# GDAPS2 - Homework 4 Gradesheet

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- |
| **Part** | **Criteria** | **Max** | **Earned** |
|  | * **General**   + Some quads (outlines) are drawn   + Some objects highlight | 15  15 |  |
| 1 | * **AddObject** method   + Does nothing if this quad doesn’t contain the rectangle   + Simply adds the object to this quad if the count is lower than the max and it hasn’t been divided yet   + Divides this quad only if necessary (and only ever once)   + Checks and adds the object to a division if it fits   + Otherwise adds to this quad * **Divide** method   + Creates the new division array   + Populates the array with correct division quads   + Adds game objects to divisions if necessary   + Removes game objects from this quad if they were added to another division | 4  4  5  7  4  3  3  7  7 |  |
| 2 | * **GetAllRectangles** method   + Adds this node’s rectangle to the list   + Recursively adds division rectangles if necessary * **GetContainingQuad** method   + Returns null if the quad doesn’t contain the rectangle   + Checks the divisions and recursively returns one’s method if necessary   + Returns “this” quad if none of the divisions contain the rectangle | 4  7  4  7  4 |  |
|  | * **Style:**   + Commenting – Methods, complex code   + Other – Indentation, scope, variable names | -5  -5 |  |
|  | Total Grade |  |  |

## Comments: