Week9 Revision

# Returned Form 1

## Review Form

**Reviewer’s Name:\_\_\_王逸伦\_\_\_ Reviewer’s Student No.: \_\_\_2015011312\_\_ Date：05-03**

|  |  |
| --- | --- |
| Makefile  (10%) | 10 |
| Review Comments | Correct |
| Compilation  (编译正确) (10%) | 10 |
| Review Comment | Correct |
| Correctness of Results  (结果正确) (40%) | 39 |
| Review Comment | Better if output backtrace process information(like Base mazebacktrace() did) and the number of turns. |
| Naming Convention  (变量命名合理) (5%) | 5 |
| Review Comment | Good |
| Code Formatting  (代码格式合理) (5%) | 5 |
| Review Comment | Good |
| Code Comments  (代码注释合格) (5%) | 5 |
| Review Comment | Good, easy to understand |
| Other Coding Style and efficiency (代码运行效率) (10%) | 10 |
| Review Comment | Good efficiency |
| OOP Design Style  (15%) | 15 |
| Review Comment | Excellent |
| Total Score (up to 100) | 99 |
| Overall Review Comments | Almost perfect! |

# Corresponding Revision 1

Print more information.

1. **---** "OptRouter.cpp"
2. **+++** "OptRouter.cpp"
3. @@ **-62,6** **+62,11** @@ **void** OptRouter**::**mazeBacktrace**()**
4. journey**[**nexti**].**inList**[**dir**] =** **true;**
5. bfsList**.**push\_front**(**make\_pair**(**next**,** dir**));**
6. // enlist from the front because the weight is 0
7. **+** printf**(**
8. **+** "BackTrace grid [%d,%d] cost %d**\n** direction %s**\n**"**,**
9. **+** next**.**m\_x**,** next**.**m\_y**,** m\_grids**[**nexti**],** m\_dir\_name**[**journey**[**nexti**].**turn**[**dir**]]**
10. **+ );**
11. **+** // wyl said I should print this
12. **}**
13. **}**
14. **for** **(int** k**=0;** k**<4;** k**++)**
15. @@ **-74,12** **+79,18** @@ **void** OptRouter**::**mazeBacktrace**()**
16. **{**
17. journey**[**posi**].**inList**[**k**] =** **true;**
18. bfsList**.**push\_back**(**make\_pair**(**pos**,** k**));**
19. **+** printf**(**
20. **+** "BackTrace grid [%d,%d] cost %d**\n** direction %s**\n**"**,**
21. **+** pos**.**m\_x**,** pos**.**m\_y**,** m\_grids**[**posi**],** m\_dir\_name**[**journey**[**posi**].**turn**[**k**]]**
22. **+ );**
23. **+** // wyl said I should print this
24. **}**
25. **}**
26. journey**[**posi**].**inList**[**dir**] =** **false;**
27. **}**
29. **int** pos **=** m\_sourceIndex**,** dir **=** journey**[**pos**].**minDir**();**
30. **+** printf**(**"Minimal turns: %d**\n**"**,** journey**[**pos**].**turn**[**dir**]);**
31. **while** **(true)**
32. **{**
33. **if** **(**m\_path**.**empty**() ||** m\_path**.**back**() !=** pos**)**
34. **---** "OptRouter.h"
35. **+++** "OptRouter.h"
36. @@ **-39,6** **+39,7** @@ class OptRouter**:**public BaseRouter
37. **}**
39. **const** IPoint m\_dir**[4] = {** IPoint**(-1,** **0,** **this),** IPoint**(0,** **1,** **this),** IPoint**(1,** **0,** **this),** IPoint**(0, -1,** **this) };**
40. **+** **const char** m\_dir\_name**[4][7] = {** "left"**,** "up"**,** "right"**,** "down" **};**
42. public**:**
43. OptRouter**(int** r**,** **int** c**,** **const** Point **&**source**,** **const** Point **&**target**,** **const** PointVector **&**obs**)**

# Returned Form 2

# Corresponding Revision 2