Grader

22:57:20

Overview
Programming in C and C++

The information in this overview is neither complete nor yet valid.

	a1_p1	a1_p2	a1_p3	a1_p4	a1_p5	a1_p6	a2_p1	a2_p2	a2_p3	a2_p4	a2_p5	a2_p6	a2_p7	a2_p8	a2_p9	a2_p10	a3_p1	a3_p2	a3_p3	a3_p4	a3_p5	a3_p6
	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	1 (0)	2 (0)	1 (0)	1 (0)	1 (0)	1 (0)	2 (0)	1 (0)
	09/12	09/12	09/12	09/12	09/12	09/12	09/12	09/12	09/12	09/16	09/16	09/16	09/16	09/16	09/16	09/16	09/17	09/17	09/17	09/23	09/23	09/23
Lalit Chaudhary *(lchaudhary)*	100%	100%	100%	100%	100%	95%	100%	100%	95%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	100%	100%	100%

Details

Task	Files	Grade	Feedback
a1_p1	comp_div.c (plain)	100.00 %	Awesome! Make sure that your line doesn't exceed 80 characters (the line where you are using a really long comment) by tbegeyev
a1_p2	wrong_output.c (plain)	100.00 %	Good job! by rblaceri
a1_p3	comp_error.c (plain)	100.00 %	I am not deducting -5% for this, but don't write more than 80 characters per line! by ikabadzhov
a1_p4	simp_arith.c (plain)	100.00 %	by dmaharjan
a1_p5	uprintf.c (plain)	100.00 %	by ymamo
a1_p6	pchdec.c (plain)	95.00 %	-5% no comments by kspirkoski
a2_p1	read_keyb.c (plain)	100.00 %	Looks good! by tbegeyev
a2_p2	decocthex.c (plain)	100.00 %	by rblaceri
a2_p3	time_calc.c (plain)	95.00 %	-5% missing comments by ikabadzhov
a2_p4	area_comp.c (plain)	100.00 %	by dmaharjan
a2_p5	point_cont.c (plain)	100.00 %	by ymamo
a2_p6	mpoint_same.c (plain)	100.00 %	by kspirkoski
a2_p7	inf_loop.c (plain)	100.00 %	I like it! by tbegeyev
a2_p8	div_2_7.c (plain)	100.00 %	Good job! by rblaceri
a2_p9	cat_char.c (plain)	100.00 %	nice by ikabadzhov
a2_p10	days_hours.c (plain)	100.00 %	by dmaharjan
a3_p1	wnumbers.c (plain)	100.00 %	

			by ymamo
a3_p2	wchars.c (plain)	100.00 %	by kspirkoski
a3_p3	cm2km.c (plain)	95.00 %	-5% for not indenting code properly I am not deducting points for not commenting the function this time. Giving you just a warning. Keep in mind that every function should be commented (describe what function does, describe each parameter, describe what function returns). Other than this, looks great! by tbegeyev
a3_p4	wpos.c (plain)	100.00 %	Nice solution! by rblaceri
a3_p5	cavg.c (plain)	100.00 %	by ikabadzhov
a3_p6	kgg2p.c (plain)	100.00 %	by dmaharjan
a3_p7	pform.c (plain)	100.00 %	by ymamo
a3_p8	csumavg.c (plain)	100.00 %	by kspirkoski
a3_p9	detsum2.c (plain)	100.00 %	looks good! by tbegeyev
a3_p10	rref.c (plain)	100.00 %	by ikabadzhov
a3_p11	wstrings.c (plain)	100.00 %	by dmaharjan
a3_p12	alloccur.c (plain)	100.00 %	by ymamo
a4_p1	tcircles.c (plain)	100.00 %	by kspirkoski
a4_p2	wzigzag.c (plain)	100.00 %	Niceee! by tbegeyev
a4_p3	uswfct.c (plain)	100.00 %	by rblaceri
a4_p4	detcon1.c (plain)	95.00 %	-5% main must return by ikabadzhov
a4_p5	detcon2.c (plain)	100.00 %	by dmaharjan
a4_p6	dynmalloc.c (plain)	80.00 %	Output is wrong in some cases -20 by ymamo
a4_p7	umdm.c (plain)	100.00 %	by kspirkoski
a4_p8	usdm.c (plain)	100.00 %	Amazing!

