

## Assignment 4 Marking Scheme

<p><b><i>Program execution:</i></b></p> <ul style="list-style-type: none"> <li>- 2 original pictures appear as output. (10%)</li> <li>- 2 movies appear and run (30%, 15% each)</li> <li>- Morphing movie has 30 pictures. (10%)</li> <li>- Blurring movies 40. (10%)</li> <li>- If program doesn't work as in items above, but movies sort of work or don't display all frames. (20%)</li> <li>- If program doesn't work, but displays something (15%)</li> <li>- If program doesn't work, no output, some code turned in (10%)</li> </ul>	<p>10%-60%</p>
<p><b><i>Well documented code:</i></b></p> <ul style="list-style-type: none"> <li>- Documentation of author – at top: name, student number, description (0%, 2%, 4%)</li> <li>- Documentation variables and constants (0%, 2%, 4%)</li> <li>- Documentation of methods and method parameters. (0%, 2%, 4%, 6%)</li> <li>- Documentation of main (0%, 2%, 4%)</li> </ul>	<p>0%-18%</p>
<p><b><i>Specfics:</i></b></p> <ul style="list-style-type: none"> <li>- Morphing method. (0%, 3%, 6%)</li> <li>- Blurring method. (0%, 3%, 6%)</li> <li>- Proper use of arrays. (0%, 3%, 6%)</li> <li>- Effective use of constants. (0%, 4%)</li> </ul>	<p>0%-22%</p>