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| **Topic** | Practical Assignment 3 Mark Sheet |
| **Assignment Type** | 🗷 Assessed 🞏 Non-assessed  🗷 Individual 🞏 Group |
| **Module** | CSE101 Computer Systems |
| **Due Date** | November 7th, 2018 (Wednesday) |
| **Student ID** | 1717576 |
| **Student Name** | Minhao Jin |
| **Marking Date** | November 7th, 2018 (Wednesday) |

Your program **MUST** be developed using Visual C++ inline assembly language.

| **Objective** | **Max Marks** | **Actual Marks** |
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| **Program can compile and run.**   * Compile with no errors. (2 marks) * Program meets all the requirements. (6 marks) * Program does not crash and ends properly. (2 marks) | 10 |  |
| **Create a counter to store the number of alphanumeric characters the user needs to enter.**   * Only allows user to enter a positive integer. (5 marks) * If user enters a zero or a negative number, print a message to remind the user to enter positive integer only. (3 marks)   *NOTE: Do not deduct any mark should program be unable to handle user entering non-number.*   * Prompt the user to re-enter positive integer only. (2 marks) | 10 |  |
| **Create a loop to prompt the user to input one alphanumeric character at a time. Display a message immediately after the input to indicate character type, i.e. uppercase, lowercase, even or odd.**   * User can input one alphanumeric character for each loop. (2 marks)   *NOTE: Do not deduct any mark should the program be unable to handle user entering more than one alphanumeric character.*   * Print out the correct character type immediately after each input. (8 marks)   *NOTE: Make sure to test all 4 character types and deduct 2 marks for printing out a wrong character type.* | 10 |  |
| **Terminates the loop when user enters an asterisk symbol “\*”.**  *NOTE: Deduct 3 marks if other character or symbol is used to terminate the loop.* | 5 |  |
| **Before exiting, print the actual number of entries, and the values for the 4 variable counters.**   * Print out number of entries. (2 marks) * Print out values of all 4 variable counters. (8 marks)   *NOTE: Deduct 2 marks for each wrong value of a variable counter.* | 10 |  |
| **Well-commented, stapled program listing for your solution.**  Suggested breakdown of marks:   * Used official cover sheet. (5 marks) * Developed using Visual C++ inline assembly language. (10 marks) * Codes works and are efficient with no redundancy. (15 marks) * Codes are tidy and properly aligned, i.e. spaced or tabbed. (5 marks) * Labels and variables are clear and descriptive. (5 marks) * Sufficient comments that are clear and descriptive. (15 marks)   *NOTE: Do not deduct any mark if student did not comment on every single line of codes. It is not a requirement to do so.* | 55 |  |
| **Total** | 100 |  |

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