OLA#3B 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	
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 to make program easier to read.	____/2
Use white space for readability.	____/2
Compile	
No compile errors (you either get 0 or 8 points)	____/8
Assignment Specific Requirements	
The methods of "PlayerClass" are implemented according to the functionality given in PlayerClass.h.	__ /20
Game programmed according to the rules specified	__ / 30
Players play in clockwise rotation during the game.	__ / 5
Program Output	

Display on each round of the game:
   o Who is leading the round
   o Card played by each player
   o Points on each round, and who wins that round
   o For the non-computer player:
       o display the remaining cards in hand at the beginning of each round
       o check for user choice
   o points of each player at the end of each round
	_ / 25

TOTAL	___ /100
Bonus points (maximum 10 pts) for nice user interface	