### Feedback on Code

Each of the tests mentioned was performed by feeding in test data to your code. This test data is provided at the back of this report.

Criteria	Feedback	Mark
Code passes integer test	Correctly create table Correctly inserts element Correctly looks-up element Correctly prints table Correctly calculates size Delete does not always work.	8/10
code passes character test	Correctly create table Correctly inserts element Correctly looks-up element Correctly prints table Correctly calculates size Delete does not always work.	8/10
code passes double test	Correctly create table Correctly inserts element Correctly looks-up element Correctly prints table Correctly calculates size Delete does not always work.	8/10
code passes float test	Correctly create table Correctly inserts element Correctly looks-up element Correctly deletes element Correctly prints table Correctly calculates size	8/10
code passes string test	Correctly create table Correctly inserts element Correctly looks-up element Correctly deletes element Correctly prints table Correctly calculates size	8/10
code passes insertion stress test.	Gets stuck in an endless loop of the menu	0/10
code passes deletion and finding test.	Gets stuck in an endless loop of the menu	0/10

Criteria	Feedback	Mark
Code is well written and commented	Your formatting is quite strange, and you in some places have huge numbers of blank lines. This makes reading your code quite hard.  You have not implemented a hash table. Your 'lookup' does not stop when you reach the first	5/20
	empty element, and your 'delete' method rearranges the order of elements in the vector, meaning you can't look up by hash.	
	Your 'look_up' function seems to have got quite confused, you do 'flag=1; return 1;break;' in two places. The break and 'flag=1' both have no effect.	
	Your basic use of templates is OK. Your C++11 constructors are a little strange – they could easily have been in the constructor, and you leak memory by not destroying the objects you 'new'	

# **Feedback on Report**

Criteria	Feedback
Report contains an overview of the problem in your own words	Good
Report contains details of the code	Excellent, very detailed
Report contains critical analysis	Good

Mark for report 10/10 Total Mark 55/100

Feedback requested: The commenting is fine but the structure needs work (see above).

# **Model Answer**

Available on my dundee

# **Test Data**

# Integer test 3 int i 1 i 101 р S 1 101 d 101 i 2 i 3 р і 5

### Character Test

С 3 char i а į Z р s Z

d Z

i b

i

С p i

d

```
Double Test
3
double
1.0
1.123456
р
s
1.123456
d
1.123456
i
2.0
3.0
р
5.0
Float Test
С
3
double
1.0
i
1.12
р
s
1
1.12
d
1.12
2.0
3.0
p
i
5.0
String Test
С
3
string
alpha and beta
```

```
Assignment 2 Feedback
i
me
р
S
me
d
me
beta
gamma
delta
Insertion stress test - this is testing exceptions
5
int
i
car
and
С
2
int
i
1
i
2
i
3
deletion and finding test - again this is testing exceptions
С
5
int
car
and
С
5
int
d
```

car