Scorecard with review:

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| ASSIGNMENT: | SCORE: | REVIEW: |
| PS0: HELLO WORLD WITHSFML | 13/13 | Simple program using sfml. |
| PS1A: LINEAR FEEDBACK SHIFT REGISTER | 12/12 | didn’t use ^ op. But used != works same. |
| PS1B: PHOTO MAGIC | 10/14 | -2 Reads and writes the wrong files  -1 Missing required flags from one target  -1 Image shows same pair of images (can tell from title bar)  XC doesn't work correctly |
| PS2: TRIANGLE TFRACTAL | 14/13 | -1 Still doesn't resize window.  +2 XC generates random colors. Still would prefer using the <random> library of <stdlib.h> |
| PS3A: N-BODY SIMULATION (STATIC) | 9/15 | -1 No lint target  -2 Linting problems  -1 yaxis inverted  -1 Universe not drawable  -1 No << or >> operators for Universe  -1 public fields numberOfPlanets, bodies on Universe  -0 Output text not in the correct format  +1 Background |
| PS3B: N-BODY SIMULATION | 12/15 | -1 lint target doesn't work.  No NBody target  -2 linting problems  -1 Planets rotate the wrong way  +0.5 XC clock  +0.5 XC music  +0 XC I don't see the new universe file.  cpplint [arguments] should be the command, not a dependency of your lint target |
| PS4A: CIRCULAR BUFFER | 11.50/12 | -1 No target test  I'm surprised the linter doesn't care about your indentation  +0.5 XC invokes lambda immediately rather than passing it to another function. |
| PS4B: STRING SOUND | 13/15 | -1 No target test  -2 No new tests  -0.5 Lambda called directly rather than passed as a parameter.  +1.5 XC Alternate sound, but no way to swap modes |
| PS6: RANDOM WRITER | 12/16 | -1 Some of the functions have the wrong name.  -1 kRand() doesn't generate all characters  -1 Output text isn't reasonable at all  -1 No lambda |
| PS7: KRONOS LOG PARSING | 10.50/10 | +0.5 XC partial header |