CS169, Fall 2015, Software Engineering, UC Berkeley

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Grading

Changes since August 5, 2015

- **9/11: Details for grading Part 1 of Smile project**

Contents

The relative weight of the components of your grade will be approximately (the uppercase name in parentheses is the name of the grade component, as it appears in glookup):

- 30%: Midterm Exam (MID1)
- 10%: Quizzes (QUIZ1, ...) (see **Quizzes** page)
  - Split among several quizzes
- 1.5%: Lecture critique (CRITIQUE) (see **Course Info** page)
  - The amount of credit is pro-rated based on how many lectures you gave feedback on, starting with the 9/29 lecture. Students who filled a lecture critique before 9/29 (old style) will get credit for 2 lecture feedbacks.
- 1.5%: Course evaluation (FEEDBACK) (at the end of the semester)
- 2%: Mini-lecture attendance (ATT1117, ...)
  - Split among several mini-lectures
- 10%: Smile Warmup project (see precise breakdown below)
  - 3%: Smile Part 1 (SMILE1)
  - 3%: Smile Part 2 (SMILE2)
  - 4%: Smile Part 3 (SMILE3)
- 3%: Project proposal (see precise breakdown below)
  - 2%: based on the ratings your proposal got (PROP)
  - 0.5%: if your proposal is selected to run (PROPSEL)
  - 0.5%: for rating other proposals (PROPRATE)
- 40%: Team project (see precise breakdown below)
- 2%: Peer evaluation (TEVAL1, TEVAL2)
  - 1% each: Two evaluations during the semester
  - These are points for doing the evaluations. The results of the 2nd evaluation will be used to adjust your "Team project" score (see **Course Info** page)

Late Policy

Due to the size of the class, we are not able to accommodate late submissions in most cases.

Regrade Policy

Regrade requests will only be accepted for programming assignments and exams. In either case, all regrade requests must be received within **one week upon receiving your score**. (Availability of scores will be announced on Piazza.) For exams, we will only consider regrades if we made a mistake in the grading of your exam. For programming assignments, we will only consider regrades if we made a mistake in the grading of your project or if there was a small bug in your project that caused you to lose at least 10% of the points. A small bug is one that can be fixed by changing very few lines of code without affecting the design or the algorithm in a significant way.

All regrade requests should be directed to your GSI and CC'd to cs169@cory. You should include (at minimum) your full name (in BearFacts), class id, a copy of any evidence towards a regrade, and a brief written explanation of why you think you should receive a regrade.

Assignments related to the project can be submitted for a re-grade only if your team received a low score and your TA agrees that corrections should and can be made. If this is the case, your

team has one week after receiving your assignment score to submit a corrected version of the assignment to your TA. If all mistakes have been satisfactorily corrected, your TA will refund the lost points for that assignment.

Keep in mind, however, that even if your team has done well on a particular assignment, it is still in your best interest to correct for yourselves all of the mistakes that have been marked. While such corrections won't influence your grade, they are a powerful learning tool.

Publishing Grades

Grades will be published periodically in glookup, use your class accounts to access that info. We will post on Piazza whenever we publish grades for one particular assignment.

Smile Project Grading:

- Part 1: 100 pt max:
  - 14 pt: Task 2.1
  - 25 pt: Task 2.2
  - 22 pt: Task 2.3
  - 14 pt: Task 3
  - 10 pt: Task 4.1
  - 10 pt: Task 4.2
  - 5 pt: Task 5
- Part 2: 100 pt max
  - TBA
- Part 3: 100 pt max

Project Grading

The team project grade is 40% of the course grade. For most elements the whole team will get the same score, with the exception of the individual stages (PROJ1, Warmup, Presentation Attendance). We use the following tentative split. In the list below the capitalized named (e.g., PROJ1) are the identifiers of the corresponding component of the grade in glookup. Each component is scored to 100 points and the points are then totaled using the provided overall grade percentages:

- Requirements document (REQ): 5%
  - Grading rubric in the assignment detail page
- Iteration 1: 10% (see below for Iteration grading guidelines)
  - Design document (DESIGN): 5%
    - Grading rubric in the assignment detail page
  - Accomplishment (ITER1CODE): 3%
  - Testing support (ITER1TEST): 2%
- Iteration 2: 7% (see below for Iteration grading guidelines)
  - Document updates (ITER2DOC): 1%
  - Accomplishment (ITER2CODE): 4%
  - Testing support (ITER2TEST): 2%
- Iteration 3: 7% (see below for Iteration grading guidelines)
  - Document updates (ITER3DOC): 1%
  - Accomplishment (ITER3CODE): 4%
  - Testing support (ITER3TEST): 2%
- Test (TEST): 3%
- Final demo (DEMO): 5%
- Presentation (PRES): 3%

For each team member we will compute a factor (e.g., 0.95 or 1.05) based on the performance evaluations. The average of the factors for a team will be 1.0. We use this factor as a multiplier for the overall project grade when assigning individual project grades.

Iteration Grading Guidelines

Accomplishment (ITERxCODE): 3-4%

- Code is deployed and runs: 50% of total points
- Amount of features is appropriate (did you implement enough features, as judged by the latest update to the Design and Plan document): 30% of total points
- Amount of code is appropriate (did you write a reasonable amount of code, or is it all using 3rd party libraries?): 20% of total points

Testing support (ITERxTEST): 2%

- Unit tests are allocated get 60% of total points, provided that most pass.
- Some functional tests 30% of total points. In Iteration 2 and later we expect to see some testing mocks.
- GUI automated test infrastructure and tests 10% of total points, only in Iteration 2 and later. For Iteration 1, you get these 10% anyway.

Comments