program 3 grade sheet

CSC 1310, FALL 2024

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|  | TOTAL GRADE (OUT OF 100%) |
|  | LATE? You can submit the program up to two days late at 10 points off per day late. |
|  | Did student submit program in a zipped file and include everything needed to compile & run the program?  (subtract **1 point** if not) |
|  | EXECUTION (DOES the program compile?) (10%) Program compiles = **10 points**  Program doesn’t compile = **0 points** |
|  | does the program work as specified? (80%) **[27 points] BinaryTree.h**   * Implemented as template class * TreeNode struct, pointer to root is correct * Private functions are correct: Insert, destroySubTree, displayInOrder * Public functions are correct: Constructor, Destructor, insertNode, displayInOrder, searchNode   **[26 points] Pokemon.h**   * Attributes are as specified * Functions: Constructor, setID, setName, getID, getName, overloaded < operator, overloaded == operator, overloaded << operator. Program must contain all these functions even if they are not used by driver.   **[27 points] Program3.cpp**   * Correctly creates Binary Search Tree object * Correctly reads in all Pokemon data from provided text file, creates Pokemon objects, inserts into Binary Search Tree * Does not insert duplicates * Prints out messages to user as specified * Prints how many pokemon are inserted * Displays all Pokemon in order |
|  | READABILITY OF CODE (10%)  * Comment block at top of all header & source files * Consistent, easy-to-read indentions * Appropriate variable names * No unnecessary code or comments |