

_____ /100 pts.

Name _____

Student number _____

CS 2SC3 and SE 2S03 Fall 2008

Programming Exercise 4 Part A

Marking Scheme

Instructor: William M. Farmer

Revised: 14 November 2008

(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 <code>nat</code> implemented as <code>int</code>	_____ /4 pts.
(b) Type <code>element</code> implemented as a type of records	_____ /4 pts.
(c) The length of a queue is unbounded	_____ /4 pts.
(d) Type <code>queue</code> implemented as a type of records that reference a linked list representing a queue	_____ /8 pts.
(e) The constructor <code>bottom</code>	_____ /4 pts.
(f) The selector <code>length</code>	_____ /4 pts.
(g) The selector <code>front</code>	_____ /4 pts.
(h) The mutator <code>push</code>	_____ /4 pts.
(i) The mutator <code>pop</code>	_____ /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	_____ /-100 pts. per day