OLA#4B 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**
Documentations	
Each method of MazeClass and CreatureClass is documented with function description, pre-condition, and post-condition in the header file.	____/4
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	
Use indentation and white space to make program easier to read.	____/2
Assignment Specific Requirements	
Dynamic memory allocation is used properly to recreate maze (2D) and Memory de-allocation is used properly (in the destructor) to free memory space.	/4 /4
The recursive GoSouth, GoNorth, GoEast, and GoWest functions are implemented as **client functions (not members of mazeClass)**	/8
The **recursive** GoSouth, GoNorth, GoEast, and GoWest Functions are implemented correctly (5 pts/each)	__ /20
Handles the possibility where entrance and exit point occur at any one of the four sides of the maze	___/5
const modifier is used correctly for class member functions	/5
Program output:	
Program generates correct output for each of the 3 maze data files ■ if a path exists, the path together with the maze is displayed (20pts) ■ if no path exists, a message is displayed and the explored maze is displayed (20 pts)	__/40
Total	___ / 100