Project 3 Rubrics

CheckIn
- Algorithm corresponds to code
- Does not use any loops to implement logic
- Allows two chances to input a valid id (2-digit number)
- Three or more different tasks (Questions)
- Correct logic to compute and output magic code when conditions are satisfied.
- Prints appropriate messages for the above valid/invalid user inputs
  Test Cases:
  - A valid id and answering all questions correctly (at least 2 runs)
  - An invalid id but then entering a valid id on the second try, and answering all questions correctly
  - An invalid id twice in a row (program should issue an error message and terminate)
  - A valid id with one or more incorrect answers (at least 2 runs, same id but different mistakes)

CheckOut
- Algorithm corresponds to code
- Does not use any loops to implement logic
- Logic to get user id and magic code from user (no second chances here)
- Logic to compute and compare magic code
- Prints appropriate messages (secret message or invalid input message)
  Test cases:
  - A valid id and the correct magic code (at least 2 runs)
  - A valid id and the wrong magic code (at least 2 runs)

Report
- Algorithms for CheckIn & CheckOut
- Source code, nicely formatted
- Test cases (see above, and anything else you wish to try)
- Brief statement about your experience on project 3
- Discuss any known errors in program

Extras
- Implement challenge for the bored part

Coding Conventions
- Clear and informative comments including your name and purpose of program
- Descriptive names for variables and constant for prime number
- Indentation of code
- Use of constant for the prime number in the formula

Comments:

Report Received on due date: submitted on blackboard