program ONE grade sheet

video game library, CSC1310, spring 2020

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|  | TOTAL GRADE (OUT OF 100%) |
|  | OOPS POLICY? ( subtracts 5 points per day late up to 3 days late and can only be used once a semester) |
|  | EXECUTION (DOES IT WORK WITH THE TEST CASE and makefile?) (25%) **This is a yes or no answer.** **You get either all the points or none.** |
|  | SPECIFICATION (DOES IT FOLLOW THE PROGRAMMING ASSIGNMENT SPECIFICATIONS?) (65%)  |  |  | | --- | --- | |  | TEXT class (Text.h, Text.cpp) – has all the required attributes & functions & they are correct. | |  | VIDEOGAME class (VideoGame.h, VideoGame.cpp) – has all the required attributes & functions & they are correct. | |  | VIDEOGAMELIBRARY class (VideoGameLibrary.h, VideoGameLibrary.cpp) – has all the required attributes & functions & they are correct. | |  | Program1.cpp – correctly creates VideoGameLibrary object and allows the user to do all the menu options as specified. | |  | Is there a bunch of unnecessary code? (used during troubleshooting or just really inefficient coding) | |  | Is there spaghetti code (goto statements) or other difficult-to-understand coding practices? | |  | Are there memory leaks? – remember everything created with new must somehow be released with delete | |
|  | DOCUMENTATION & CODE READABILITY (10%) Is the code readable (indentions, spacing)?  Is there a comment block at the top of each file saying the filename, author, date? |