

/\* Evaluation:

## 1. Code compilation:

1. Does code compile without errors? - Yes.
2. Was a readme.txt file included with instructions on how to compile and run? - yes.

## 2. Correctness (positive test cases):

1. Can I insert a key? - only from file. Keys are truncated to 10 characters.
2. Can I delete a key? - yes.
3. Can I search for a key? - yes.
4. Can I view display of tree? - yes.
5. Can I specify size of B+ tree node (# of keys in a node)? - yes.
6. Do the nodes satisfy the B+ tree property? - Not always.
7. Can I create a B+ tree from a file of keys? - yes.
8. Can I save my B+ tree to a file? - yes.
9. Can I load back the file saved in step 7? - No.
10. Can I insert and delete keys from the command line even after loading keys from file? - only delete.
11. Is Output for keys1.txt correct? - NO.
  - a. create ../../keys1.txt 3 - leaf nodes should have minimum of 2 keys. Two of the leaf nodes generated have just 1 key.
  - b. >>create ../../keys1.txt 1 returns without doing anything.
12. Is output for keys2.txt correct? - No
  - a. Same problem as keys1.txt
13. Does it load quotes.txt? - yes.

## 3. Programming Style & General Comments:

1. Are there useful comments that complement the code? - No
2. Is the indentation style neat and consistent? - Yes.
3. Are there hard coded limits or magic numbers used in the code?
  - a. Keys are truncated to 10 characters.
4. Are there hard coded file paths used in the code? - No.
5. General Comments:
  - a. The menu display could have been better. It seems a bit cluttered.
  - b. I liked your addition of the help command. Good!

## 4. Exception Handling:

1. Delete on empty tree - handled.
2. Delete a non-existent key - handled.
3. Insert a key that exists already (keys3.txt) - not handled. Duplicate keys are allowed. This is not
4. Call display on empty tree - handled.
5. Print an empty tree - handled.
6. Empty lines in input file (keys4.txt) - not handled. They are treated as keys!

Score - 15/20.

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