Name:		Total:	/ 100

CS420/520 Object-oriented Programming

Assignment 3: Implementing Tries

	Criteria	Comments	Pts
Mechanics /6	Monticello version can be loaded. Tests pass.		
Hierarchy /5	Classes have appropriate superclasses		
Class-level design /4	The class(es) in your design represent the classes of objects in the trie		
Constructor methods /4	Classes are equipped with constructor methods that create full-formed instances		
Method-level design /8	Method are composed from smaller methods (Beck p.21)		
Appropriate instance variables /6	The data and relationships implied by the trie data structure are represented as well-named instance variables		
Naming /10	Classes and methods are named to be meaningful to their *clients*. Names follow Smalltalk's capitalization conventions, and are consistent with other collections		
Only once /6	Common code is factored out and reused, not copied.		

Once /5	Everything important about the trie is captured in your code.		
Tell, don't ask /6	Objects *tell* each other what to do, rather than asking about and manipulating some other object's data		
Class Comments /4	Each class has a comment that explains its role.		
Method Comments /6	If the action of a method is nor clear from its name and parameters, see if you can fix them. Only then add a method comment		
Blindingly obvious code /6	Clear code and class comments are are that you need		
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.		
Methods are classified /5	No '*as yet unclassified*' methods. Methods are in appropriate protocols (look at other implementors of that message)		
Shop, don't build /5	Use appropriate library classes; don't reinvent them		
Quality /8	The ineffable		