

## OLA#5 EVALUATION FORM

Name: \_\_\_\_\_

C# : \_\_\_\_\_

<b>Documentation</b>	
Each method of flightMap class is documented with function description, pre-condition, and post-condition in the header file.	___/2
Comments at the beginning of each source file	___/1
Comments for each function definition and function prototype	___/1
Comments for each loop statement	___/2
Comments for each branch of conditional statements	___/2
Comments for all the constants and local variables	___/1
<b>Programming Styles</b>	
Meaningful names for constants and variables.	___/2
Use indentation and white space to make program easier to read.	___/2
<b>Compile</b>	
No compile errors (you either get 0 or 5 points)	___/5
<b>Assignment Specific Requirements</b>	
type.h and type.cpp are used to define the struct data type	___/3
Overloaded operators are defined for the struct data type (listItemType)	
Overloaded << operator is correctly defined to display list object	___/3
flightMap class implementation: correctly implements the following	
○ Copy constructor (5 pts),	___/5
○ Destructor (5 pts) – memory spaces are de-allocated for both (cities and the map (adjacency list)) arrays	___/5
○ Cities array and the map (adjacency list) arrays are allocated dynamically based on the number of cities read (5 pts)	___/5
○ The member function that reads flight map information and builds the entire adjacency list correctly	___/15
○ The <i>print</i> member function correctly prints the entire adjacency list	___/10
<b>Program output:</b>	
○ The flight map is printed in the specified tabular format	___/6
○ The origin cities are sorted in ascending order	___/15
○ The destination cities from each origin city are sorted in ascending order	___/15
<b>Total</b>	___/100