OLA#1 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
Functionality	
The 5 functions described in the OLA problem description are implemented according to the functionality given in problem description.	__ /35
enum type is used correctly for card suit	___/ 3
Sizes of arrays used are created as constants, The array size constants are used to control the loop	____/2
Array of structs is used for the deck of cards and for players' cards	____/5
Array is passed to function correctly (const modifier used correctly)	____/5
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)	_ / 28
TOTAL	____/100