

OPEN LAB 3 (PART A) EVALUATION FORM

Name: _____

(50 points)

Grade your program and turn in this evaluation form with your program

1	Main Comment Block is given at the beginning of the client program	___/2
2	Each constant and variable is documented.	___/1
3	Each section of logically related statements in the program is well documented.	___/2
4	Proper indentation and sufficient white spaces/lines are used to enhance the program readability.	___/2
5	Sizes of all arrays used are created as constants.	___/1
6	#ifndef/#define/#endif is used properly	___/ 1
7	A separate “mytype.h” is used to define CardStruct	___/1
8	The member functions of “PlayerClass” are implemented correctly according to the description given in the header file.	___/20
9	An array of player class objects is used for the 4 players	___/2
10	CardClass object is used for the deck of cards, cards are distributed to the 4 players in clockwise rotation, one card at a time	___/2
11	Program compiles with no error.	___/ 5
12	The program produces correct output (the user’s cards are displayed (sorted), player to play first is identified).	___/10
13	Hand in this evaluation form with grade.	___/1
	TOTAL	___/50