

SCALE FOR PROJECT PISCINE SWIFT IOS (/PROJECTS/PISCINE-SWIFT-IOS) / DAY 00 (/PROJECTS/PISCINE-SWIFT-IOS-DAY-00)

Introduction

For the smooth running of this evaluation we ask you to respect the following :

- Stay courteous, polite, respectful and constructive in all situations during this exchange. The relationship of trust between community 42 is something you depend on.
- Highlight to the person(or group) find eventual dysfunction of getting the work done, and take time to discuss and debate them.
- Accept that there may be differences in interpreting the subject's requests or the scope of the features. Stay open-minded to the vision of the others (is he right or wrong?), and evaluate the most honestly possible. The pedagogy of 42 make sense only if the peer-evaluation is done seriously.

Guidelines


- You should only evaluate what is on the GiT repository of the student or the group.
- Make sure to check that the GiT repository is the one corresponding to the student or group and the project.
- Meticulously check that no malicious things have been used to mislead you and make you evaluate something other than the official content.

- Any script intended to facilitate the evaluation provided by one of the two parties must be rigorously verified by the other party to avoid some unpleasant surprises.

- If the student/ corrector has not yet done this project, it is mandatory for the student/corrector to read the subject in full before beginning this defense.

- Use the available flags to sign something rendered empty, non-functional, a case of cheating, etc. In this case, the assessment is completed and the final mark is 0 (or -42 in the special case of cheating). However, except in the case of cheating, you are encouraged to continue to discuss the work that has been done (or not done) to identify the problems that have led to this situation and avoid them for the next rendering.

Attachments

 Subject (<https://cdn.intra.42.fr/pdf/pdf/5417/d00.en.pdf>)

Exercise 00

Hello World

- At least one UIButton is present in the project?

- Does it display anything in the debug console when you click on it?

If any of these tests fails, the exercise is counted wrong and you move on to the next one.

 Yes

 No

Exercise 01

Supersize me

- At least one UILabel is present in the project?

- Does the text change when pressing a button ?

- Are Layouts respected?

If any of these tests fails, the exercise is counted wrong and you move on to the next one.

✓ Yes

✗ No

Exercise 02

Moar buttons

- Are all the UIButtons requested in this exercise present?

- Is the number displayed correctly in the UILabel when only the digits are touched ?

- Are all buttons well placed on all devices and in landscape mode ?

If any of these tests fails, the exercise is counted wrong and you move on to the next one.

✓ Yes

✗ No

Exercise 03

Make some code!

- Can the calculator... calculate ? Can it do all the operations ?

- Dividing by 0 does not crash the application?

- Attention, the overflow is not yet managed on this part of the project.

If any of these tests fails, the exercise is counted wrong and you move on to the next one.

✓ Yes

✗ No

Exercise 04

Overflows

- Provoke an overflow on this application. Is it still alive ?

If this test fails, the exercise is counted false.

✓ Yes

✗ No

Ratings

Don't forget to check the flag corresponding to the defense

★ Outstanding project

■ Empty work

■ Incomplete work

■ Cheat

■ Crash

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Preview!!!