

Name: Ovidiu Mura**Total:** 64 / 100**CS420/520 Object-oriented Programming Assignment 3: Implementing Tries**

	Criteria	Comments	Pts
Mechanics /6	Monticello version can be loaded. Tests pass.	testEqualityWithDictionary fails.	5
Hierarchy /5	Classes have appropriate superclasses	If you make Trie a kind of Dictionary, then you must override the existing array-based implementation and re-implement its functionality using a tree data type.	4
Class-level design /4	The class(es) in your design represent the classes of objects in the trie	This isn't a trie, because it uses an array for data storage.	0
Constructor methods /4	Classes are equipped with constructor methods that create full-formed instances		4
Method-level design /8	Method are composed from smaller methods (Beck p.21)		8
Appropriate instance variables /6	The data and relationships implied by the trie data structure are represented as well-named instance variables	No instance variables.	0
Naming /10	Classes and methods are named to be meaningful to their <i>clients</i> . Names follow Smalltalk's capitalization conventions, and are consistent with other collections		10
Only once /6	Common code is factored out and reused, not copied.		6

Once /5	Everything important about the trie is captured in your code.	Not a trie.	0
Tell, don't ask /6	Objects <i>tell</i> each other what to do, rather than asking about and manipulating some other object's data.		6
Class Comments /4	Each class has a comment that explains its role.	"The Trie is an ordered tree data structure..."	1
Method Comments /6	If the action of a method is not clear from its name and parameters, see if you can fix them. Only then add a method comment.		6
Blindly obvious code /6	Clear code and class comments are all that you need.		6
Simplicity /6	Subject to the above, you have no more classes and methods than are needed to represent the trie data structure and its operations.	<i>Too</i> simple: no functionality!	0
Methods are classified /5	No ' <i>as yet unclassified</i> ' methods. Methods are in appropriate protocols (look at other implementors of that message)		5
Shop, don't build /5	Use appropriate library classes; don't reinvent them	You've taken this too far. Remember the assignment was to make an actual trie!	2
Quality /8	The ineffable		1