			by tbegeyev
a4_p9	dynarr.c (plain)	100.00 %	by rblaceri
a4_p10	pbyref.c (plain)	100.00 %	by ikabadzhov
a4_p11	wstring.c (plain)	100.00 %	Good job bhai. by dmaharjan
a4_p12	strfct1.c (plain)	75.00 %	The char to be replaced and the replacing char are not printed -20. The string should not contain the 'n' -5. by ymamo
a4_p13	strfct2.c (plain)	100.00 %	by kspirkoski
a5_p1	tri_chars.c (plain)	100.00 %	looks good! by tbegeyev
a5_p2	divide1.c (plain)	100.00 %	by rblaceri
a5_p3	det_low.c (plain)	0.00 %	identical to Shashwat Guragain by ikabadzhov
a5_p4	divide2.c (plain)	0.00 %	Code identical to Shashwat Guragain by dmaharjan
a5_p5	comp_scap.c (plain)	100.00 %	by ymamo
a5_p6	p_arithm.c (plain)	100.00 %	by kspirkoski
a5_p7	concat_str.c (plain)	100.00 %	Incredible! by tbegeyev
a5_p8	mat_mult.c (plain)	100.00 %	Great job! by rblaceri
a5_p9	3Dmat.c (plain)	100.00 %	by ikabadzhov
a5_p10	nr_down.c (plain)	100.00 %	by dmaharjan
a5_p11	det_prime.c (plain)	100.00 %	by ymamo
a6_p1	swap_var.c (plain)	100.00 %	by kspirkoski
a6_p2	det_least_bit.c (plain)	100.00 %	Awesome! by tbegeyev
a6_p3	det_midrange.c (plain)	100.00 %	by rblaceri
a6_p4	cond_comp.c (plain)	90.00 %	-10% include in the beginning #define INTERMEDIATE to pass the test case by ikabadzhov

a6_p5	bin_back.c (plain)	100.00 %	achha hai by dmaharjan
a6_p6	bin_rep.c (plain)	100.00 %	by ymamo
a6_p7	setbits.c (plain)	100.00 %	by kspirkoski
a6_p8	llist.c (plain)	100.00 %	Amazing! by tbegeyev
a6_p9	enh_llist.c (plain)	85.00 %	Problems in memory allocation (you get core dumped in the end of execution)! (-10%) Invalid position is not printed! (-5%) by rblaceri
a7_p1	linked_list.c (plain) linked_list.c (plain) linked_list.c (plain) linked_list.h (plain) linked_list.h (plain) linked_list.h (plain) use_linked_list.c (plain) use_linked_list.c (plain) use_linked_list.c (plain)	100.00 %	by ikabadzhov
a7_p2	dl_list.c (plain)	70.00 %	-Remove doesn't handle single element list -10% - Reverse doesn't check empty list :segmentation fault -20% by dmaharjan
a7_p3	linked_list.c (plain) linked_list.c (plain) linked_list.c (plain) linked_list.c (plain) linked_list.h (plain) linked_list.h (plain) linked_list.h (plain) linked_list.h (plain) use_linked_list.c (plain) use_linked_list.c (plain) use_linked_list.c (plain) use_linked_list.c (plain) Makefile.txt (plain) Makefile.txt (plain) Makefile.txt (plain) Makefile.txt (plain)	100.00 %	by ymamo
a7_p4	simp_fctp.c (plain)	100.00 %	by kspirkoski
a7_p5	qsort_fp.c (plain)	100.00 %	amazing solution! by tbegeyev
a7_p6	bubbles_fp.c (plain)	100.00 %	by rblaceri
a7_p7	stack.c (plain) stack.c (plain) stack.c (plain) stack.h (plain) stack.h (plain) stack.h (plain) teststack.c (plain)	100.00 %	by ikabadzhov

