

COP 3502 Section 1 Program 1 Grading Criteria (100 points total)

Code Points (30 points)

Required structs are defined – 3 pts
Function prototypes are listed at the top – 2 pts
Main has appropriate function calls to readPuzzleTypes, readPlayerPool, createArchive – 3 pts
Attempt made to read in puzzle data – 5 pts
Attempt made to update data in structs – 3 pts
Attempt made to process queries – 2 pts
Calls made to two query functions in appropriate places – 4 pts
Memory is freed – 3 pts
Functions return denoted type – 5 pts

Following Function Prototypes (10 points)

There are 10 to follow, remember that one of them changed:

```
void printMaxTotalScorer(Player** playerPool, int numPlayers);
```

1 pt for following each function prototype

Style Points (10 points)

Header comment – 2 pts
Meaningful variable names – 1 pt
Use of whitespace – 1 pt
Internal comments (includes function descriptions) – 5 pts
Use of constant for max string length – 1 pt

Execution Points (50 points)

There are 10 test cases. Each one is worth 5 points each. Give partial on a test case as follows:

2 points for the overall top scorer

3 points for the top scorer in every game (all of these have to be correct to get the 3 points)

If there is an improper format for all 10 cases, please deduct 1 – 4 points as you see fit in total for the format error.