

OLA#3A 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 CardClass 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 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 member functions of "CardClass" are implemented according to the functionality given in project description.	___/30
#ifndef/#define/#endif is used properly	___/2
Ace of a suit is set to have face value 14	___/2
enum type is defined in CardClass.h, before CardStruct	___/2
CardStruct is defined in CardClass.h	___/2
CardClass object is used in the client program correctly	___/2
Cards are dealt one card at a time to players in clockwise rotation by repetitively calling the DealCard method of CardClass.	___/10
Program Output	
The output is correct: each player has 13 cards displayed, the face value, points and suit of each card displayed, and the cards sorted by suit. the cards of each player are displayed in tabular format)	___ / 20