## <u>Lab 4 - Program 1 Checkup</u>

Due Date: in Lab

## Part A: Program 1

It is important that you complete and test your Linked List implementation before adding it to your MovieChart program.

By now you should have your design and class definition (implemented methods) for the LinkedList class in the correct project structure. For Lab 4, you will need to have Part A of your Program 1 completed, and demo it to the TA by the end of lab using whatever test cases you can come up with. Make sure your files are where you can get to them so the TA can see your progress.

You do not need to submit anything to Blackboard. The T.A. will look over your code, and check you off.

## **Grading Guidelines**

- Part A
  - Part A of Program 1 complete and working (5 points)

## Formatting Guidelines

- Stores all values in a named variable.
  - No Magic Numbers.
- Uses indentation to identify code blocks.
  - Every Code block should be indented from it's parent block to identify scope.
- No single letter or non-descriptive variable names
  - The only exception to this rule is 'i' in a for loop
- Separates code blocks and logical sections with whitespace
  - Optimize your code for the reader, not the writer
- Output is formatted with an explanation of the output values
  - Format your output so that someone who does not know what the program is supposed to do would know what the output meant
- Each method is preceded by a comment explaining what the method does
- Each significant code block is preceded by a comment explaining what the code block does.
  - A significant code block is more than 3 lines performing a single logical operation

- CONSTANTS are in all caps
- Only data types start with a capital letter
  - o Classes, Enums, Structs, etc.
- Do not use the 'using namespace' declaration in a header (.h) file
- In general we will follow the Google C++ style guidelines. If you want more info, you can view them here: <a href="https://google.github.io/styleguide/cppguide.html">https://google.github.io/styleguide/cppguide.html</a>