

**CME 212 Feedback hw0**  
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**File:** Graph.hpp

**Line:** 108

This implementation doesn't satisfy the specs! Two nodes from different graphs that have the same point in their respective graphs would here be returned as equal nodes, when they're not even part of the same graph. Also the specs specifically say that equal nodes have the same *\*index\**, not necessarily the same point. In fact, our specs overall allow for multiple (distinct) nodes that have the same point. These should be considered different nodes.

```
1  /** Test whether this node and @a n are equal.
2      *
3      * Equal nodes have the same graph and the same index.
4      */
5  bool operator==(const Node& n) const {
6      // HW0: YOUR CODE HERE
7      return norm_1(graph_ -> node_list[uid_]) == norm_1(n.graph_ -> node_list[
8          n.uid_]);
    }
```

**File:** Graph.hpp

**Line:** 134

your global ordering here is *\*technically\** correct, but only because your `==` op is incorrect. Once you fix `op==`, this `<` implementation will no longer obey trichotomy (two nodes `x` and `y` with same index but different graphs will not return true for *\*any\** of `x==y`, `x<y`, `y<x`). Also, you'll have some weirdness of having `op==` be implemented with index and `<` with points. Rethink this function before the next assignment! Come to OH if you want to chat in more detail!

```
1  bool operator<(const Node& n) const {
2      // HW0: YOUR CODE HERE
3      return norm_1(graph_ -> node_list[uid_]) < norm_1(n.graph_ -> node_list[
4          n.uid_]);
    }
```

**File:** Graph.hpp

**Line:** 246

In op< you do a good job of testing all possibilities of first/second uid being min/max, but here, you'll return that edge (a ,b) != (b,a), which violates the spec.

```
1 return graph_>edge_list[uid_].first == e.graph_>edge_list[e.uid_].first <↵
   &&
2     graph_>edge_list[uid_].second == e.graph_>edge_list[e.uid_].<↵
   second;
3     }
4 }
```

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**File:** Graph.hpp

**Line:** 339

Duplicate code. Why not just use the has\_edge() function?

```
1 for (size_type i = 0; i < edge_list.size(); ++i) {
2     const auto &temp = edge_list[i];
3     if ((a.uid_ == temp.first && b.uid_ == temp.second)
4         || (a.uid_ == temp.second && b.uid_ == temp.first)) {
```

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**File:** Graph.hpp

**Line:** 347

By having only an edge id in your Edge class and not two node ids, you're unable to meet the specification in this function that edge.node1()==a and edge.node2()==b In order to meet all the specs, you should consider another implementation! (You'll probably have to end up storing two node ids. But if you think of a more creative solution, let me know! I'd be really curious to hear it!)

```
1 return edge(i);
```

**Your hw0 grade:**

**8**

<b>Grade</b>	<b>Explanation</b>
<b>0</b>	Did not try, did not hand in, or submitted too late with no late-days left.
<b>1-2</b>	Poor. Little to no serious attempt on this homework. Submission has barely changed since last homework (if any) or did not follow the guidelines at all.
<b>3-4</b>	Poor. Did not finish but a good attempt. Conveyed the message of understanding the material.
<b>5-6</b>	Fair. Code is buggy but could be debugged and/or some major conceptual errors. Code does work and produces output along homework guidelines.
<b>7-8</b>	Good. Code compiles and runs properly with mostly the right output. Some mistakes and minor conceptual errors that could be worked on.
<b>9-10</b>	Excellent. No or very few minor mistakes. Conveyed solid understanding of the material.
<b>11</b>	Exceptional. Showed extra insight. Implemented features that improved the code beyond what was requested.