

CSC - 306 FORTRAN

Program #3 Points _____ - _____ Days late * 10 = Score _____

Group _____

Name _____

The Matrix Add Program

2	_____	The program contains a proper header containing the program name, program number, programmers names, and possible group number.
1	_____	The program is properly named.
2	_____	The program is commented.
2	_____	The program is structured.
2	_____	The program compiles.
2	_____	The program runs correctly.
3	_____	Prompt for the input file.
2	_____	Test for the existence of the input file.
3	_____	Open the input file
3	_____	Re-prompt the user when the input file does not exist or 'QUIT' to quit.
4	_____	Program terminates with quit as input file name after re-prompt.
3	_____	Prompt for output file.
2	_____	Test for the existence of the output file.
3	_____	Open the output file if it does not exist.
3	_____	If the output file exists, prompt the user to enter a new filename, overwrite the file, or quit if the output file exists.
2	_____	The program prompts for and tests a new output file name.
2	_____	The program overwrites the existing output file.
4	_____	Program terminates with quit as output file name after re-prompt.
3	_____	The program reads an integer which identifies the number of matrices to process.
3	_____	The program will only process a maximum number of 10 matrices.
3	_____	The program reads the number of rows and the number of columns in each matrix.
3	_____	The program will not process matrices larger than 10 x 10.
4	_____	The program reads each matrix completely into the program.
4	_____	The program adds the matrix to the sum matrix
4	_____	The program print each matrix to the output file.
1	_____	The program print a heading MATRIX x to the output file with each matrix.
5	_____	The program process all matrices.
4	_____	The program handles end of file situations.
1	_____	The program print a heading SUM OF ALL n MATRIX x to the output file.
4	_____	The program prints the sum matrix to the output file.
4	_____	The output file is nicely formatted.
3	_____	The files are closed.
5	_____	No Exit's, goto's, etc are used.
4	_____	Appropriate error messages are printed to the display and the output file.