

**APPENDIX B**  
**Grade Sheet Checkoff**

Name of Student: Edward Iswaks

Name/Sign of TA: *m-x* Date: 3/13/23

Completed Phase 1 Requirements (10%): 34

Completed Phase 2 Requirements (20%): 34

Completed Phase 3 Requirements (35%): 34

Completed Phase 4 Requirements (35%): 34

Additional Comments:

+47. 3/13/23

Additional points can be *deducted* at the discretion of the TA according to the following criteria.

Element	Percentage Deduction	Details
Created and use at least two C++ classes.	20%	This is a requirement for the program. You can use many more objects of course! You will lose credit if you have any global functions.
Uses char pointers to keep track of positions in the cipher key array	5%	You could use a index, but I would like to see you using pointer arithmetic in this program
Use at least two operator overloads in this code.	10%	It is recommended that you use the ++ and - -operators on a Letter object in sub-task 2.
Explicit use of the 'this' pointer	10%	Just so I know that you know how you can use the 'this' pointer, please explicitly use this in all your member functions.
External Linkage	5%	Please declare your LCD display in <code>main.cpp</code> in the global namespace and make this global variable accessible to the <code>Letters.cpp</code> file using an extern declaration.
Const Correctness	10%	Please make sure that if you have constant member functions that you make them <code>const</code> . Also if there are variables that you don't intend to change, also make the constant.
Did not use Self-Documenting Coding Styles	5%-15%	This can include confusing indentation, using unclear variable and member function names, or unclear comments.