	teststack.c (plain) teststack.c (plain)		
a8_p1	queue.c (plain) queue.c (plain) queue.c (plain) queue.h (plain) queue.h (plain) queue.h (plain) testqueue.c (plain) testqueue.c (plain) testqueue.c (plain)	100.00 %	by dmaharjan
a8_p2	queue.c (plain) queue.c (plain) queue.c (plain) queue.h (plain) queue.h (plain) queue.h (plain) testqueue.c (plain) testqueue.c (plain) testqueue.c (plain)	100.00 %	by ymamo
a8_p3	queue.c (plain) queue.c (plain) queue.c (plain) queue.h (plain) queue.h (plain) queue.h (plain) testqueue.c (plain) testqueue.c (plain) testqueue.c (plain)	100.00 %	by kspirkoski
a8_p4	stack.c (plain) stack.c (plain) stack.c (plain) stack.h (plain) stack.h (plain) stack.h (plain) convertingstack.c (plain) convertingstack.c (plain) convertingstack.c (plain)	80.00 %	-10% you didn't consider edge case, when the number you are converting is 0. -10% for not deallocating test by tbegeyev
a8_p5	stack.c (plain) stack.c (plain) stack.c (plain) stack.h (plain) stack.h (plain) stack.h (plain) wordstack.c (plain) wordstack.c (plain) wordstack.c (plain)	100.00 %	by rblaceri
a8_p6	rchwi.c (plain)	100.00 %	--you may consider using exit(2), such that for different errors you generate different exit message => debug your code easily by ikabadzhov
a8_p7	rwdoubles.c (plain)	100.00 %	by dmaharjan
a8_p8	merge2f.c (plain)	55.00 %	program just concatenates first line of the input files! The whole content should be read line by line and merged(-40) problem does not require file names to

			be read from stdin (-5) by ymamo
a8_p9	cwords.c (plain)	100.00 %	by kspirkoski
a8_p10	No submission, deadline was 2019-10-28 23:00:00.	0.00 %	by tbegeyev
a8_p11	concatnf.c (plain)	90.00 %	You used a chunk size of 1 for the fwrite, while you needed to use a chunk of size 64 bits. (-10%) by rblaceri
a9_p1	country.cpp (plain)	100.00 %	by ikabadzhov
a9_p2	udvar.cpp (plain)	100.00 %	by dmaharjan
a9_p3	absfct.cpp (plain)	100.00 %	by ymamo
a9_p4	foverl.cpp (plain)	100.00 %	by kspirkoski
a9_p5	concloop.cpp (plain)	100.00 %	great! by tbegeyev
a9_p6	ggame.cpp (plain)	100.00 %	by rblaceri
a9_p7	mzfirstov.cpp (plain)	95.00 %	-5% the array of characters is not an array of letters, consider that "123" is an array of characters as well by ikabadzhov
a9_p8	swapref.cpp (plain)	100.00 %	by dmaharjan
a9_p9	dynalloc.cpp (plain)	100.00 %	by ymamo
a9_p10	wguess.cpp (plain)	90.00 %	-10% random number should go from 0-16, not 1-17 by kspirkoski
a9_p11	wpalin.cpp (plain)	100.00 %	amazing job! by tbegeyev
a10_p1	Critter.cpp (plain) Critter.cpp (plain) Critter.cpp (plain) Critter.cpp (plain) Critter.h (plain) Critter.h (plain) Critter.h (plain) Critter.h (plain) testcritter.cpp (plain) testcritter.cpp (plain) testcritter.cpp (plain) testcritter.cpp (plain) explanations.txt (plain) explanations.txt (plain) explanations.txt (plain) explanations.txt (plain)	100.00 %	by rblaceri

a10_p2	Critter.cpp (plain) Critter.cpp (plain) Critter.cpp (plain) Critter.h (plain) Critter.h (plain) Critter.h (plain) testcritter.cpp (plain) testcritter.cpp (plain) testcritter.cpp (plain)	100.00 %	by ikabadzhov
a10_p3	City.cpp (plain) City.cpp (plain) City.cpp (plain) City.h (plain) City.h (plain) City.h (plain) testcity.cpp (plain) testcity.cpp (plain) testcity.cpp (plain)	100.00 %	by dmaharjan
a10_p4	Person.cpp (plain) Person.cpp (plain) Person.cpp (plain) Person.h (plain) Person.h (plain) Person.h (plain) testperson.cpp (plain) testperson.cpp (plain) testperson.cpp (plain)	90.00 %	no getter for name (-10) by ymamo
a10_p5	Critter.cpp (plain) Critter.cpp (plain) Critter.cpp (plain) Critter.h (plain) Critter.h (plain) Critter.h (plain) testcritter.cpp (plain) testcritter.cpp (plain) testcritter.cpp (plain)	95.00 %	-5% you are not setting hunger levels to 2 to all instances of Critter by kspirkoski
a10_p6	Critter.cpp (plain) Critter.cpp (plain) Critter.cpp (plain) Critter.h (plain) Critter.h (plain) Critter.h (plain) testcritter.cpp (plain) testcritter.cpp (plain) testcritter.cpp (plain)	77.00 %	-3% the hunger levels of the critters should be "internally" at 0.2. -20% public interface should have remained the same. No getter and setter. by tbegeyev
a10_p7	Critter.cpp (plain) Critter.cpp (plain) Critter.cpp (plain) Critter.h (plain) Critter.h (plain) Critter.h (plain) testcritter.cpp (plain) testcritter.cpp (plain) testcritter.cpp (plain)	100.00 %	by dmaharjan
a10_p8	copyconstructor.cpp (plain)	80.00 %	destructor just prints message without freeing any memory (-20) by ymamo
a10_p9	Complex.cpp (plain) Complex.cpp (plain) Complex.cpp (plain) Complex.h (plain) Complex.h (plain)	90.00 %	-5% no need to allocate memory for copy

