Marking Sheet for COMP261 2013 Assignment 4: RoboGame Parser.

Student:

Mark:

Marked by:

Stage 0: out of **40**: LOOP and ACTIONS
Programs with loop, block, and actions

- Does it parse correct stage0 programs?
- Does it report parse errors on bad stage0 programs?
- Does it use an appropriate programming design for the parser?
- Does it execute a stage0 program?

Stage 1: additional **20** (up to **60**): SENSORS and CONDTIONS
Programs with if, while, and simple conditions that compare sensors to numbers

- Does it parse correct stage1 programs?
- Does it report parse errors on bad stage1 programs?
- Does it have an appropriate node category for the conditions?
- Does it have an appropriate choice of node classes
- Does it execute a stage1 program?

Stage 2: out of **15** (up to **75**) EXPRESSIONS
Programs with arguments to actions, optional else clauses, arithmetic expressions, general comparison operations, Boolean expressions.

- Does it parse correct stage2 programs, and report errors on bad stage2 programs?
- Does it have an appropriate node categories for two kinds of expressions?
- Does it have an appropriate choice of node classes
- Does it execute a stage2 program?

Stage 3: out of **10** (up to **85**) VARIABLES
Programs with variables and assignments, plus elif clauses, and arguments to sensors.

- Does it parse correct stage3 programs, and report errors on bad stage3 programs?
- Does it handle variables correctly when executing (needs a map, specific to either the program tree, or to the call the execute.
- Does it execute a stage3 program?

Stage 4: out of **15** (up to **100**) INFIX EXPRESSIONS, DECLARATIONS, SCOPE
Doing all of this would be completely over the top.

- 100 for doing infix expressions
- 95 for declarations and checking variables declared
- 100 for implementing scope of variables and checking scope (at parse or execute time).