

AP COMPUTER SCIENCE

EVALUATION SHEET 701

Presenter Name:

Project Name:

Clarity of Explanation

Excellent

Good

Fair

Needs Improvement

10 points

3 points for rating

7 points for comment

Comments:

You spoke clearly & understandably. Your presentation helped explain and clarify what your code did.

Depth of Explanations

Excellent

Good

Fair

Needs Improvement

10 points

3 points for rating

7 points for comment

Comments:

You went in depth on how your code interacted and worked. I learned a lot from your project.

Depth of Knowledge

Excellent

Good

Fair

Needs Improvement

10 points

3 points for rating

7 points for comment

Comments:

You clearly showed you knew how to manage Arrays and layer them to make an awesome game!

Professionalism of Presentation

Excellent

Good

Fair

Needs Improvement

10 points

3 points for rating

7 points for comment

Comments:

I liked all of the code you inputted in your presentation to help explain what you did.

Part II: Inheritance Hierarchy

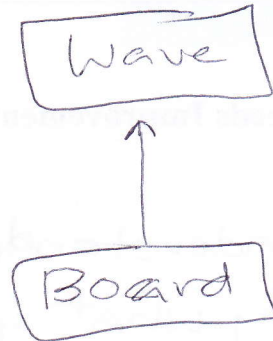
30 points

10 points for "has-a"

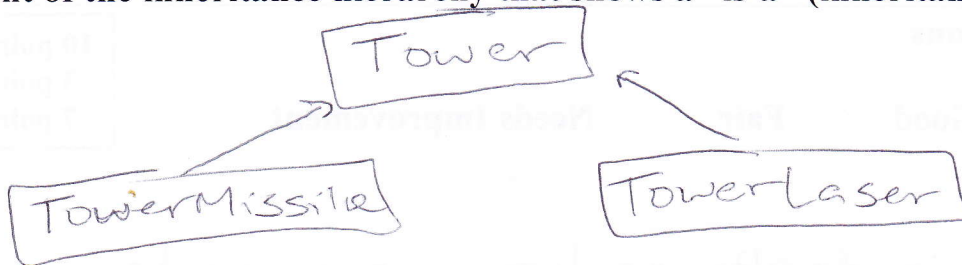
10 points for "is-a"

10 points for "does-a"

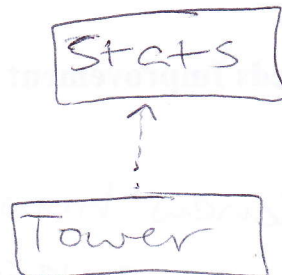
Draw one segment of the inheritance hierarchy that shows a "has-a" (class composition) relationship.



Draw one segment of the inheritance hierarchy that shows a "is-a" (inheritance) relationship.



Draw one segment of the inheritance hierarchy that shows a "does-a" (interface) relationship.



What is one concrete Java content topic that you have learned from this or other presentations that could be used to improve, optimize, simplify, or coolify your 2nd semester project.

I learned more about how to manage arrays to limit placement of items within them.

10 points

For example, when you moved a tower over a certain spot, your code decided if it was allowed to "snap" the tower in or not, then the placed tower would remain there.