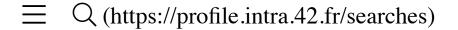
1/29/23, 6:22 PM Intra Projects FdF Edit



abouabra

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# SCALE FOR PROJECT FDF (/PROJECTS/42CURSUS-FDF)

You should evaluate 1 student in this team



Git repository

git@vogsphere.1337.ma:vogsphere/intra-uuid-9081fab3-ab63-43



### **Introduction**

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 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 and only if the peer-evaluation is done seriously.

## **Guidelines**

- Only grade the work that was turned in 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 clone' is used in an empty folder.
- Check carefully that no malicious aliases was used to fool you and make you evaluate something that is not the content of the official repository.
- 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 have to 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 case of cheating. However, except for cheating, student 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.
- 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.

### **Attachments**

subject.pdf (https://cdn.intra.42.fr/pdf/pdf/70122/en.subject.pdf)
maps.zip (/uploads/document/document/13499/maps.zip)
fdf_linux (/uploads/document/document/13500/fdf_linux)
minilibx_mms_20191025_beta.tgz (/uploads/document/document/13501/minilibx_mms_20191025_beta.tgz)
minilibx-linux.tgz (/uploads/document/document/13502/minilibx-linux.tgz)
minilibx_macos_sierra_20161017.tgz (/uploads/document/document/13503/minilibx_macos_sierra_20161017.tgz)
sources.tgz (/uploads/document/document/13504/sources.tgz)
Fdf (/uploads/document/document/13505/fdf)

# **Preliminary tests**

#### 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.



 $\times_{\mathsf{No}}$ 

# **Mandatory part**

### **Error management**

Test fdf without parameters, with too many parameters, a non-existing file or on which you have no rights. If those tests are passed, then it's all good. This is the only error management that is required. For now on, the maps inside the input files have to be formatted properly.



 $\times$ 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).



 $\times$ No

#### Line tracing

- Use a flat map with nothing but 0, sized 4x4. 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 that the result corresponds and that the 3D effect is rendered.



 $\times$ No

### **Heavy map**

Check whether the program handles a bigg	ger map and an aleatory 16x16 map.
<b>⊘</b> Yes	imesNo
Heavier map	
Test with bigger, heavier maps. Either those evaluated student, or your owns. Be logical requirements of the subject regarding what of for example).	and keep in mind the
<b>⊘</b> Yes	imesNo
Graphic responsive	
If the graphical representation stayed fluid o with heavy maps, then it's cool.	and pleasant in the last test
✓ Yes	imesNo
MiniLibX images	
Take a look at the code and check whether the MLX to draw the image instead of puttin	-
<b>⊘</b> Yes	imesNo
Bonus part A lot of nice extras.	
Extra projection	
Can the map be represented using another	projection (such as parallel or conic)?
	imesNo
Zooooooom	
Is there a way to zoom in and out using the	keyboard or mouse?
<b>⊘</b> Yes	×No

Translate

,		ng the keyboard or mouse	Ś			
		,				
	✓ Yes		X	No		
Rotation						
s there a way to re	otate the projection using	the keyboard or mouse?				
	⊗ Yes	×No				
Be crazy						
	· ·	al bonus you consider is fi cation and in the digital wo				
	✓ Yes	imes No				
Don't forget to check the flag corresponding  ✓ Ok		g to the defense  ★ Outstanding project				
-	<b>✓</b> Ok		<b>★</b> Outstandin	g projeci		
Empty work	✓ Ok  Incomplete work	Invalid compilation	★ Outstandin	g project	🛣 Crash	
Empty work		♠ Invalid compilation ♠ Leaks	Norme			
Empty work	Incomplete work		Norme	<b>=</b> Cheat		
Empty work  Conce	Incomplete work erning situation		Norme	<b>=</b> Cheat		
Empty work	Incomplete work erning situation		Norme	<b>=</b> Cheat		
Empty work  Conce	Incomplete work erning situation		Norme	<b>=</b> Cheat		

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