hadaoud

(https://profile.intra.42.fr)

SCALE FOR PROJECT FRACT-OL (/PROJECTS/42CURSUS-FRACT-OL)

You should evaluate 1 student in this team



Git repository

git@vogsphere-v2.1337.ma:vogsphere/intra-uuid-541205ad-a7d8-42cd-9c5



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,

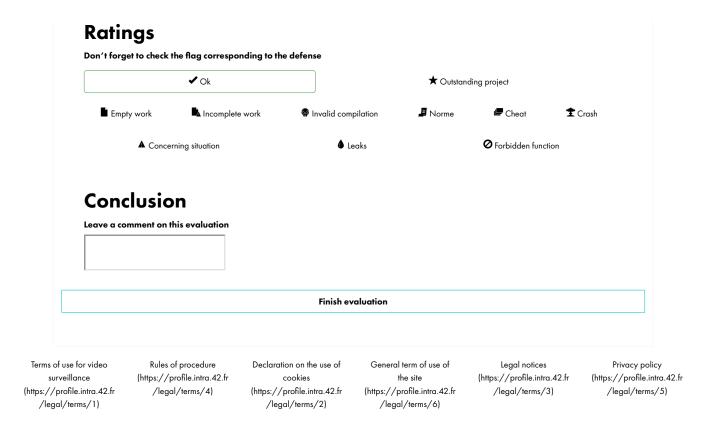
1 of 4 1/28/23, 12:11 PM

Attachmer	nts	
subject.pdf (https://	//cdn.intra.42.fr/pdf/pdf/658	36/en.subject.pdf)
minilibx_mms_beto	a.tgz (/uploads/document/doc	ument/12325/minilibx_mms_beta.tgz)
minilibx-linux.tgz (/	/uploads/document/document	/12326/minilibx-linux.tgz)
minilibx_opengl.tg:	ız (/uploads/document/docum	ent/12327/minilibx_opengl.tgz)
Preliminar	rv tests	
	•	watch the e-learning videos, to have an idea of what the rendering must look
Minimal requiremen	nts	
Does the assignment me	eet the minimal requirements?	
• The executable i	unction/library. oal variable. iles with the required options. is named as expected. on, there is no brutal or unmanago	ed crash (segfault, bus error, and so forth).
	⊘ Yes	imesNo
Mandator Evaluate the following p	points.	
Evaluate the following p	points.	
Graphic managements the graphic managements the graphic managements when the program Pressing the key	points. ent ment functional? ram runs, there is at least a graph v ESC exits the program properly	(no leaks).
Graphic managements the graphic managements the graphic managements when the program Pressing the key	points. ent ment functional? ram runs, there is at least a graph v ESC exits the program properly	·
Graphic managements the graphic managements the graphic managements when the program Pressing the key	points. ent ment functional? ram runs, there is at least a graph r ESC exits the program properly I change when using the mouse w	(no leaks). wheel (even if wrong, this part is about checking the event management only).
Graphic managements the graphic managements the graphic managements when the program of the prog	points. ent ment functional? ram runs, there is at least a graph v ESC exits the program properly I change when using the mouse w Ves	(no leaks). wheel (even if wrong, this part is about checking the event management only).
Graphic managements the graphic managements the graphic managements with the progressing the key to the There is a visual to the progressing the key to the progressing the key to the progressing the key to the progressing the progressing the progressing the progressing the progressing progressing the progressing prog	points. ent ment functional? ram runs, there is at least a graph v ESC exits the program properly l change when using the mouse w Yes behave? e it should? Search for the Julia frazoom in and out and the basic po	(no leaks). wheel (even if wrong, this part is about checking the event management only). No ractal set on the internet if you're not sure. attern repeats? be able to recreate them by passing different parameters to the program.

2 of 4

Does it looks like it should?		
 Is it possible to zoom in and out and the basic pattern repeats? 		
Compare the result with some reference pictures: they all look alike, you can't	miss them	
Are there colors to represent the depth of the fractal?	miss mem.	
⊗ Yes	\times No	
Mandelbrot		
Parameters management		
Is the parameter's management implemented according to the subject?		
Are wrong parameters correctly handled?		
(Some optional parameters could be handled, for example for the bonus part.)		
⊗ Yes	\times No	
MiniLibX images		
Take a look at the code and check whether the student uses the images from		
the MLX to draw the image instead of putting pixels one by one.;)		
✓ Yes	×No	
Zoom follows the mouse		
Zoom follows the mouse		
Zoom follows the mouse	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image.	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did.		
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the	× No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did.		
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors		
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome.		
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful.		
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful. • Either you say Ouhaaa because it's insanely psychedelic.		
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful.		
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful. • Either you say Ouhaaa because it's insanely psychedelic.		
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful. • Either you say Ouhaaa because it's insanely psychedelic. • Either you say Ouhaaa because the colors change.	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful. • Either you say Ouhaaa because it's insanely psychedelic. • Either you say Ouhaaa because the colors change.	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Solves Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Solves Colors The color palette is awesome. Either you say Ouhaaa because it's very beautiful. Either you say Ouhaaa because it's insanely psychedelic. Either you say Ouhaaa because the colors change.	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful. • Either you say Ouhaaa because it's insanely psychedelic. • Either you say Ouhaaa because the colors change. Yes A third fractal There is at least one more fractal!! Working, nice, and that is actually a	×No	
Zoom follows the mouse The zoom works where the mouse is and not only at the center of the image. Yes Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful. • Either you say Ouhaaa because it's insanely psychedelic. • Either you say Ouhaaa because the colors change. Yes A third fractal There is at least one more fractal!! Working, nice, and that is actually a	×No	
Arrows It must be possible to move the view using the arrow keys. It should also work with the zoom: if an arrow is pressed, the view should move if the user didn't zoom in or out, but also if they did. © Yes Colors The color palette is awesome. • Either you say Ouhaaa because it's very beautiful. • Either you say Ouhaaa because it's insanely psychedelic. • Either you say Ouhaaa because the colors change.	×No	

3 of 4 1/28/23, 12:11 PM



4 of 4