PROGRAM 3 GRADE SHEET

CSC 1310, SPRING 2021

<table>
<tr><td></td><td style="background:yellow">TOTAL GRADE (OUT OF 100%)

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<tr><td></td><td>LATE? You can submit the program up to two days late at 10 points off per day late.</td></tr>
<tr><td></td><td>Did student submit program in a zipped file and include everything needed to compile & run the program? (subtract 1 point if not)</td></tr>
<tr><td></td><td>EXECUTION (DOES THE PROGRAM COMPILE?) (10%)
Program compiles = 10 points
Program doesn't compile = 0 points</td></tr>
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DOES THE PROGRAM WORK AS SPECIFIED? (80%)

[27 points] BinaryTree.h
- Implemented as template class
- TreeNode struct, pointer to root is correct
- Private functions are correct: Insert, destroySubTree, displayInOrder
- Public functions are correct: Constructor, Destructor, insertNode, displayInOrder, searchNode

[26 points] Pokemon.h
- Attributes are as specified
- Functions: Constructor, setID, setName, getID, getName, overloaded < operator, overloaded == operator, overloaded << operator. Program must contain all these functions even if they are not used by driver.

[27 points] Program3.cpp
- Correctly creates Binary Search Tree object
- Correctly reads in all Pokemon data from provided text file, creates Pokemon objects, inserts into Binary Search Tree
- Does not insert duplicates
- Prints out messages to user as specified
- Prints how many pokemon are inserted
- Displays all Pokemon in order

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READABILITY OF CODE (10%)
- Comment block at top of all header & source files
- Consistent, easy-to-read indentions
- Appropriate variable names
- No unnecessary code or comments

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