Programming Exam #2 Grading Criteria

<u>**Part 1 – 4.0%**</u>

A. **0.2%** The Part 1 html file is named ttt.html (**not** ttt.jsp)
B. **0.2%** When ttt.html is run, some sort of tic tac toe GUI is displayed
C. **Total = 0.2%**
  C.A. **0.1%** The GUI has a drop down list
  C.B. **0.1%** The GUI has a submit button
D. **0.2%** The drop down list is initially populated with {A1, B1, C1, A2, B2, C2, A3, B3, C3} (order does not matter)
E. **Total = 1.3%**, start with a new game (i.e. run ttt.html if you haven't already), have Player 'X' (should be the initial player), choose 'A1'.
  E.A. **0.25%** The player label should now show 'Player O' instead.
  E.B. **0.1%** The message about the board should now say 'X placed at A1'
  E.C. **0.25%** The board now shows an 'X' placed at A1
  E.D. **0.25%**, Now have Player O guess 'C3'. The player label should now show 'Player X' instead
  E.E. **0.1%** The message on the board should now say 'O placed at C3'
  E.F. **0.25%** The board now shows an 'O' placed at C3
  E.G. **0.1%** E.D, E.E, and E.F happened without the page refreshing (i.e. AJAX call)
F. **Total = 0.3%**
  F.A. **0.2%** If C3 is still displayed as an option on the dropdown list, choose C3 and hit the submit button. There should now be an error message displayed saying 'ERROR: X cannot be placed at C3'. If C3 is not displayed, this is warrants full credit as well
  F.B. **0.1%** F.A happened without the page refreshing (i.e. AJAX call)
G. **Total = 0.3%**
  G.A. **0.2%** Have Player X (should be the current player) choose 'B1' and hit the submit button. Have Player O choose any square as long as it is not 'C1'. Have Player X choose 'C1'. There should now be a message such as the following: 'GAME OVER: X won!"
  G.B. **0.1%** G.A happened without the page refreshing (i.e. AJAX call)
H. **Total = 0.3%**
  H.A. **0.2%** Now that the game is over, the submit button and drop down menu should no longer be displayed.
  H.B. **0.1%** H.A happened without the page refreshing (i.e. AJAX call)
I. **0.2%** Close the window and rerun ttt.html. Have Player X guess 'A1'. Have Player O guess anything other than 'A2' or 'A3'. Have Player X guess 'A2'. Have Player O guess anything other than 'A3'. Have Player X guess 'A3'. There should now be a message such as the following: "GAME OVER: X wins!"
J. **0.2%** Close the window and rerun ttt.html. Have Player X guess 'A1'. Have Player O guess anything other than 'B2' or 'C3'. Have Player X guess 'B2'. Have Player O guess anything other than 'C3'. Have Player X guess 'C3'. There should now be a message such as the following: "GAME OVER: X wins!"
K. **Total = 0.3%**

K.A.**0.2**% Close the window and rerun ttt.html. Play the game such that there is no winner; once all the squares of the board have been guessed, there should be a message such as the following: "GAME OVER: Cat's game."

K.B. **0.1**% K.A happens without the page refreshing(i.e. AJAX call)

L.   **Total = 0.3**%, Refresh the browser

L.A. **0.1**% The tic tac toe board no longer shows 'X's or 'O's in any other squares

L.B. **0.1**% The dropdown menu shows the original list of possible moves, and the player label says 'Player X'.

L.C. **0.1**% Have Player X make any guess. The message should display above the board, the 'X' character should be in the appropriate square on the board and the form should switch to Player O.

Part 2 - 8.0%

M. **0.5**% The html file for Part 2 is named 'ttt2.html'

N. **Total = 0.5**%, Run the ttt2.html file.

N.A. **0.2**% The form for making a move should not be visible

N.B. **0.3**% Player X has the following message displayed: "Waiting for a second player to join the game."

O. **Total = 0.5**% Run another instance of ttt2.html. Go back to the window for Player X (the first player).

O.A. **0.2**% The form to make a move is now visible to Player X

O.B. **0.3**% Player X has the following message displayed: "Player O joined. You are Player X'

P. **Total = 0.5**%, Go back to Player O's browser

P.A. **0.2**% The form to make a move should not be visible

P.B. **0.3**% Play O has the following message displayed: "Both players joined. You are Player O"

Q. **Total = 0.7**% Have Player X guess 'A1'

Q.A. **0.25**% Player X's window displays the following message: "X placed at A1"

Q.B. **0.25**% Player O's window displays the following message: "X placed at A1"

Q.C. **0.2**% Q.A and Q.B happened without either window refreshing (i.e. AJAX call)

R. **Total = 0.7**% (building off of test Q)

R.A. **0.25**% Player X's tic tac toe board shows an 'X' in the A1 square

R.B. **0.25**% Player O's tic tac toe board shows an 'X' in the A1 square

R.C. **0.2**% R.A and R.B happened without either window refreshing (i.e. AJAX call)

S. **Total = 0.5**% (building off of tests R and Q)

S.A. **0.25**% Player X's window no longer displays the form to make a move

S.B. **0.25**% Player O's window now displays the form to make a move

T. **Total = 0.5**% Have Player O guess 'A1'. There should either be an error message displayed on Player O's window and NOT on Player X's window, or Player O is unable to guess 'A1' because it is no longer an option on the drop down menu

U. **Total = 0.7**%

U.A.**0.5**% Have Player O (should be the current player) choose anything other than 'B1' and 'C1'. Have Player X choose 'B1'. Have Player O choose anything other than 'C1'. Have

Player X choose 'C1'. There should now be a message on BOTH windows such as the following: 'GAME OVER: X won!"

    U.B.**0.2**% U.A happened without the page refreshing (i.e. AJAX call)

V. Total = 0.7%

    V.A.**0.5**% Now that the game is over, the submit button and drop down menu should no longer be displayed on BOTH windows

    V.B. **0.2**% H.A happened without the page refreshing (i.e. AJAX call) on BOTH windows

W. **0.5**% Close the window and rerun ttt2.html. Have Player X guess 'A1'. Have Player O guess anything other than 'A2' or 'A3'. Have Player X guess 'A2'. Have Player O guess anything other than 'A3'. Have Player X guess 'A3'. There should now be a message on BOTH windows such as the following: "GAME OVER: X wins!"

X. **0.5**% Close the window and rerun ttt2.html. Have Player X guess 'A1'. Have Player O guess anything other than 'B2' or 'C3'. Have Player X guess 'B2'. Have Player O guess anything other than 'C3'. Have Player X guess 'C3'. There should now be a message on BOTH windows such as the following: "GAME OVER: X wins!"

Y. **Total = 0.7**%

    Y.A.**0.5**% Close the window and rerun ttt2.html. Play the game such that there is no winner; once all the squares of the board have been guessed, there should be a message on BOTH windows such as the following: "GAME OVER: Cat's game."

    Y.B. **0.2**% K.A happens without the page refreshing(i.e. AJAX call) on BOTH windows

Z. Total = 0.5%, Refresh the page. It should start a new game or force a player to wait until another player joins if there is not another player yet