CS 0401 Summer 2020 Assignment 4

Name: __________________________________

MultiDS Class: [points based both on functionality and style]

Constructor(s): _________ (5)

toString() method: _________ (5)

PrimQ interface methods:

addItem() (including resizing): _________ (10)

removeItem(): _________ (10)

clear(): _________ (5)

size(), full(), empty(): _________ (5)

Reorder interface methods:

reverse(): _________ (10)

shiftRight(): _________ (5)

shiftLeft(): _________ (5)

shuffle(): _________ (10)

Output of Assig4A.java is correct: _________ (10)

War Game:

Deck and hands are MultiDS<Card> objects: _________ (5)

Game initialized correctly (incl. # of rounds): _________ (5)

Initial Cards / hands generated correctly: _________ (5)

Normal round (no tie) works correctly: _________ (10)

Pile copied to hand / shuffled as necessary: _________ (10)

"War" case (i.e. tie) handled: _________ (10)

End / winner determined correctly: _________ (5)

Output clear / readable / well formatted: _________ (10)
Assignment Information Sheet/Submission: __________ (5)

Documentation: __________ (5)

Subtotal Points: __________ (150)

Normalized Points (Subtotal / 1.5): __________ (100)

Extra Credit: __________ (10)

Late Penalty __________ (-15)

Total __________ (100)