

Mr. Giansante



**C++ Programming
Getting Assignments
Marked**

August 2018

Getting Assignments Marked

Keep in mind that when you submit a program for marking, I will try my hardest to find things that are wrong with it. To minimize the number of marks that you lose, follow the guidelines listed below.

Thoroughly test your program before you demo it to the teacher.

Make sure your program is bug-free and crashproof. If your program crashes your mark will be affected.

Have someone look over your assignment. Better yet, have several people look over your assignment.

Code

Ensure that your code is properly commented.

Ensure that all variables are declared and named in a logical manner. All variable values should be initialized.

Ensure that all controls are named in a logical manner and following guidelines.

Ensure that your code is indented to show structures such as loops and decision statements.

Ensure that you use spacing to effectively break up chunks of code.

Code Header

Ensure that all your programs have a header section that contains the following information ...

```
#include <iostream>
using namespace std;

/* -----
Friend Database Program
Version: 1.0
Date: September 4, 2018

Author: Your Name
School: Glebe Collegiate Institute, Ottawa
Course: ISC 3U 03
Teacher: Mr. Giansante
----- */

int main(int argc, char** argv) {
```

Input / Output

Ensure that all input and output is done in an organized, logical and user friendly manner.

Ensure that you use **Input Validation**. For example, if you ask the user to type in a number and they type letters, your program should not crash.

Ensure that you use **Error Checking** whenever an operation might cause the system to crash (ie. reading a file).

Ensure that you use informative error messages.

Miscellaneous

Ensure that your program is free of spelling and grammatical errors.