files have a header comment with the date of submission.

[+ Add Rubric Item](#)[Create Group](#)[Import...](#)

Q9.3 Lab Section

1 point

[Rubric Settings](#)

1

+1.0

All submitted files have a header comment with the student's specific lab section (ex: 007).



2

+0.5

Some submitted files have a header comment with the student's specific lab section (ex: 007), but not all.



3

+0.0

No submitted files have a header comment with the student's specific lab section (ex: 007).

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Q9.4 Lab Number

1 point

[Rubric Settings](#)

. point



1

+1.0

All submitted files have a header comment with the lab number (ex: Lab 1).



2

+0.5

Some submitted files have a header comment with the lab number (ex: Lab 1), but not all.



3

+0.0

No submitted files have a header comment with the lab number (ex: Lab 1).

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Q9.5 Program Description

1 point

[Rubric Settings](#)

1

+1.0

All submitted files have a header comment with a short program description.



2

+0.5

Some submitted files have a header comment with a short program description, but not all.



3

+0.0

No submitted files have a header comment with a short program description.

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Q10 Code Formatting

0 points

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1

-0.0

Code is formatted in a readable way, with reasonable indentation. Code otherwise follows standard conventions as taught in lecture.



2

-1.0

Minor issues with code formatting that slightly impact readability. Grading TA(s) will provide more information in comments.



3

-3.0

Frequent issues with code formatting that significantly impact readability. Grading TA(s) will provide more information in comments.



4

-5.0

Code is not formatted in any recognizable way, making code entirely unreadable.

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Q11 Absence Penalty

0 points

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1

-0.0

Student was present in lab on Tuesday, 11/1.



2

-0.0

Student was not present in lab on Tuesday, 11/1, but provided a reasonable excuse ahead of time.



3

-47.5

Student was not present in lab on Tuesday, 11/1, and did not provide a reasonable excuse ahead of time.
Responsible TA(s) will provide more information in comments.

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