

# CS 20: Resizable Image (15 marks)

## Functions (2 marks)

- At least 1 function with a unique and descriptive name
- At least one function uses parameters

## Output (4 marks)

- The image stays the same shape when the size of the canvas is changed
- The code uses the operators to calculate the dimensions of the image
- All variables are defined by the width and height of the canvas
- The image is a recognizable object: house, snowman, bunny, etc.

## Formatting (5 marks)

- Proper Indentation
- Proper Syntax
- Appropriate use of white spaces
- Appropriate Line Spaces
- Appropriate Filenames (For example: Cotcher\_Janice\_house)

## Documentation (4 marks)

- The program has a header
- Comments for at least blocks of code that belong together
- Comments for any functions and formatted properly
- Explanation of any variables used