Assignment 1 Grading Rubric
Total: 145 points

- **MultiDS**   **85 points**
  - *Points based on both functionality and style*
  - Constructor(s)   5 points
  - toString() method   10 points
  - PrimQ interface methods   30 points
    - addItem()   (10 points)
    - removeItem()   (10 points)
    - clear()   (5 points)
    - size(), full(), empty()   (5 points)
  - Reorder interface methods   30 points
    - reverse()   (10 points)
    - shiftRight()   (5 points)
    - shiftLeft()   (5 points)
    - shuffle()   (10 points)
  - Output of Assign1A..java is correct   10 points

- **War Game**   **55 points**
  - Deck and hands are MultiDS<Card> objects   5 points
  - Game initialized correctly (incl. # of rounds)   5 points
  - Initial Cards / hands generated correctly   5 points
  - Normal round (no tie) works correctly   10 points
  - Pile copied to hand / shuffled as necessary   10 points
  - "War" case (i.e. tie) handled   10 points
  - End / winner determined correctly   10 points

- **Documentation and Assignment Information Sheet**   **5 points**