

Assignment 3 Marking Guide

Student
Name

Student
Number

Marker

<u>General Deductions</u>			<u>BSTree Class</u>		
Segmentation fault or other major error (e.g., infinite loop) during execution	-20		Appropriate commenting	3	
Memory leaks	-15		Complete interface implemented	3	
Use of disallowed concepts (each)	-20		Appropriate destructor	4	
<u>Functionality Correctness</u>			<u>HashTable Class</u>		
<code>BSTree<T>::insert</code>	8		Appropriate commenting	3	
<code>BSTree<T>::remove</code>	8		Complete interface implemented	3	
Various BST operations (<code>contains</code> , <code>find</code> , <code>find_min</code> , <code>find_max</code> , <code><<</code> , etc.)	8		Appropriate destructor	4	
<code>HashTable<T>::insert</code>	5				
<code>HashTable<T>::remove</code>	5		<u>CreatureTracker Class</u>		
Various hash table operations (<code>contains</code> , <code>get</code> , <code><<</code> , etc.)	8		Appropriate commenting	3	
<code>CreatureTracker::add_creature</code>	6		Complete interface implemented	3	
<code>CreatureTracker::remove_creature</code>	6		Appropriate destructor	4	
Various creature tracker operations (<code>exists</code> , <code>get</code> , <code><<</code> , etc.)	6				
			<u>General Criteria</u>		
			Appropriate code quality and style	10	
TOTAL				100	
Penalty – reduce 10 marks for each day (10% per day) Days late:				-10	
FINAL MARK					

Comments: