Form-A for Programming Assignment 3
MIS 15 – Introduction to Business Programming

Instructions

1. Each team member will complete this form for all his/her team members.
2. Team members will not evaluate themselves.
3. Submit these completed forms to your team leader.
4. Do not evaluate a team member if you did not view his/her presentation.
5. Place all submitted material (i.e., evaluations, CD with your assignment, etc.) in a manila envelope and write your group's number on the front.

Name of team member being evaluated:	Last:	First:
Team number	1 2 3 4 5 6 7 8 9	

Rate each team member on his/her program:		Points
Customer class (base class) present	(0 or 5 points)	
Properties (declared)	(0 or 1 points)	
Accessor methods	(0 or 1 points)	
Constructors	(0 or 1 points)	
Functionality	(0 or 1 points)	
Subclasses regular customers present	(0 or 3 points)	
Constructors	(0 or 1 points)	
Functionality	(0 or 1 points)	
Subclass for student customers present	(0 or 3 points)	
Constructors	(0 or 1 points)	
Functionality	(0 or 1 points)	
Base form class	(0 or 5 points)	
Menu (exit and about menu items)	(0 or 1 points)	
Graphic image	(0 or 1 points)	
Time and date	(0 or 1 points)	
Menu form subclass (inherits properties from base form class)	(0 or 3 points)	
Links (click events) to advisor and new customer forms	(0 or 1 points)	
Inherits form properties from base form	(0 or 1 points)	
Advisor form subclass (inherits properties from base form class)	(0 or 3 points)	
Text boxes, radio buttons, label, "cancel and clear" and "advise" buttons functional	(0 or 1 points)	
Business rules functional	(0 or 1 points)	
Inherits form properties from base form	(0 or 1 points)	
New customer form subclass (inherits properties from base form class)	(0 or 3 points)	
Text boxes, radio buttons functional	(0 or 1 points)	
Add new customer to appropriate class functional	(0 or 2 points)	
Inherits form properties from base form	(0 or 1 points)	

Overall professional appearance of the project	(0 or 5 points)	
	Total Points:	

If a team member did not demonstrate his/her program or give the program to the group leader on a floppy immediately before his/her demonstration, give a grade of zero.

Inappropriately giving points to team members will result in the loss of the same number of points to the evaluator. Cheating will result in immediate failure of the class and possible expulsion from the University.

Name of the team member completing this form:	
(Print) Last name	First name