NAME_____

MP6

Total_____/ 45___

PROGRAM APPEARANCE, READABILITY AND PRESENTATION

DOCUMENTATION (4) *REMARKS*

___Introduction/synopsis/overview appropriately descriptive
of problem, input/output discussed, assumptions described,
variables described, and name of programmer noted
___Internal- blocks described, strategies/algorithms
non-standard procedures explained
___All functions have descriptive comments, parameter interfacing discussed
___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 (10)

DATA

___Made appropriate choices between real and integer variables
and had accurate arithmetic in expressions or assignments(coercion)
___Appropriate choice of data structures
___character or string variables accurately used

PROGRAM

___assignment statements easily interpreted
___correct use of If-then & If-then-else structures
___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

PROGRAM CONTENT

STRATEGY (5)

___problem broken into appropriate blocks
___The solution was reasonable/appropriate/efficient/
understandable and the data structure appropriate to strategy

INPUT (2)

___correct calling to the class method (functions)

HEADER FILE (5)

___correct declaration of the class methods (functions)

PROGRAM RESULTS

OUTPUT (12)

___accuracy-all requirements present and accurate
___data nicely presented/styled/described by well chosen use
of character strings and spacing

MACHINE PROBLEM DUE DATE

TIME (5)

___ time (every two days late = one point deducted)

Total missed_____