

SCALE FOR PROJECT PISCINE SWIFT IOS (/PROJECTS/PISCINE-SWIFT-IOS) / DAY 01 (/PROJECTS/PISCINE-SWIFT-IOS-DAY-01)

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/5423/d01.en.pdf>)

Exercise 00

Color and Value

- Are there all the colors and values for a game of 52 cards ?
- The raw value of the enum Color is the type String?
- The raw value of the enum Value is the type Int?

 Yes

 No

Exercise 01

Card

- Does the class Card conform to the subject?
- Does it inherit from NSObject?
- Are the color and value properties present?
- The builder is there?

- The override var type description String is present?
- The isEqual method is present?
- The operator overload == is present?

☒ Yes

☐ No

Exercise 02

Deck

- Does the class Deck conform to the subject (allSpades, allDiamonds, allClubs, allHearts, allCards) ?

☒ Yes

☐ No

Exercise 03

Extension

- Is the mixing method part of the Struct Array?
- Does it work corectly?

☒ Yes

☐ No

Exercise 04

Board

- Does the Deck class conform to the subject?
- The 3 properties are present?
- The constructor that takes a Bool is functional?
- The property description is override?
- The draw method draws the first card of cards and places it in outs?
- The fold method places the map in discards only if it belongs to outs?

☒ 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!!!

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