OLA#4A EVALUATION FORM

Name: _____ C# : _____

Handin (Penalty)	
Didn't turn in the soft copy of the program	**-50**
Didn't turn in the hard copy of the program	**-5**
Didn't turn in the this page with the hard copy of the program	**-5**
Comments	
Each method of MazeClass and CreatureClass is documented with function description, pre-condition, and post-condition in the header file.	__/6
Comments at the beginning of each source file	____/2
Comments for each function definition and function prototype	____/2
Comments for each loop statement	____/2
Comments for each branch of conditional statements	____/2
Comments for all the constants and local variables	____/2
Programming Styles	
Meaningful names for constants and variables.	____/2
Use indentation and white space to make program easier to read.	____/4
Compile	
No compile errors (you either get 0 or 8 points)	____/8
Assignment Specific Requirements	
#ifndef/#define/#endif is used properly in CreatureClass.h and MazeClass.h	__ /2
Maze is created as 2-D array of character type using dynamic memory allocation	___/ 2
A destructor is used in MazeClass to de-allocate space	____/2
The member functions of "MazeClass" are implemented correctly according to the description given in the assignment	____/20
The member functions of "CreatureClass" are implemented correctly according to the description given in the assignment	__ / 12
const modifier is used correctly for class member functions	____/2
Program output:	
Program run4A1:	
Maze is read and displayed correctly	____/10
The program reports the correct entrance and exit locations	___ / 5
The program produces the correct output for the 3 locations selected	____/ 5
Program run4A2:	
The program produces the correct location of the creature before and after the moves	____/10
Total	___ / 100