L A B 4 G R A D I N G S H E E T

My name: \_\_\_\_\_\_\_Devin Waldon\_\_\_\_\_\_\_\_\_\_\_ [ **PRINT** ]

My group member’s name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ [ **PRINT** ]

CS3160-Section: **\_\_1\_\_**

We will grade the following items for this lab exercise. Make sure to hand in this grade sheet complete with your name(s) and section number at the end of the lab period. Without a grade sheet, your lab will NOT be graded. Each group member MUST supply his/her own grade sheet.

\_\_\_/1 Program style and documentation

\_\_\_/2 Form design (including properly named controls, handles only user communication, logic

handled by Game class)

\_\_\_/3 Game refreshes screen properly on a Form1 Paint event

\_\_\_/1 Design of application icon

\_\_\_/3 Game graphics (identifying square containing mouse click, drawing proper figure, keeping

track of turns)

\_\_\_/6 Game logic (identifying when a player has won, identifying tie games, returning correct

message to form)

\_\_\_/2 Design of Shape abstract class and the Draw abstract function

\_\_\_/1 Implementation of class for X's

\_\_\_/1 Implementation of class for O's

\_\_\_\_\_\_\_\_\_\_

\_\_\_/20 **Total points**