CS420/520 Object-Oriented Programming

Assignment 1: Dancing Boxes   **Total   0   /85**

	Criteria	Comments	Pts
Object-level design 10%	The objects in your solution represent the objects in the dance. Each object has a single responsibility.		
Method-level design 10%	The methods on the objects represent the actions that take place in the dance		
Mechanics 10%	Grace module can be loaded. Dance can be demonstrated using the provided instructions.		
Hierarchy 10%	Objects inherit appropriate behaviour. Methods are placed correctly in the hierarchy		
Self-documenting methods 10%	The *name* of the method, combined with a *purpose-statement* at the head of the method, tells me how to request the method and what it does		
Once and only once 10%	Common code is factored out and reused, not copied. Everything that's important to say is said *once*.		
Naming 10%	Objects and methods are named in to be meaningful to their *clients*. Names follow Grace's capitalization conventions (`studlyCaps`)		
Composed methods 5%	No long methods. Complex operations are composed from a small number of simpler pieces.		
Quality 10%	The ineffable.		