	Complex.h (plain) testcomplex.cpp (plain) testcomplex.cpp (plain) testcomplex.cpp (plain)		constructor -5% no getters by kspirkoski
a11_p1	Box.cpp (plain) Box.cpp (plain) Box.cpp (plain) Box.h (plain) Box.h (plain) Box.h (plain) testbox.cpp (plain) testbox.cpp (plain) testbox.cpp (plain)	100.00 %	great! by tbegeyev
a11_p2	Person.cpp (plain) Person.cpp (plain) Person.cpp (plain) Person.h (plain) Person.h (plain) Person.h (plain) testperson.cpp (plain) testperson.cpp (plain) testperson.cpp (plain)	100.00 %	by rblaceri
a11_p3	creature.cpp (plain)	95.00 %	-5% you are supposed to print a message when calling the constructors as well, idea is to see that also a parent object is created on creation of derived object by ikabadzhov
a11_p4	Creature.cpp (plain) Creature.cpp (plain) Creature.cpp (plain) Creature.h (plain) Creature.h (plain) Creature.h (plain) testcreature.cpp (plain) testcreature.cpp (plain) testcreature.cpp (plain)	100.00 %	by dmaharjan
a11_p5	Creature.cpp (plain) Creature.cpp (plain) Creature.cpp (plain) Creature.h (plain) Creature.h (plain) Creature.h (plain) dyncreature.cpp (plain) dyncreature.cpp (plain) dyncreature.cpp (plain)	100.00 %	by ymamo
a11_p6	Shapes.cpp (plain) Shapes.cpp (plain) Shapes.cpp (plain) Shapes.h (plain) Shapes.h (plain) Shapes.h (plain) testshapes.cpp (plain) testshapes.cpp (plain) testshapes.cpp (plain)	85.00 %	-15% copy constructor and default constructor don't inherit all properties by kspirkoski
	Vector.cpp (plain) Vector.cpp (plain)		-10% for not dynamically allocating the array in the parametrical constructor. -10% in the setter method, when you set a vector of a new size, you

a11_p7	Vector.cpp (plain) Vector.h (plain) Vector.h (plain) Vector.h (plain) testvector.cpp (plain) testvector.cpp (plain) testvector.cpp (plain)	80.00 %	should delete all the components of the vector and allocate new array of the given size. Otherwise, you could end up getting a segmentation fault if you try to access the array of the size, which is smaller than its NEW size. by tbegeyev
a12_p1	Shapes.cpp (plain) Shapes.cpp (plain) Shapes.cpp (plain) Shapes.h (plain) Shapes.h (plain) Shapes.h (plain) testHexagon.cpp (plain) testHexagon.cpp (plain) testHexagon.cpp (plain)	85.00 %	In the copy constructor, you need to copy even the inherited parameters(name, center), since if you want to copy for example Hexagon h1("One", 0, 0, 9, "Blue") into Hexagon h2(h1), the first 3 parameters will not be the same. (-15%) by rblaceri
a12_p2	TournamentMember.cpp (plain) TournamentMember.cpp (plain) TournamentMember.cpp (plain) TournamentMember.h (plain) TournamentMember.h (plain) TournamentMember.h (plain) testTournamentMember.cpp (plain) testTournamentMember.cpp (plain) testTournamentMember.cpp (plain)	100.00 %	15/15% 1. properties fname, lname, bdate, static location, 2 own 20/20% 3. setters and getters 10/10% 3. print method 5/5% 4. change location 15/15% 5. empty constructor 15/15% 6. parametric constructor 10/10% 7. destructor 10/10% 8. proper main/naming/etc. by ikabadzhov
a12_p3	TournamentMember.cpp (plain) TournamentMember.cpp (plain) TournamentMember.cpp (plain) TournamentMember.h (plain) TournamentMember.h (plain) TournamentMember.h (plain) testPlayer.cpp (plain) testPlayer.cpp (plain) testPlayer.cpp (plain)	100.00 %	by dmaharjan
a12_p4	TournamentMember.cpp (plain) TournamentMember.cpp (plain) TournamentMember.cpp (plain) TournamentMember.h (plain) TournamentMember.h (plain) TournamentMember.h	85.00 %	No boundary check when adding players to the arrays. card counts should be <= 40 (-10) array index out of bounds when you remove the player (when you shift the players in the array) in addToYellowCardList (-5)

