

42 EvalS

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Points earned

0

FdF

You should evaluate **1** student in this team

Introduction

Please follow the rules below:

Please comply with the following rules:

- ✓ Remain polite, courteous, respectful, and constructive throughout the evaluation process. The well-being of the community depends on it.
- ✓ Identify with the student or group whose work is being evaluated the possible dysfunctions in their project. Take the time to discuss and debate the problems that may have been identified.
- ✓ You must consider that there might be some differences in how your peers might have understood the project's instructions and the scope of its functionalities. Always keep an open mind and grade them as honestly as possible. The pedagogy is useful only if the peer-evaluation is done seriously.

Guidelines

Please follow the guidelines below:

- ✓ Only grade the work that was turned in to the Git repository of the evaluated

student or group.

✓ Double-check that the Git repository belongs to the student(s). Ensure that the project is the one expected. Also, check that 'git' folder.

✓ Check carefully that no malicious aliases were used when evaluating something that is not the content of the of

✓ To avoid any surprises and if applicable, review together any scripts used to facilitate the grading (scripts for testing or automation).

✓ If you have not completed the assignment you are going to evaluate, you must read the entire subject prior to starting the evaluation process.

✓ Use the available flags to report an empty repository, a non-functioning program, a Norm error, cheating, and so forth. In these cases, the evaluation process ends and the final grade is 0, or -42 in the case of cheating. However, except for cheating, students are strongly encouraged to review together the work that was turned in, in order to identify any mistakes that shouldn't be repeated in the future.

✓ Remember that for the duration of the defense, no segfaults or other unexpected, premature, or uncontrolled terminations of the program will be tolerated, else the final grade is 0. Use the appropriate flag.

✓ You should never have to edit any file except the configuration file if it exists. If you want to edit a file, take the time to explain the reasons with the evaluated student and make sure both of you are okay with this.

✓ You must also verify the absence of memory leaks. Any memory allocated on the heap must be properly freed before the end of execution.

✓ You are allowed to use any of the different tools available on the computer, such as leaks, valgrind, or e_fence. In case of memory leaks, tick the appropriate flag.

Points earned

0

Attachments

Please download the attachments below:

 subject.pdf

 maps.zip fdf_linux

 minilibx_mms_20191025_beta.tgz

 minilibx-linux.tgz minilibx_macos_sierr
sources.tgz fdf

Points earned

0

Mandatory Part

Minimal requirements

Does the assignment meet the minimal requirements?

The repository isn't empty.

Norminette shows no errors.

No cheating.

No forbidden function/library.

The code compiles with the required options.

The executable is named as expected.

During execution, there is no brutal or unmanaged crash (segfault, bus error, and so forth).

No memory leaks.

Yes

No

Error management

Error management

Test fdf without parameters, with too many param

file or on which you have no rights. If those tests a

all good. This is the only error management that is

the maps inside the input files have to be formatted properly.

Points earned

0

Yes

No

Graphic management

Run the program with the 42 map provided from the project page and verify that:

A window opens

Something is drawn in the window

You can see a isometric projection of the 42 map

Pressing 'ESC' closes the window and exits the program in a clean way (no leaks).

Clicking on the cross on the window's frame closes the window and exits the program in a clean way (no leaks).

Yes

No

Line tracing

Line tracing

Use a flat map with nothing but 0, sized 4×4. We have a flat wireframe grid with a projection that is used to give a 3D concept.

Same map, with 1 point at a different altitude. Check whether the projection corresponds and that the 3D effect is rendered.

Points earned

0

Yes

No

Heavy map

Heavy map

Check whether the program handles a bigger map and an aleatory 16×16 map.

Yes

No

Heavier map

Heavier map

Test with bigger, heavier maps. Either those provided in the intranet, the evaluated student, or your owns. Be logical and keep in mind the requirements of the subject regarding what could contain your maps (colors for example).

Yes

No

Graphic responsive

Graphic responsive

If the graphical representation stayed fluid and ple
with heavy maps, then it's cool.

Points earned

0

Yes

No

MiniLibX images

MiniLibX images

Take a look at the code and check whether the student uses the images
from

the MLX to draw the image instead of putting pixels one by one. ;)

Yes

No

Bonus Part

Extra projection

A lot of nice extras.

Can the map be represented using another projection (such as parallel or conic)?

Yes

No

Points earned

0

Zooooooooom

Zooooooooom

Is there a way to zoom in and out using the keyboard or mouse?

Yes

No

Translate

Translate

Is there a way to translate the projection using the keyboard or mouse?

Yes

No

Rotation

Rotation

Is there a way to rotate the projection using the ke

Points earned

0

Yes

No

Be crazy

Be crazy

Give one more point if there is any additional bonus you consider is fine.

Creativity is an important point in your education and in the digital world.

Yes

No

Ratings

✓ OK

☆ Outstanding

✖ Empty Work

💬 Incomplete Work

⊘ Invalid Compilation

ⓘ Norme

⚠ Cheat

💥 Crash

⚠ Concerning Situations

⚡ Leaks

 Forbidden Functions

Points earned

0

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