Spring 2018

Program 4: List of Deductions

Deduction		Points
number	Description	deducted
1	Late penalty (doubles each day: -1 for 1 late day, -2 for 2, -4 for 3, etc.)	Variable
2	Comments (If program contains no comments, -10)	-10
2a	No header comment	-3
2b	Header comment is present, but name is missing	-1
2 c	Each variable declaration should be accompanied by a comment describing its purpose	-3
2d	Body of program contains no comments	-4
2e	Body of program contains some comments, but not enough	-3
3	Indentation (If code is not indented at all, -9)	-3 - 9
3a	All code inside main() should be indented at least one tab level	-3
3b	Code inside block (if statement, each case of a switch statement) should be indented one tab more than start of block	-3
3c	Code is not indented consistently	-3
4	Variables	
4a	Variable names are not descriptive enough	-3
5	File name is incorrect	-10
6	Program does not compile	-60
7	Input (if program does not follow input spec, -10)	-10
8	Error checking (if program does little or no error checking, -20)	-20
8a	Program does not correctly handle errors due to improperly formatted input (or does not test for such errors)	-5
8b	Program does not properly test that # blocks is between 2 & 10	-5
8c	Program does not properly test that starting position is within bounds of city	-5
8d	Program does not properly test that number of trials is >= 1	-5
9	Output (if program produces little or no correct output, -30)	-30
9a	Program only runs a single trial, not multiple trials	-5
9b	Trial does not properly end when sailor reaches border $(X = 0, Y = 0, X = \# X $ blocks, or $Y = \# Y$ blocks)	-10
9c	Sailor does not move only one step in a given direction at a time	-5
9d	Program does not correctly track number of steps per trial	-5
9e	Program does not correctly handle average number of steps per trial	-5
10	Miscellaneous	
10a	Failure to comment out extra code intended to pause program at end (e.g., system("PAUSE"), infinite loop, etc.)	-5
10b	Program does not properly generate random directions	-10
10c	Program calls srand() more than once per program	-5