SENG1120/6120 – Data Structures
Marking sheet – Assignment 2 – Sem 1, 2021

STUDENT NAME: _____ **MARKED BY:** _____

STUDENT NUMBER: _____ **DATE:** _____

DEMO:

1. Program compiles and works correctly with the files provided (each error will attract between 2- and 5- mark penalties).

2. Program compiles and works correctly using Templates and the supplied `GamePiece` class

A: Total (_____/10.0)   B: Bonus Task (_____/2.0)

REMOVE MARKS IF:

- Code leads to memory leaks during execution (____/-1.0)

- Lack of macroguards (____/-1.0)

- Lack of destructors (____/-2.0)

- Lack of `const` qualifiers (____/-1.0)

- Lack of comments/documentation in the code (____/-2.0)

- Direct access to LinkedList to facilitate printing or analysis (____/-5.0)

- Declaration of temporary variables as member variables of the class (____/-1.0)

- Lack of use of dynamic memory allocation in `Node` or `LinkedList` (____/-10.0)

- Use of `friend` qualifier (____/-2.0)

- Violation of encapsulation / information hiding (____/-5.0)

- Implementation in header file (____/-2.0)

- Correctness of Submission, filenames and format (____/-5.0)

C: Total deductions (_____/ 37.0)

FINAL MARK [MIN (A+B+C, 10.0)]: _____

Comments: