

SCIPER	Archi. max 2pts	architecture violation comment	Class max 3pts	Class violation comment
350488	2.00	OK	3.00	OK
355673	2.00	warning: using namespace in .h is bad practise warning: jeu.h does not contains all depedencies. It compiles because mobile is systematically included just before	3.00	good work
355692	1.00	A1 Le projet.cc doit etre plus simple	3.00	ok
356540	2.00	OK	1.00	[C2] tools.h Bipoints, mobile.h Faiseur::setDeplacement: definitions to be externalized. Warning [C2] chaine.h: constructor should be formatted to a single line, or externalized
357434	2.00	warning: too many includes in .h. Keep only the necessary.	2.00	[C2] jeu.h 15-19 must be externalised
357720	1.00	[A1]you should instanciate Jeu in the main of projet. Here you call a function that you defined inside jeu.cc but the instance of Jeu created inside this function is local to this one, which means that it won't exists outside of it.	3.00	All good !
363791	2.00	warning : the module projet must be called projet and not Prog, except that : the architecture is respected	3.00	good work
371986	2.00	warning: too many includes in .h. Keep only the necessary. Is projet.h usefull ?	2.00	[C2] chaine.h 28-46 must be externalised, mobile.h all constructors must externalised
372005	1.00	[A1] projet should call function/method from jeu, not file_reader[A2] warning: ask Prof. Boulic about module file_reader. project should be projet, game should be jeu,chain should be chaine	0.00	[C1]file_reader.cc:18-21 global variables (warning: class hierarchy will be needed for mobile for rendu2)
372038	2.00	Don't redefine pi use M_PI from cmath	0.00	[C2]chaine.h:9, mobile.h:20,tools.h:40-67
372094	2.00	Warning : Beaucoup d'include qui ne sont pas nécessaires, notamment dans jeu.cc. Aussi pas besoin de reinclude des modules qui l'ont déjà été dans le header	3.00	OK
372120	2.00	Warning : Only need to include once between the .cc and the .h.	3.00	OK
372146	2.00	warning : lecture.h & lecture .cc are not used in your project.	3.00	OK
372218	2.00	OK	1.00	[C2] Constructeur de Mobile, Faiseur non externalisé bien que ne tenant pas sur une seule ligne
372270	2.00	OK	3.00	OK
372441	2.00	Warning : The particule and faiseur in project are useless	3.00	OK
372466	2.00	OK	3.00	OK
372571	2.00	OK	1.00	[C1]mobile.cc arena, chaine.cc arena
372655	2.00	Don't redefine pi use M_PI from cmath	0.00	[C2]chaine.h:9, mobile.h:20,tools.h:40-67
372702	2.00	good work	2.00	[C2] mobile.h 21, 42, 62, chaine.h 19, 23, 27, 32 must be externalised
373153	2.00	warning: too many includes in .h due to the internalised method definition	2.00	[C2] chaine.h 28-46 must be externalised, mobile.h all constructors must externalised

373365	2.00	OK	3.00	OK
373377	2.00	good work	3.00	good work
373798	1.00	[A1]projet.h should only include jeu.h. WARNING: All include should be inside the header guards	3.00	ok
373819	2.00	ok	2.00	[C2]chaine.h:20-33
374041	2.00	OK	3.00	OK
374171	2.00	Warning : Check the includes, not all are necessary. (put in .h only what is necessary)	3.00	OK
374240	2.00	OK	1.00	[C2] tools.h Bipoints, mobile.h Faiseur::setDeplacement: definitions to be externalized. Warning [C2] chaine.h: constructor should be formatted to a single line, or externalized
374252	2.00	OK	3.00	OK
374396	2.00	WARNING: pas de classe Jeu, nécessaire à partir du rendu 2	3.00	OK
374853	1.00	warning: justify the use of additionnal modules in the header files (for faiseur and particule) and ask professor for authorization to have additionnal modules. A[3] tools must be independant from other modules, it must not include "constantes.h"	3.00	warning: the functions/constructors defined in the header files must fit onto the same line as the prototype
374959	2.00	Warning : Check the includes, not all are necessary. (put in .h only what is necessary)	3.00	OK
374966	2.00	OK	3.00	OK
374967	2.00	OK	3.00	OK
375037	1.00	[A1] projet should call function/method from jeu, not file_reader[A2] warning: ask Prof. Boulic about module file_reader. project should be projet, game should be jeu,chain should be chaine	0.00	[C1]file_reader.cc:18-21 global variables (warning: class hierarchy will be needed for mobile for rendu2)
375057	2.00	Ok	3.00	Ok
375406	2.00	OK	3.00	OK
375451	2.00	WARNING: Particule et faiseur doivent hériter d'une classe Mobile	3.00	OK
375485	1.00	[A3] The model concepts should not appear in tools module: collisions_arena function	3.00	Very good !
375540	1.00	[A1] include of tools.h	3.00	OK
375643	1.00	[A1] message.h should not be included in projet module	3.00	Good!
375661	2.00	OK	3.00	OK
375828	2.00	warning: do not include <iostream> in .h	3.00	good work

376118	2.00	OK	1.00	[C2] Constructeur de Mobile, Faiseur non externalisé bien que ne tenant pas sur une seule ligne
378422	2.00	OK	1.00	[C1]mobile.cc arena, chaine.cc arena
378440	2.00	good architecture, warning: in a .cc, it's not needed to include a module which is already included in the header file, score should be defined in "jeu"	3.00	perfect
378475	2.00	OK	3.00	OK
378494	2.00	WARNING: pas de classe Jeu, nécessaire à partir du rendu 2	3.00	OK
378541	2.00	OK	3.00	OK
378559	1.00	il manque des modules dans ton dossier	3.00	Ok
378649	2.00	warning: too many includes in .h. Keep only the necessary. Is projet.h usefull ?	2.00	[C2] jeu.h 15-19 must be externalised
378799	2.00	warning: in a .cc, it's not needed to include a module which is already included in the header file, the notion of "Arene" should not figure in tools.cc	3.00	perfect
378861	2.00	warning: in a .cc, it's not needed to include a module which is already included in the header file, the notion of "Arene" should not figure in tools.cc	3.00	perfect
379174	2.00	All good!	3.00	All good !
379287	2.00	WARNING: Particule et faiseur doivent hériter d'une classe Mobile	3.00	OK
379370	2.00	good architecture, warning: in a .cc, it's not needed to include a module which is already included in the header file, score should be defined in "jeu"	3.00	perfect
379382	2.00	OK	3.00	OK
379674	2.00	Warning [A1] scaffolding.h: useless include	2.00	[C2] jeu.h Game::set_score and Game::set_mode to be externalized. Warning [C2] mobile.h Faiseur::get_bodyF, chaine.h Chain::get_articulation and Chain::get_bodyC : to be externalized or fit on a single line
379679	1.00	[A3] The model concepts should not appear in tools module: collisions_arena function	3.00	Very good !
379683	1.00	A1 Le projet.cc doit etre plus simple	3.00	ok
379792	2.00	Warning: Quelques includes ne sont pas nécessaires	0.00	[C2] méthodes non externalisés dans tools.h (norme, normalize, toPolar, fromPolar...)
379816	2.00	well done	3.00	ok
379829	2.00	OK	3.00	OK
379830	1.00	[A3] constantes.h in tools. (For all modules, don't include files in cc that you already put in corresponding h file)	3.00	(warning: class hierarchy will be needed for mobile for rendu2)
379998	2.00	good architecture, warning: in a .cc, it's not needed to include a module which is already included in the header file	2.00	[C2]mobile.h25-26,55-57, this constructors must be externalized

380030	2.00	Good ! warning: no need to include a module which is already included in the header	3.00	All good !
380044	2.00	Good!	3.00	Good!
380130	2.00	Warning: Quelques includes ne sont pas nécessaires	0.00	[C2] méthodes non externalisés dans tools.h (norme, normalize, toPolar, fromPolar...)
380141	2.00	warning: no need to include a module which is already included in the header	3.00	All good !
380396	1.00	[A3] constantes.h in tools. (For all modules, don't include files in cc that you already put in corresponding h file)	3.00	(warning: class hierarchy will be needed for mobile for rendu2)
380402	2.00	good work	3.00	good work
380465	2.00	warning: no need to include a module which is already included in the header	3.00	All good !
381052	2.00	All good !	3.00	All good !
381561	1.00	[A1] projet should only connect with the Model sub-system through the module jeu	1.00	[C1]jeu.cc count & etat
382002	2.00	ok mais trop de code dans .h => externaliser et effectuer certaines tâches de jeu dans mobile car c'est sa responsabilité de les faire (ex:collisions inter-faiseur)	0.00	[C1] jeu.cc:6-7 plusieurs variables globales, [C2] les méthodes de TOUTES les classes doivent être externalisées (seuls les getters/constructeur sur 1 lignes sont tolérés);
382019	2.00	Good!	3.00	Good!
382026	2.00	ok	0.00	[C1] all the attributes in mobile.h are public
382951	2.00	Architecture bonne mais le choix d'un compteur static de particule me semble un peu casser l'encapsulation. Ca rend impossible le fait de créer plusieurs jeu en même temps par exemple.	3.00	Ok
383577	2.00	good work	3.00	good work
385947	1.00	il manque des modules dans ton dossier	3.00	Ok
389146	2.00	OK	3.00	OK
390357	2.00	OK	3.00	OK
390436	2.00	ok	3.00	ok
390505	1.00	A3 tools est independante on fait pas l'include du constante.h	3.00	ok
390521	1.00	[A1] projet should only connect with the Model sub-system through the module jeu	1.00	[C1]jeu.cc count & etat,
390523	2.00	OK	0.00	[C1] jeu.cc liste_element and element missing "static", mobile.h particules, faiseurs and nb_particule are global. [C2] tools.h S2d, chaine.h Chaine to be externalized. The only accepted exception is constructors and getters if they fit on a single line

390579	1.00	[A2] Chaîne should not inherit from mobile (see Fig 11a) Warning:Ask prof. Boulic for authorization for extra modules Faiseur, Particule, Arene	3.00	Warning:please include constantes.h instead of copy pasting
390621	2.00	OK	0.00	[C2]tools.h constructeur S2D et Polaire non externalisés (d'ailleurs ces constructeurs ne sont pas vraiment utiles); mobile.h Constructeurs de Faiseurs et particules non externalisés bien que ne tenant pas sur une ligne
390635	1.00	A3 tools est independante on fait pas l'include du constante.h	3.00	ok
390643	2.00	OK	3.00	Warning [C2] tools.h Cercle::Cercle to be externalized or fit on a single line
390719	1.00	[A2] mobile.h should not be included in chaîne module. Warning: you don't need to include a module which is already included in the header	2.00	[C1] nb_articulation in chaîne, public static attributes are not allowed. Warning: method definitions (constructor or getter) that are defined in the interface must fit into the same line as the prototype. (Faiseur, Particule and Jeu constructors)
390746	2.00	Good ! warning: no need to include a module which is already included in the header	3.00	All good !
390819	2.00	WARNING : Une classe jeu ainsi qu'un héritage de classe entre faiseur et particule sera nécessaire pour le rendu 2.	3.00	OK
390865	1.00	[A3]tools must not use constantes	3.00	All good !
390880	2.00	Ok	3.00	Ok
390942	2.00	OK	3.00	OK
390957	2.00	Good! warning: you don't need to include a module which is already included in the header.	3.00	Very good !
390958	2.00	good architecture, warning: in a .cc, it's not needed to include a module which is already included in the header file, epsil_zero should be in tools.cc	2.00	[C1]mobile.h22,63,chaîne.h16-17, attributes and static attributes must be private
390962	2.00	warning jeu.h: all include should be inside #ifndef... For all modules, don't include files in cc that you already put in corresponding h file. Don't redefine pi use M_PI from cmath	3.00	ok
390977	1.00	[A1] projet ne devrait qu'appeler 1-2 fonctionn de jeu.cc L'architecture du projet n'est vraiment pas idéal. Par exemple, pour la lecture mieux vaut ne pas tout stocker dans un énorme vecteur, c'est très dur à lire (magic numbers des indices). Sauvez directement l'entité une fois que vous avez lu les données nécessaire à son initialisation La classe Test n'est pas de nom claire et pourrait être un ensemble de fonction dans un namespace. Les différentes entités devrait être stockées. Les classes de mobile et chaîne devrait avoir des attributs privé.	2.00	[C1] chaîne.cc 12: La classe Test est considéré comme une variable globale

390999	1.00	[A2] Chaine should not inherit from mobile (see Fig 11a) Warning:Ask prof. Boulic for authorization for extra modules Faiseur, Particule, Arene	3.00	Warning:please include constantes.h instead of copy pasting
391023	2.00	excellent, warning: epsil_zero should be in tools.cc	2.00	[C2]chaine.h18,19,jeu.h20,21,mobile.h19,49,51,53,72,74,75 these definitions should be externalized
391025	2.00	excellent, warning: epsil_zero should be in tools.cc	2.00	[C2]chaine.h18,19,jeu.h20,21,mobile.h19,49,51,53,72,74,75 these definitions should be externalized
391047	2.00	don't redefine pi use M_PI from cmath	3.00	ok
391053	2.00	good work	3.00	good work
391195	1.00	[A1] message.h should not be included in projet module	3.00	Good!
391244	2.00	OK	3.00	OK
391267	2.00	ok	2.00	[C2]chaine.h:20-33
391277	2.00	don't redefine pi use M_PI from cmath	3.00	ok
391282	2.00	warning: too many includes in .h. Keep only the necessary.	3.00	good work
391316	2.00	ok	3.00	ok
391384	2.00	warning: using namespace in .h is bad practise warning: too many includes in .h. Keep only the necessary.	3.00	good work
391453	2.00	Good! warning: you don't need to include a module which is already included in the header.	3.00	Good. warninsg: 1)getArticulation method in chaine.h should be formatted to fit in one line or externalized. 2)To be consistent you should include your jeu.cc definitions in the model namespace. 3) The Mode enumeration already exists in constantes.h, no need to redefine it.
391500	2.00	Warning : The particule and faiseur in project are useless	3.00	OK
391571	2.00	All good ! warning: why trying 2 times in the main ? if it fails the first time it won't come back to try again	3.00	All good !
391707	1.00	[A1] projet.cc ne devrait pas inclure mobile.h Remarque général: Le module jeu.cc à trop de responsabilité.. Une partie de la fonctionnalité du code pourrait être donné à mobile, par exemple les collisions entre faiseur, etc,	3.00	Ok
391832	2.00	All good ! warning: why trying 2 times in the main ? if it fails the first time it won't come back to try again	3.00	All good !
391844	1.00	[A2]mobile must not include jeu.h. warning: no need to include a module which is already included in the header	2.00	[C2]interface should contian only prototypes, tools.h must not define the functions unless it is on the same line as the definition.
391892	2.00	ok	3.00	ok
391903	2.00	OK	3.00	OK

391962	2.00	warning: the module "jeu" file should be "jeu.cc", in a .cc, it's not needed to include a module which is already included in the header file, score should be defined in "jeu"	2.00	[C2]chaine.h21,24,mobile.h22,26,36,40,57,61-62,tools.h34,37 these definitions should be externalized
392008	2.00	warning: too many includes in .h. Keep only the necessary.	3.00	good work
392028	2.00	waring: tools should not be in projet.cc. No need to put include i.cc that you already put in .h	3.00	top
392033	0.00	[A1] message.h should not be included in projet module [A3]constantes.h should not be included in tools. Please check fig 11a for reference	3.00	Good
392048	2.00	OK	2.00	[C1] mobile.h Faiseur::nbFais is public
392082	2.00	[A2] warning: ask Prof. Boulic about module FileReader	0.00	[C1] FileReader.h:16-18 public attributes
392098	1.00	[A3] messages.cc et constantes.cc inclus dans tools	3.00	Ok
392100	2.00	perfect	3.00	excellent
392115	1.00	[A1] Empty projet.cc, jeu.cc is handling main	3.00	Ok
392117	2.00	Warning: Quelques includes ne sont pas nécessaires	0.00	[C1] jeu.h : 50, 51, 52 (public static attributes); Warning : Ne pas déclarer de types énumérés dans la définition d'une classe
392131	1.00	warning: justify the use of additionnal modules in the header files (for faiseur and particule) and ask professor for authorization to have additionnal modules. A[3] tools must be independant from other modules, it must not include "constantes.h"	3.00	warning: the functions/constructors defined in the header files must fit onto the same line as the prototype
392304	2.00	warning: too many includes in .h. Keep only the necessary.	3.00	The setters must be externalised and must handle basic verifications (-1 in next assignment if not removed or corrected)
392439	1.00	[A2] mobile.h should not be included in chaine module. Warning: you don't need to include a module which is already included in the header	2.00	[C1] nb_articulation in chaine, public static attributes are not allowed. Warning: method definitions (constructor or getter) that are defined in the interface must fit into the same line as the prototype. (Faiseur, Particule and Jeu constructors)
392445	2.00	warning: do not include <iostream> in .h	3.00	good work
392658	2.00	warning : the module projet must be called projet and not Prog, except that the architecture is respected	3.00	good work
392660	2.00	architecture correctly respected, warning: the module projet should be named "projet" instead of "proj"	2.00	[C2]mobile.h21-22,37 these definitions must be externalized
392675	1.00	A2 Le decodage se fait dans mobile	3.00	ok
392688	1.00	[A1] projet.cc should only include jeu.h from the Model	2.00	[C2] tools.h S2d::afficher() not externalized
392691	2.00	well done	3.00	ok
392698	2.00	ok	3.00	ok
392759	2.00	Warning : Check the includes, not all are necessary.	3.00	OK

392815	1.00	[A2]mobile must not include jeu.h. warning: no need to include a module which is already included in the header	2.00	[C2]interface should contain only prototypes, tools.h must not define the functions unless it is on the same line as the definition.
392831	2.00	well done	3.00	ok
392843	2.00	OK	3.00	OK
392848	2.00	warning: using namespace in .h is bad practise warning: too many includes in .h. Keep only the necessary.	3.00	good work
392906	2.00	good architecture, warning: in a .cc, it's not needed to include a module which is already included in the header file, epsil_zero should be in tools.cc	2.00	[C1]mobile.h22,63,chaîne.h16-17, attributes and static attributes must be private
392937	2.00	Architecture bonne mais le choix d'un compteur static de particule me semble un peu casser l'encapsulation. Ca rend impossible le fait de créer plusieurs jeu en même temps par exemple.	3.00	Ok
392941	2.00	OK	0.00	[C1] jeu.cc liste_element and element missing "static", mobile.h particules, faiseurs and nb_particule are global. [C2] tools.h S2d, chaîne.h Chaîne to be externalized. The only accepted exception is constructors and getters if they fit on a single line
393001	2.00	All good !	3.00	All good !
393004	2.00	good work	2.00	[C2] mobile.h 21, 42, 62, chaîne.h 19, 23, 27, 32 must be externalised
393159	2.00	All good !	2.00	[C1]in tools.h, public static bool epsil
393165	1.00	[A3]tools must not use constantes	3.00	All good !
393197	2.00	L'architecture est bonne mais pas sûr que l'attribut _element de mobile fasse sens en tant que vector<Circle> étant donné que c'est propre aux faiseurs.	3.00	OK
393209	1.00	[A2] mobile.h should not be included in chaîne module. warning: there is no need for a class projet	3.00	ok
393327	2.00	OK	0.00	[C2] 2 Constructeurs de faiseur + setOrientation + setNbe + setRadius.... (mobile.h) non externalisés bien que ne tenant pas sur une ligne
393403	2.00	ok	3.00	ok
393444	2.00	ok	0.00	[C1] all the attributes in mobile.h are public
393557	2.00	architecture correctly respected, warning: the module projet should be named "projet" instead of "proj"	2.00	[C2]mobile.h21-22,37 these definitions must be externalized
393767	1.00	[A2]mobile.cc6,chaîne.cc9 jeu must not be included in lower levels modules	1.00	[C1]mobile.h52 attributes must be private [C2]tools.h23-25 must be externalized
393801	2.00	OK	3.00	Warning: Too many static variables in jeu.cc
393805	2.00	warning: too many includes in .h. Keep only the necessary.	3.00	The setters must be externalised and must handle basic verifications (-1 in next assignment if not removed or corrected)
393872	2.00	OK	2.00	[C1] mobile.h Faiseur::nbFais is public

394056	1.00	[A3]tools.cc12 constantes.h should not be included, warning : it's not needed to have an empty file projet.h, nor to include in the .cc a module which is already included in the header file	2.00	[C1]tools.h12-15, Warning: for the other classes, your attributs are private (it's good), but you have too many getters and setters
394083	2.00	Warning : Check the includes, not all are necessary.	3.00	OK
394109	2.00	L'architecture est bonne mais pas sûr que l'attribut _element de mobile fasse sens en tant que vector<Circle> étant donné que c'est propre aux faiseurs.	3.00	OK
394640	2.00	OK	3.00	Warning [C2] tools.h Cercle::Cercle to be externalized or fit on a single line
395169	2.00	OK	0.00	[C2] 2 Constructeurs de faiseur + setOrientation + setNbe + setRadius.... (mobile.h) non externalisés bien que ne tenant pas sur une ligne
396846	1.00	[A2]mobile.cc6,chaine.cc9 jeu must not be included in lower levels modules	1.00	[C1]mobile.h52 attributes must be private [C2]tools.h23-25 must be externalized
396854	2.00	Warning : Only need to include once between the .cc and the .h.	3.00	OK
396857	2.00	OK	3.00	OK
396958	2.00	Good! warning: you don't need to include a module which is already included in the header.	3.00	Very good !
396972	2.00	warning: too many includes in .h. Keep only the necessary.	3.00	warning: only getters and constructors definitions which stand on a single line are allowed in .h
396973	2.00	OK	3.00	Warning: Too many static variables in jeu.cc
397170	1.00	[A1]projet.h should only include jeu.h. WARNING: All include should be inside the header guards	3.00	ok
397263	1.00	A3 tools est independante on fait pas l'include du constante.h	3.00	ok
397425	1.00	[A3]tool should not include constante.h, Some include are not necessary.	3.00	OK
397438	2.00	[A2] warning: ask Prof. Boulic about module fileReader	0.00	[C1] fileReader.h:16-18 public attributes
397463	2.00	ok	3.00	ok
397539	2.00	Ok	2.00	[C1] jeu.cc 277 global variable
397544	2.00	OK	3.00	OK
397617	1.00	[A1] projet should only connect with the Model sub-system through the module jeu	3.00	OK
397627	2.00	well done	3.00	ok

397657	2.00	perfect	3.00	excellent
397660	0.00	[A1]Projet module should only include jeu.h [A2] Jeu.h should not be included in lower level modules (mobile, chaine) Warning: some tasks should be done in the mobile and chaine modules (ex: collision checks) because it is their responsibility	3.00	ok
397725	2.00	perfect	3.00	excellent
397896	2.00	ok	3.00	ok
397955	2.00	Good! warning: you don't need to include a module which is already included in the header.	3.00	Very good !
397956	2.00	warning: too many includes in .h. Keep only the necessary.	3.00	good work
397957	2.00	OK Pas besoin d'un projet.h	3.00	OK
398078	1.00	[A3] messages.cc et constantes.cc inclus dans tools	3.00	Ok
398104	1.00	[A3]tool should not include constante.h, Some include are not necessary.	3.00	OK
398129	1.00	[A1] projet.cc should only include jeu.h from the Model	2.00	[C2] tools.h S2d::afficher() not externalized
398188	2.00	ok	3.00	ok
398275	2.00	ok	3.00	ok
398328	2.00	OK	3.00	OK
398445	2.00	All good!	3.00	All good !
398462	2.00	good architecture, warning: in a .cc, it's not needed to include a module which is already included in the header file	2.00	[C2]mobile.h25-26,55-57, this constructors must be externalized
398468	1.00	[A3]tools.cc12 constantes.h should not be included, warning : it's not needed to have an empty file projet.h, nor to include in the .cc a module which is already included in the header file	2.00	[C1]tools.h12-15, Warning: for the other classes, your attributs are private (it's good), but you have too many getters and setters
398534	1.00	A3 tools est independante on fait pas l'include du constante.h	3.00	ok
398599	2.00	Warning: Quelques includes ne sont pas nécessaires	3.00	OK
398616	2.00	Warning: Quelques includes ne sont pas nécessaires	0.00	[C1] jeu.h : 50, 51, 52 (public static attributes); [C2] mobile.h constructeurs non externalisés bien que ne tenant pas sur une ligne; Warning : Ne pas déclarer de types énumérés dans la définition d'une classe
398685	2.00	OK	3.00	OK
398690	2.00	ok	3.00	ok
398744	0.00	[A1]Projet module should only include jeu.h [A2] Jeu.h should not be included in lower level modules (mobile, chaine) Warning: some tasks should be done in the mobile and chaine modules (ex: collision checks) because it is their responsibility	3.00	ok

398766	2.00	Warning : Beaucoup d'include qui ne sont pas nécessaires, notamment dans jeu.cc. Aussi pas besoin de reinclure des modules qui l'ont déjà été dans le header	3.00	OK
398883	1.00	[A1] projet.cc ne devrait pas inclure mobile.h Remarque général: Le module jeu.cc à trop de responsabilité.. Une partie de la fonctionnalité du code pourrait être donné à mobile, par exemple les collisions entre faiseur, etc,	3.00	Ok
398927	2.00	warning : lecture.h & lecture .cc are not used in your project.	3.00	OK
398947	2.00	Good! warning: you don't need to include a module which is already included in the header.	3.00	Very good !
398948	2.00	Warning: Quelques includes ne sont pas nécessaires	3.00	OK
398973	2.00	perfect	3.00	excellent
399010	2.00	OK	3.00	OK
399187	1.00	[A1] projet ne devrait qu'appeler 1-2 fonctionn de jeu.cc L'architecture du projet n'est vraiment pas idéal. Par exemple, pour la lecture mieux vaut ne pas tout stocker dans un énorme vecteur, c'est très dur à lire (magic numbers des indices). Sauvez directement l'entité une fois que vous avez lu les données nécessaire à son initialisation La classe Test n'est pas de nom claire et pourrait être un ensemble de fonction dans un namespace. Les différentes entités devrait être stockées. Les classes de mobile et chaine devrait avoir des attributs privé.	2.00	[C1] chaine.cc 12: La classe Test est considéré comme une variable globale
399191	2.00	waring: tools should not be in projet.cc. No need to put include i.cc that you already put in .h	3.00	top
399215	1.00	[A1]you should instanciate Jeu in the main of projet. Here you call a function that you defined inside jeu.cc but the instance of Jeu created inside this function is local to this one, which means that it won't exists outside of it.	3.00	All good !
399217	2.00	ok	3.00	ok
399522	2.00	Ok	2.00	[C1] jeu.cc 277 global variable
399526	2.00	warning: using namespace in .h is bad practise warning: jeu.h does not contains all depedencies. It compiles because mobile is systematically included just before	3.00	good work
399548	1.00	A2 Le decodage se fait dans mobile	3.00	ok
399554	2.00	OK Pas besoin d'un projet.h	3.00	OK
399606	2.00	WARNING : Une classe jeu ainsi qu'un héritage de classe entre faiseur et particule sera nécessaire pour le rendu 2.	3.00	OK

399766	0.00	[A1] message.h should not be included in projet module [A3]constantes.h should not be included in tools. Please check fig 11a for reference	3.00	Good
399770	2.00	All good !	2.00	[C1]in tools.h, public static bool epsilon
399789	1.00	[A1] Empty projet.cc, jeu.cc is handling main	3.00	Ok
399832	2.00	ok	3.00	ok
399844	2.00	warning jeu.h: all include should be inside #ifndef... For all modules, don't include files in cc that you already put in corresponding h file. Don't redefine pi use M_PI from cmath	3.00	ok
399869	2.00	All good !	0.00	[C1]jeu.h37,38,39, mobile.h41,58
399876	2.00	All good !	0.00	[C1]jeu.h37,38,39, mobile.h41,58
400018	2.00	All good !	3.00	All good !
400037	2.00	OK	0.00	[C2]tools.h constructeur S2D et Polaire non externalisés (d'ailleurs ces constructeurs ne sont pas vraiment utiles); mobile.h Constructeurs de Faiseurs et particules non externalisés bien que ne tenant pas sur une ligne
400122	2.00	warning: too many includes in .h. Keep only the necessary.	3.00	good work
400319	1.00	[A1] include of tools.h	3.00	OK
400326	2.00	Good! warning: you don't need to include a module which is already included in the header.	3.00	Good. warnng: 1)getArticulation method in chaine.h should be formatted to fit in one line or externalized. 2)To be consistent you should include your jeu.cc definitions in the model namespace. 3) The Mode enumeration already exists in constantes.h, no need to redefine it.
400404	2.00	ok	3.00	ok
400434	2.00	Warning [A1] scaffolding.h: useless include	2.00	[C2] jeu.h Game::set_score and Game::set_mode to be externalized. Warning [C2] mobile.h Faiseur::get_bodyF, chaine.h Chain::get_articulation and Chain::get_bodyC : to be externalized or fit on a single line
400437	2.00	warning: too many includes in .h. Keep only the necessary.	3.00	warning: only getters and constructors definitions which stand on a single line are allowed in .h
400478	2.00	ok	3.00	ok
400570	2.00	OK	3.00	OK
400618	1.00	[A1] projet should only connect with the Model sub-system through the module jeu	3.00	OK
400764	2.00	All good !	3.00	All good !
400846	2.00	ok mais trop de code dans .h => externaliser et effectuer certaines tâches de jeu dans mobile car c'est sa responsabilité de les faire (ex:collisions inter-faiseur)	0.00	[C1] jeu.cc:6-7 plusieurs variables globales, [C2] les méthodes de TOUTES les classes doivent être externalisées (seuls les getters/constructeur sur 1 lignes sont tolérés);

400901	1.00	[A2] mobile.h should not be included in chaine module. warning: there is no need for a class projet	3.00	ok
400973	2.00	warning: the module "jeu" file should be "jeu.cc", in a .cc, it's not needed to include a module which is already included in the header file, score should be defined in "jeu"	2.00	[C2]chaine.h21,24,mobile.h22,26,36,40,57,61-62,tools.h34,37 these definitions should be externalized