CS 0445 Spring 2015 Assignment 1

Name: _Devansh Desai_

MultiDS Class: [points based both on functionality and style]

    Constructor(s): _____ (5)

    toString() method: _____ (10)

    PrimQ interface methods:

        addItem(): _____ (10)

        removeItem(): _____ (10)

        clear(): _____ (5)

        size(), full(), empty(): _____ (5)

    Reorder interface methods:

        reverse(): _____ (10)

        shiftRight(): _____ (5)

        shiftLeft(): _____ (5)

        shuffle(): _____ (10)

    Output of Assig1A.java is correct: _____ (10)

War Game:

    Deck and hands are MultiDS<Card> objects: _____ (5)

    Game initialized correctly (incl. # of rounds): _____ (5)

    Initial Cards / hands generated correctly: _____ (5)

    Normal round (no tie) works correctly: _____ (10)

    Pile copied to hand / shuffled as necessary: _____ (10)

    "War" case (i.e. tie) handled: _____ (10)

    End / winner determined correctly: _____ (10)

Assignment Information Sheet/Submission: _____ (5)

Documentation: _____ (5)

Subtotal Points: _____ (150)

Normalized Points (Subtotal / 1.5): _____ (100)

Extra Credit: _____ (10)

Late Penalty _____ (-15)

Total _____ **(100)**