

**LGC** – The program written does not follow the logic needed to accomplish the task.

**SRT** – Please read the question Carefully and answer what is asked and nothing more

**REL** – What you wrote does not answer the question asked.

**ATT** – Pay attention to the question and answer what is asked. If you don't understand what the question wants, ask your teacher.

**DBG** – You need to walk through your code and trace execution to learn more about how constructors and destructor and methods work and execute.

**LNG** – Your answer is correct, but PLEASE try to shorten the answer a little

**SYX** – Wrong syntax

**CNS** – Pay attention to object creation and destruction (constructors and destructors) any object that is created will eventually get destructed. And the number of constructor and destructor calls are always equal but in reverse order, if they are not dynamic. Then the destructors are called when they are deleted.

**ARC** – An array is a compound type since it is built out of primitive types.

**NVR** – Never asked for this!

**UNN** – Unnecessary code written! I have no idea that this code is supposed to do here!

**ARG** – Please review functions, their arguments and passing arrays as argument to functions in IPC144.

**CNF** – Your answer is confusing and vague, I don't know if you know it or not, Talk to me!

**ENC** – Encapsulation is packing the Data and Behaviour together + adding privacy.

**FUN** – Review functions from IPC144

**CMP** – Why make things complicated when you could have done this in a much simpler way?

**UNK** – Unknown length always mean that you have to dynamically hold the number of things coming in. This means creating a pointer for a dynamic array, instead of

creating an array of things.

**INT** – Number of digits in an integer dictates what type of integer to use (long long, long, int, short or char) it does not mean to create an array of ints or chars.

**APT** – An array is always passed using a pointer of the same type or array notation:  
int A[whatever] can be passed by int\* ptr or int arr[].  
int\* can be used for returning and function arguments but int arr[] can only be used for function arguments  
review ipc144 pointers and arrays

**DEF** – Default value for arguments are used only if a value is not provided for the argument.

**PTR** – You need to have a pointer to refer to an array (or an array with unknown size).

**EXT** - EXACT output means you need to provide exactly what the program produces on the screen.

**WLK** – You need work on tracing code to learn how to organize your values and therefore debug the program properly.

**IO** – Work on understanding the meaning of  
Returning/Receiving VS. (printing or writing)/(scanning or reading) in functions

**KIS** – Keep it short and to the point please!

**TLK** – Please set an appointment to see me in my office or online. We need to talk.

**STR** – You have used an array of integer mixed with concept of character strings. You really need to review arrays, and strings from IPC144.

**DMA** – you need to review and learn Dynamic Memory Allocation

**STY** – It seems like you did not study for this.

**NDF** – You should use default values for argument to set their values if the value is not provided by the function call, or constructor invocation.

**OPR** – Please review and learn operator overloading