

_____/100 pts.

Name _____

Student number _____

CS 2SC3 and SE 2S03 Fall 2008

Programming Exercise 3 Part A

Marking Scheme

Instructor: William M. Farmer

(1) **Code**

- (a) Files are present _____/10 pts.
- (b) Program compiles _____/10 pts.
- (c) Program runs _____/10 pts.
- (d) Program prints test results _____/10 pts.

(2) **Design and Implementation of Program**

- (a) Type `nat` implemented as `int` _____/4 pts.
- (b) Type `element` implemented as a type of records _____/4 pts.
- (c) Constant `max_length` set to 10 _____/4 pts.
- (d) Type `queue` implemented as a type of records
that contain an array representing a queue _____/8 pts.
- (e) The constructor `bottom` _____/4 pts.
- (f) The selector `length` _____/4 pts.
- (g) The selector `front` _____/4 pts.
- (h) The mutator `push` _____/4 pts.
- (i) The mutator `pop` _____/4 pts.

(3) **Testing**

- (a) Choice of test inputs. _____/10 pts.
- (b) Quality of print out of test results _____/10 pts.

(4) **Style** (comments only)

(5) **Penalties**

- (a) Missing or substandard log file _____/-10 pts.
- (b) Late _____/-20 pts. per day