

## Department of Computer Science and Software Engineering

Topic	Practical Assignment 4 Mark Sheet			
Assignment Type	■ Assessed     □ Non-assessed     □ Individual □ Group			
Module	CSE101 Computer Systems			
Due Date	December 6 <sup>th</sup> , 2017 (Wednesday)			
Student ID	1719247			
Student Name	Christopher Michael Champion			
Marking Date	Dec 06, 2017			

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

Objective		Actual Marks
Program can compile and run.  ☐ Compile with no errors. (2 marks) ☐ Accepts a string input that includes numbers and symbols. (2 mark) ☐ Able to print out the name in reverse. (1 mark) ☐ Able to print out the length of the string. (1 mark) ☐ Able to print out end of program message. (1 mark) ☐ Program does not crash and ends properly. (2 marks)		
Correctly accepts a string input and can then display that string in reverse using a stack.  Accepts a string input that includes numbers and symbols. (5 marks)  Correctly display the string in reverse including whitespaces. (5 marks)		
Correctly display the length of the string (including whitespaces).		
When the program successful completes, display the message "End of program".		



## Department of Computer Science and Software Engineering

Objective	Max Marks	Actual Marks
<ul> <li>Well-commented, stapled program listing for your solution.</li> <li>Suggested breakdown of marks:</li> <li>Used official cover sheet. (5 marks)</li> <li>Developed using Visual C++ inline assembly language. (10 marks)</li> <li>Codes works and are efficient with no redundancy. (25 marks)</li> <li>A stack is used to reverse the string. (5 marks)</li> <li>Codes are tidy and properly aligned, i.e. spaced or tabbed. (5 marks)</li> <li>Labels and variables are clear and descriptive. (5 marks)</li> <li>Sufficient comments that are clear and descriptive. (15 marks)</li> <li>NOTE: Do not deduct any mark if student did not comment on every single</li> </ul>		
Total	100	

	_		
 End of	<sup>F</sup> Docum	ent	