



Parser 2

Activity: 4 - Parser 2





Course: ICSI311-Principles Programming Lang (6398)

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Criteria	Great	Good	OK	Poor	Criterion Score
Coding style	10 points Good naming, non-trivial methods well commented, static only when necessary, private members (10) 	6 points Mostly good naming, most necessary comments (6)	3 points Some good naming, some necessary comments (3)	0 points Few comments, bad names (0)	10 / 10
Unit Test	10 points All functionality tested (10) 	6 points Missing tests (6)	3 points At least one (3)	0 points Don't exist (0)	10 / 10

Criterion Feedback

testAcceptSeparators() has error, check it, passing it for now

Criteria	Great	Good	OK	Poor	Criterion Score
Operation Node	10 points Has enum, left and Optional right members, good constructors and ToString is good (10) 	6 points Three of: Has enum, left and Optional right members, good constructors, ToString is good (6)	3 points Two of: Three of: Has enum, left and Optional right members, good constructors, ToString is good (3)	0 points Doesn't exist (0)	10 / 10
Valid reference Node	10 points Has name and Optional index, good constructors and ToString is good (10) 	6 points Two of: name and Optional index, good constructors, ToString is good (6)	6 points One of: name and Optional index, good constructors, ToString is good (6)	0 points Doesn't exist (0)	10 / 10
Constant & pattern Node	5 points Have name, good constructor and ToString is good (5) 	3 points Attempted (3)	0 points	0 points Doesn't exist (0)	5 / 5
ParseLValue - variables	5 points Accepts a variable name and creates an appropriate Variable Reference Node (5) 	0 points	3 points Either Accepts a variable name or creates an appropriate Variable Reference Node (3)	0 points Doesn't exist (0)	5 / 5

Criteria	Great	Good	OK	Poor	Criterion Score
ParseLvalue arrays	10 points Accepts a name, appropriately gets an index and creates an appropriate Variable Reference Node (10) ✓	6 points Two of: Accepts a name, appropriately gets an index and creates an appropriate Variable Reference Node (6)	3 points One of: Accepts a name, appropriately gets an index and creates an appropriate Variable Reference Node (3)	0 points Doesn't exist (0)	10 / 10
ParseLvalue - dollar	10 points Creates an operation node, gets the value of the \$ operator appropriately (10) ✓	0 points	5 points Attempted (5)	0 points Doesn't exist (0)	10 / 10
ParseBottom LLevel-constants and patterns	5 points Detects strings, numbers and patterns and creates appropriate nodes (5) ✓	0 points	0 points	0 points Doesn't exist (0)	5 / 5
ParseBottom Level – parenthesis	10 points Creates an operation node AND gets the contents of the parenthesis appropriately (10) ✓	5 points Creates an operation node OR gets the contents of the parenthesis appropriately (5)	0 points	0 points Doesn't exist (0)	10 / 10

Criteria	Great	Good	OK	Poor	Criterion Score
ParseBottom Level – unary operators	15 points All four are correct (15) ✓	0 points	7 points Two are correct (7)	0 points Doesn't exist (0)	15 / 15

Total	100 / 100
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Overall Score

Great ✓

Level 3

Level 2

Level 1