Name

CPS 171 MP5 - 45 points

Total

PROGRAM APPEARANCE, READABILITY AND PRESENTATION

DOCUMENTATION (4)

Introduction/synopsis/overview appropriately descriptive of proble	m, input/output
discussed, assumptions described, variables described, and nam	e of programmer
noted	
Internal blocks described, strategies/algorithms non-standard procedur	es explained
All functions have descriptive comments, parameter interfacing discuss	ed
Meaningful identifiers/ use of self-documenting code	

STYLE (2)

_____Spacing/indentation/upper case-lower case letters enhanced readability by highlighting or displaying the structure of the program, blocks easily identified

PROGRAM CONTENT

STRUCTURE	(17)	(program	&	data)
DATA				

Made appropriate choices between real, integer, and character variables
Correctly defined enumerated data types
string variables accurately used
PROGRAM
assignment statements easily interpreted
correct use of required enumerated data types
correct use of string functions
correct use of If-then & If-then-else structures
correct use of iterations/correct choice between definite and
indefinite (While, Do while & For)
Well chosen Functions
Accurate choice between Value returning and Void Functions
Well designed Main Function
No global reference/ no side effects
Correct choice between Value and Reference parameters
correct nesting of structures
correct use of arrays (2 points)
STRATEGY (5)
problem broken into appropriate blocks
The solution was reasonable/appropriate/efficient/
understandable and the data structure appropriate to strategy
INPUT (4)
correct reading from screen or FILE
(EOF, sentinel, for or while accurately used)
appropriate choice of input data to test the robustness of the program

PROGRAM RESULTS
OUTPUT (13)
accuracy-all requirements present and accurate
data nicely presented/styled/described by well chosen use
of character strings and spacing
copy of data file included
copy of "first game" played exactly as shown on the assignment sheet

Total missed_____