To print higher-resolution math symbols, click the **Hi-Res Fonts for Printing** button on the jsMath control panel.

Lab 2 Grading Guidelines last modified by Aaron Bloomfield on August 13, 2013 11:27:15 AM EDT

Lab 2 grading guidelines

Pre-lab

Out of 10 points. This lab part is expected to compile.

Point Assignment

- 10 points for all 3 files were submitted, and a "significant" amount of work was done,
- 5 points for some work has been done, but no more than a half,
- 0 points for nothing is done.

In-lab

Out of 10 points. This lab part **is** expected to compile.

Point Assignment

- 3 for not printing a correct max OR average the directions were unclear which to print, so printing either will work just fine.
- 3 for not printing all five numbers in the array or if values incorrect when printed
- The other 4 points they get for having submitted a file (if they don't submit anything, they get a 0 out of 10 for the in-lab).

Expected Output

```
2 4 6 8 10
```

Output:

Input:

```
Value [ 0] is : 2
Value [ 1] is : 4
Value [ 2] is : 6
Value [ 3] is : 8
Value [ 4] is : 10
The max is 10
The average is 6
```

Post-lab

Out of 10 points. This lab part is expected to compile.

The following test case was performed:

- An empty list was created.
- Three elements were inserted.
- The ListItr was set to the first element.
- It was moved forward and the value was retrieved.
- Then the list was printed in forward order.

Point Assignment

- 1 if no implementation for the destructor
- 1 if the list iterator was not in the correct position at the end
- 3 for not correctly implementing the methods in ListItr.cpp
- 4 for a main method that didn't run the test case.

Expected Output

Input (a comma means the next input was on a separate line):

```
2, n, 11, 5, 11, 6, 11, 7, 4, 6, 8, 3, f, 1, y
```

Output:

```
The elements in forward order:
5
6
7
...
Setting the ListItr to the first element...
...
Moving the ListItr forwards...
...
Element retrieved: 6
...
The elements in forward order:
5
6
7
```

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