

### Programming Assignment 3

NAME \_\_\_\_\_

Turned in Nov. 12, 2021 9am: on Time \_\_\_\_\_ / 100 points

#### Turned in (10)

- ☐ Printout of .cpp file (4)
- ☐ Made-up input file (2)
- ☐ Paper with sorted activities for both inputs (2)
- ☐ 2 output files (2)

#### Solution / Used Algorithmic Concepts Discussed in Class (65)

- ☐ Opens/Closes input/output files (2)
- ☐ Reads number of activities (3)
- ☐ Uses a data structure (array, vector, list, set, ...) (5)
- ☐ Uses a class or struct (5)
- ☐ Loops correct number of times (5)
- ☐ Computes finish times (5)
- ☐ Correctly sorted activities *on paper* (10)
- ☐ Sorts activities (10)
- ☐ Selects next activity using greedy algorithm (10)
- ☐ Function to print results works correctly (4)
- ☐ 5-6 functions (6)

#### User Interface (I/O Formatting) (10)

- ☐ Good prompts
- ☐ Asked user for name of output files (2)
- ☐ Printed heading (name) (2)
- ☐ Labeled all output (4)
- ☐ Used blank lines/ spacing (pretty) (2)

#### Readability/Algorithm/Style (15)

- ☐ Good comments
  - Top of every file (3)
  - Method & Function Prototypes (2)
  - Internal code (3)
- ☐ Good use of blank lines/spacing (2)
- ☐ Good choice of identifiers (1)
- ☐ Good indentation (1)
- ☐ Good choice of control structures (ie switches, loops, etc.) (1)