This document stipulates the evaluation criteria and questions through which you should examine the MakeAGraph designs you have received from your classmates. Each design should be evaluated in a separate document.

Bring **two** copies of each of your evaluations to class on **Tuesday, January 27**, one copy on which you identify yourself below and one copy where you do not identify yourself (but still identify the person (number) whose design you reviewed).

The document should be typewritten, and you should make additional space as needed. Please provide thoughtful and insightful answers. Depth is strongly preferred over some set of superficial answers. We want you to really engage with the designs and carefully evaluate them and the implications they have for their implementation.

NAME OF THE PERSON REVIEWING THE DESIGN:

NUMBER OF THE PERSON WHO CREATED THE DESIGN:

PART 1: GENERAL QUESTIONS

1. Please rate the overall level of understandability of the design on a scale of 1 (low) to 10 (high):
2. Explain your answer:

*<insert your answer here>*

1. If you were tasked with implementing this design, how helpful would this design be? Please rate the overall level of helpfulness of the design on a scale of 1 (low) to 10 (high):
2. Explain your answer.

*<insert your answer here>*

1. Ideally, a design will not leave out any high-level design decisions that you would need as an implementer. Please rate the overall level of completeness of the design on a scale of 1 (low) to 10 (high):
2. Explain your answer.

*<insert your answer here>*

1. Please rate the overall level of elegance of the design, in your opinion, on a scale of 1 (low) to 10 (high):
2. Explain your answer.

*<insert your answer here>*

1. Please rate the overall level of partitionability (e.g., how easy would it be for a group of implementers to each implement a different part of this design) of the design on a scale of 1 (low) to 10 (high):
2. Explain your answer.

*<insert your answer here>*

PART II: PRE-IMPLEMENTATION EVOLVABILITY

(answer the below three questions independently of one another; except for question 13)

1. Suppose you have not begun implementation of this design yet, and you need to add yet another type of graph: pie chart. Describe how this change impacts the design (e.g., which classes and interfaces are affected how, and why). You may draw diagrams if you feel that it helps in explaining.

*<insert your answer here>*

1. Suppose you have not begun implementation of this design yet, and your client now also wants to add line graphs. Describe how this change impacts the design. You may draw diagrams if you feel that it helps in explaining.

*<insert your answer here>*

1. Suppose now your client wants both of the changes of 11 and 12 incorporated in the design. Describe how this impacts your design, and discuss why or why not it is possible to simply adopt the changes of 11 and12 independently from one another.

*<insert your answer here>*

1. Suppose again you have not begun implementation of this design yet, and your client decides he would like to add a GUI with user customization, such as colors of the various parts of the graph, different graphical representations of the data points, etc. Describe how this change would impact the design. You may draw diagrams if you feel that it helps in explaining.

*<insert your answer here>*

PART III: POST-IMPLEMENTATION EVOLVABILITY

1. Suppose that you have implemented this design, and then the client decides that they would like you to support multiple series in a scatterplot. For example, for the lemonade sales example given in Assignment 1-2, you should be allowed to have one set of data points for day 1, one set for day 2, day 3, etc, and they should be distinguishable from each other. Describe how you would have to change the code to accommodate this change (e.g., which classes and interfaces are affected how, and why). Would you need to add any classes or interfaces? You may draw diagrams if you feel that it helps in explaining.

*<insert your answer here>*

PART IV: WRAP-UP

1. Please rate the overall level of evolvability of the design on a scale of 1 (low) to 10 (high):
2. Explain your answer.

*<insert your answer here>*

1. Suppose you are going to be tasked with implementing one of the designs you have received. What ranking would this design receive in terms of your preference (Would this be your first choice to implement? Second? Third? Fourth?):