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SCALE FOR PROJECT CPP MODULE 02 (/PROJECTS/CPP-MODULE-02)

You should evaluate 1 student in this team



Git repository

git@vogsphere.42firenze.it:vogsphere/intra-uuid-6aeaa5b0-7bcc-40d7-9l



Introduction

Please comply with the following rules:

- Remain polite, courteous, respectful and constructive throughout the evaluation process. The well-being of the community depends on it.
- Identify with the student or group whose work is evaluated the possible dysfunctions in their project. Take the time to discuss and debate the problems that may have been identified.
- You must consider that there might be some differences in how your peers might have understood the project's instructions and the scope of its functionalities. Always keep an open mind and grade them as honestly as possible. The pedagogy is useful only and only if the peer-evaluation is done seriously.

Guidelines

- Only grade the work that was turned in the Git repository of the evaluated student or group.
- Double-check that the Git repository belongs to the student(s). Ensure that the project is the one expected. Also, check that 'git clone' is used in an empty folder.
- Check carefully that no malicious aliases was used to fool you and make you evaluate something that is not the content of the official repository.
- To avoid any surprises and if applicable, review together any scripts used to facilitate the grading (scripts for testing or automation).
- If you have not completed the assignment you are going to evaluate, you have to read the entire subject prior to starting the evaluation process.
- Use the available flags to report an empty repository, a non-functioning program, a Norm error, cheating, and so forth. In these cases, the evaluation process ends and the final grade is 0, or -42 in case of cheating. However, except for cheating, student are strongly encouraged to review together the work that was turned in, in order to identify any mistakes that shouldn't be repeated in the future.
- You should never have to edit any file except the configuration file if it exists. If you want to edit a file, take the time to explicit the reasons with the evaluated student and make sure both of you are okay with this.

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- You must also verify the absence of memory leaks. Any memory allocated on
the heap must be properly freed before the end of execution.
You are allowed to use any of the different tools available on the computer,
such as leaks, valgrind, or e_fence. In case of memory leaks, tick the
appropriate flag.

Attachments

subject.pdf (https://cdn.intra.42.fr/pdf/pdf/101916/en.subject.pdf)

Preliminary tests

If cheating is suspected, the evaluation stops here. Use the "Cheat" flag to report it. Take this decision calmly, wisely, and please, use this button with caution.

Prerequisites

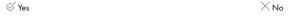
The code must compile with c++ and the flags -Wall -Wextra -Werror Don't forget this project has to follow the C++98 standard. Thus, C++11 (and later) functions or containers are NOT expected.

Any of these means you must not grade the exercise in question:

- A function is implemented in a header file (except for template functions).
- A Makefile compiles without the required flags and/or another compiler than c++.

Any of these means that you must flag the project with "Forbidden Function":

- Use of a "C" function (*alloc, *printf, free).
- Use of a function not allowed in the exercise guidelines.
- $\bullet\,$ Use of "using namespace <ns_name>" or the "friend" keyword.
- Use of an external library, or features from versions other than C++98.



Exercise 00: My First Class in Orthodox Canonical Form

This exercise introduces the notion of canonical class with a simple arithmetic example: the fixed-point numbers.

Makefile

There is a Makefile that compiles using the appropriate flags.

Accessor

The Fixed class (or whatever its name) must provide accessors to the raw value:

- int getRawBits(void) const;
- void setRawBits(int const raw); Are these member functions present and functional?

 $ext{$ee}$ Yes $ext{$ iny No$}$

Canonica

A canonical class must provide at least:

A default constructor

•	A destructo

•	Α	сору	constructor	
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✓ Yes	×N₀
⊚ res	/\INO

• An copy assignment operator Are these elements present and functional?

Exercise 01: Towards a more useful fixed-point number class

The previous exercise was a good start, but the class was still pretty useless since it was only able to represent the fixed-point value 0.0.

Makefile

There is a Makefile that compiles using the appropriate flags.

arnothing Yes

Floating-point constructor

Is it possible to construct an instance from a floating-point value?

 $ilde{ ilde{\lor}}$ Yes imes No

<< operator

Is there a << operator overload and is it functional?

igotimes Yes

Fixed-point value to integer value

A member function "int tolnt(void) const;" that converts the fixed-point value to an integer value must be present. Is it functional?

extstyle ext

Fixed-point value to floating point value

A member function \"float toFloat(void) const;\" that converts the fixed-point value to a float value must be present. Is it functional?

arnothing Yes

Integer constructor

Is it possible to construct an instance from an integer value?

arnothing Yes imes No

Exercise 02: Now we are talking

This exercise adds comparison and arithmetic features to the class.

Makefile

There is a Makefile that compiles using the appropriate flags.

Comparison operato		
Are the 6 comparison c	operators (>, <, >=, <=, == and l=) implemented and working	ng properly?
	⊗ Yes	imesNo
Arithmetic operators		
	erators (+, -, * and /) implemented and working properly? on by 0, it is acceptable that the program crashes)	
	⊗ Yes	imesNo
Other operators		
	post-increment, pre-decrement and post-decrement and working properly?	
		imesNo
Static member funct	ions overloads	
Last but not least, test th are implemented and w	ne the min() and max() static member functions	
	ST Train	
	⊗ Yes	×N₀
Exercise 0	⊗ Yes O3: BSP	
	⊗ Yes	
	⊗ Yes O3: BSP	
This exercise should hav	⊗ Yes O3: BSP	
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This exercise should have Makefile There is a Makefile that Class Point There is a class Point wh const. It also has a const and y with those values Function bsp There is a function bsp() "bool bsp() Point const const.	State Page 1932: BSP The we make you realize how easy it is to implement complex a compiles using the appropriate flags. So Yes The structor that takes two floats and initialize x in the point const by Point const c, Point const point). So Yes The structor that takes two floats and initialize x in the point const by Point const c, Point const point).	lgorithms once the basics work as intended.

	✓ Yes			×N∘		
	⊚ ies			/\140		
Ratings	;					
Don't forget to ch	neck the flag correspon	ding to the defense				
	✓ Ok		*0	utstanding proj	ect	
Empty work	▲ Incomplete work	nvalid compilation	■ Cheat	T Crash	▲ Concerning si	tuation
▲ Leaks		⊘ Forbidden function	⊘ Forbidden function ♀ Can't support ,			
Conclus	sion					
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