

ECE 391 MP1 Grade Sheet

Functionality (max: 64 | min: 0)

Startgame	____/6
Add Missile	____/4
Crosshairs	____/4
Tasklet	____/9
Get Status	____/4
Endgame	____/5
Kernel – Startgame	____/6
Kernel - Add Missile	____/4
Kernel – Crosshairs	____/4
Kernel – Tasklet	____/9
Kernel – Get Status	____/4
Kernel – Endgame	____/5
Miscellaneous Errors	____/-6 (max 0)

Style (max: 26 | min: 0)

Code Design (16)

Control Flow	____/4
Stack Management	____/5
Correct Use of Jumptable	____/2
Parameter Validation	____/5

Documentation (10)

Full Function Interfaces	____/3
Comments	____/4
Magic Numbers	____/3

Checkout and Compilation (max: 0 | min: -10)

No conflicts/issues(no object files) when checking out code from repo	0 or -5
No warnings in user-level test harness compilation	0 or -5
No warnings during kernel compilation	0 or -5
Home folder not committed to repository	0 or -10

Questions (max: 10 | min: 0)

Able to adequately answer questions	____/10
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Total (100) _____/100