SCSJ1023 Programming Technique II

School Computing, Faculty of Engineering

Universiti Teknologi Malaysia

**Semester 1, 2018/2019**

## **Checklist for Assignment 1**

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| **Name** | WAN NUR KHALISHAH BINTI MASRY |
| **Game Title** | SEE AND SPELL GAME |
| **Class Name** | Alphabet Class |

**Implementation of Assessement Criteria**

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| --- | --- | --- | --- |
| **Item** | **Location** | | **Remarks** |
| **File** | **Line Numbers** |
| 1. Declaring and defining the chosen class: |  |  |  |
| * Attributes | Alphabet.hpp | 17-24 |  |
| * Constructors and desctrutor | Alphabet.hpp | 30-65 |  |
| * Accessors and mutators | Alphabet.hpp | 66-149 |  |
| * Display-related methods | Main.cpp | 66-149 |  |
| * Action-related methods | Main.cpp | 66-149 |  |
| 1. Separations of class declarations and definitions as well as the application program into different files. | Alphabet.hpp, Main.cpp |  |  |
| 1. Creating object(s) and letting the object(s) to perform their actions. | Main.cpp | 17-53 |  |
| 1. Implementing **either one** of the followings:    * Pointers to objects, or    * Arrays of objects. | Main.cpp | 12-15 (declare array and create objects)  57-105(use a loop to iterate all the alphabet objects) |  |
| 1. Implementing **either one** of the followings:    * Passing objects as parameters to functions, or    * Operator overloading. |  | 17-43 |  |