(plain)   by ymamo
testReferee.cpp (plain)
testReferee.cpp (plain)
testReferee.cpp (plain)

a12_p5 crandcol.cpp (plain)   100.00 %   by kspirkoski

fraction.cpp (plain)
fraction.cpp (plain)
fraction.cpp (plain)
fraction.h (plain)
a12_p6 fraction.h (plain)   100.00 %   great!
fraction.h (plain)   by tbegeyev
testfraction.cpp (plain)
testfraction.cpp (plain)
testfraction.cpp (plain)

fraction.cpp (plain)
fraction.cpp (plain)
fraction.cpp (plain)
fraction.h (plain)
a12_p7 fraction.h (plain)   100.00 %
fraction.h (plain)   by rblaceri
testfraction.cpp (plain)
testfraction.cpp (plain)
testfraction.cpp (plain)

a12_p8 a12.8.zip (plain)   100.00 %   20/20% 1. relation
                                                 diagram 15/15% 2.
                                                 explanations 10/10% 3.
                                                 print calcArea() 15/15% 4.
                                                 implement calcParam()
                                                 10/10% 5. print total
                                                 param 10/10% 6. print
                                                 calcParam() 20/20% 7.
                                                 square .h, .cpp, obj,
                                                 relation
                                                 by ikabadzhov

a12_p9 a12.9.zip (plain)   70.00 %   Error during execution:
                                                 Core dumped -30%
                                                 by dmaharjan

a13_p1 copyfile.cpp (plain)   *not yet
                                      graded*

a13_p2 No submission, deadline   0.00 %
        was 2019-12-02 23:00:00.   by kspirkoski

a13_p3 concatnf.cpp (plain)   95.00 %   -5% for not using binary
                                                 read and write.
                                                 by tbegeyev

a13_p4 minheritance1.cpp (plain)   100.00 %
                                                 by rblaceri

a13_p5 minheritance2.cpp (plain)   100.00 %   40/40% reason about
                                                 compilation error - i.e.
                                                 answer might be D has no
                                                 default constructor
                                                 40/40% fix the error
                                                 20/20% explain the
                                                 motivation of your
                                                 modifications in the code
                                                 and their effects on the
                                                 execution
                                                 by ikabadzhov

Vector.cpp (plain)

a13_p6	Vector.cpp (plain) Vector.cpp (plain) Vector.cpp (plain) Vector.cpp (plain) Vector.h (plain) Vector.h (plain) Vector.h (plain) Vector.h (plain) Vector.h (plain) Matrix.cpp (plain) Matrix.cpp (plain) Matrix.cpp (plain) Matrix.cpp (plain) Matrix.cpp (plain) Matrix.h (plain) Matrix.h (plain) Matrix.h (plain) Matrix.h (plain) Matrix.h (plain) testmatvec.cpp (plain) testmatvec.cpp (plain) testmatvec.cpp (plain) testmatvec.cpp (plain) testmatvec.cpp (plain)	90.00 %	No input from stdin taken -5% No output to stdout -5% Other than, great job! by dmaharjan
a13_p7	outrange.cpp (plain)	*not yet graded*	
a13_p8	sdiffexcp.cpp (plain)	100.00 %	by kspirkoski
a13_p9	carexcp.cpp (plain)	95.00 %	-5% not printing "The car in this garage has problems with the motor" by tbegeyev

Written by
Petar Dobrev
Alen Stojanov
Constantin Jucovschi
Heinrich Stamerjohanns