Week11 Revision

# Returned Form 1

## Review Form

**Reviewer’s Student No.: 2015011265 Date：06-06**

|  |  |
| --- | --- |
| Makefile  (10%) | 10 |
| Review Comments | Well done. |
| Compilation  (编译正确) (10%) | 10 |
| Review Comment | Correctly compiled. |
| Correctness of Results  (结果正确) (40%) | 40 |
| Review Comment | Results are correct. |
| Naming Convention  (变量命名合理) (5%) | 5 |
| Review Comment | Well done. |
| Code Formatting  (代码格式合理) (5%) | 5 |
| Review Comment | Well done. |
| Code Comments  (代码注释合格) (5%) | 5 |
| Review Comment | Enough comments.  But why to use “///” rather than “//”? |
| Other Coding Style and efficiency (代码运行效率) (10%) | 10 |
| Review Comment | Good efficiency. |
| OOP Design Style  (15%) | 14 |
| Review Comment | It is better to destroy the object on heap in function Timer<T>::measure.  The function Force::loadInput can be reused from class KMP. (Not to reuse it is also a good idea, since extra space for the member “next” will be wasted.) |
| Total Score (up to 100) | 99 |
| Overall Review Comments | Well done overall. Your coding style is excellent and I can learn a lot from that. |

# Corresponding Revision 1

1. **---** "Problem2/Timer.h"
2. **+++** "Problem2/Timer.h"
3. @@ **-23,10** **+23,11** @@ public**:**
4. /// @return : matching result
5. std**::**vector**<int>** measure**(const** std**::**string **&**patFileName**,** **const** std**::**string **&**inputFileName**)**
6. **{**
7. **-** obj **=** **new** T**(**patFileName**,** inputFileName**);**
8. **+** T **\***obj **=** **new** T**(**patFileName**,** inputFileName**);**
9. **if** **(!** QueryPerformanceCounter**(&**winStart**))** **assert(false);**
10. std**::**vector**<int>** ret **=** obj**->**matchAll**();**
11. **if** **(!** QueryPerformanceCounter**(&**winEnd**))** **assert(false);**
12. **+** **delete** obj**;**
13. **return** ret**;**
14. **}**
16. @@ **-37,7** **+38,6** @@ public**:**
17. **}**
19. private**:**
20. **-** T **\***obj**;**
21. LARGE\_INTEGER winFreq**,** winStart**,** winEnd**;**
22. **};**
24. **---** "Problem4/Timer.h"
25. **+++** "Problem4/Timer.h"
26. @@ **-23,10** **+23,11** @@ public**:**
27. /// @return : matching result
28. std**::**vector**<int>** measure**(const** std**::**string **&**patFileName**,** **const** std**::**string **&**inputFileName**)**
29. **{**
30. **-** obj **=** **new** T**(**patFileName**,** inputFileName**);**
31. **+** T **\***obj **=** **new** T**(**patFileName**,** inputFileName**);**
32. **if** **(!** QueryPerformanceCounter**(&**winStart**))** **assert(false);**
33. std**::**vector**<int>** ret **=** obj**->**matchAll**();**
34. **if** **(!** QueryPerformanceCounter**(&**winEnd**))** **assert(false);**
35. **+** **delete** obj**;**
36. **return** ret**;**
37. **}**
39. @@ **-37,7** **+38,6** @@ public**:**
40. **}**
42. private**:**
43. **-** T **\***obj**;**
44. LARGE\_INTEGER winFreq**,** winStart**,** winEnd**;**
45. **};**

# Returned Form 2

## Review Form

**Reviewer’s Name: \_\_马皓然\_\_ Reviewer’s Student No.: \_\_2015011366\_\_ Date：\_\_06-07\_\_**

|  |  |
| --- | --- |
| Makefile  (10%) | 10 |
| Review Comments | 正确 |
| Compilation  (编译正确) (10%) | 8 |
| Review Comment | P1，P2，P4编译失败。  P1需要更换KMP.a  P2，P4使用了**windows.h，**对于跨平台的支持不是很好 |
| Correctness of Results  (结果正确) (40%) | 40 |
| Review Comment | 正确 |
| Naming Convention  (变量命名合理) (5%) | 5 |
| Review Comment | 变量命名合理 |
| Code Formatting  (代码格式合理) (5%) | 5 |
| Review Comment | 代码格式清晰 |
| Code Comments  (代码注释合格) (5%) | 10 |
| Review Comment | 有必要的注释 |
| Other Coding Style and efficiency (代码运行效率) (10%) | 10 |
| Review Comment | 运行效率不错 |
| OOP Design Style  (15%) | 15 |
| Review Comment | 正确 |
| Total Score (up to 100) | 98 |
| Overall Review Comments | 建议更换KMP.a，并对于Problem2，Problem4中的window.h进行替换以支持更好的跨平台。 |

# Corresponding Revision 2

我反对这个review，而且无法修改。

1. KMP.a是老师提供的，没有源代码，无法替换。如果替换了，第四题要比对自己的算法和KMP.a就不对了。
2. 题目要求使用Windows API的相关函数来计时，所以无法跨平台。