

SCIPER	Style max 5pts	violation list	Global comment	report 0.5page 1pt	penalty (RB)	penalty justification	Total max 11pts
350488	4.00	[L1] mobile.cpp 17,59,152,178,tools.cpp 39,48,etc.	Apart from the indentation errors when aligning parameters on several lines, good work!	1.00		to ignore	10.00
355673	4.00	[L1] indentation fault jeu.cc 291-292, mobile.cc 45-47, 116-118, 128	Very good code and complete surcharge of S2d operator (better to externalise +, - ...). warning: keep epsilon_zero as a constexpr.	1.00	-1.00	to ignore / undeclared	9.00
355692	4.00	[L2]in projet.cc there is more than 87 char 7 times	good job overall	1.00			9.00
356540	5.00	Warning [L1] mobile.cc 40,72, Warning [L2] tools.h 60, tools.cc 25,61	Beware of method externalizations. The only accepted exception is constructors and getters if they fit on a single line. Otherwise, good work!	1.00			9.00
357434	3.00	warning: chaine.h 27 indentation fault. [L2] chaine.h 22, chaine.cc 6-10, 18-19, jeu.cc 23-25, 38-40, 42, 164, 203, 208, 226,... [P2] jeu.h lire_fichier, lire_particules, lire_faiseurs, lire_articulations	Throw, try and catch structure is good but makes your methods longer and creates [P2] violations. Use auto formatter, it makes the code more consistent. Very good module structure and encapsulation.	1.00			8.00
357720	4.00	[L1]chaine.h9,13,mobile.cc26-44, mobile.h11,14,etc.;	Good ! Think of reviewing your project with an assistant to prevent errors in the following steps. The function lecture should be modified for example. Also don't put "using namespace std" in header files.	1.00	-1.00	to grade / undeclared	8.00
363791	5.00	warnings : [L1]jeu.h20 please use the same brace style for every class and struct, [L2]jeu.cc51	Well done, your efforts are clearly visible. Continue this way!	1.00			11.00
371986	5.00	warning: inconsistent bracket style tools.cc 12, mobile.cc 109 and style depends on the instruction (bad practice)	It is preferred to handle faiseurs, chaine and particule as attributes of class Jeu. Clean and well structured code.	1.00			10.00
372005	5.00	ok	Good work. be carefull with the model, file_reader should be in jeu	1.00			7.00
372038	4.00	[L1]jeu.cc:257, inconsistency for bracket for if	Good job. Always externalized methods and use a consistant style for bracket	1.00			7.00
372094	5.00	[L1] Warning: jeu.cc 220, 222 Il faut éviter d'écrire les instructions après les accolades	Très bien, globalement code organisé mais il gagnerait à être plus modulaire	1.00			11.00
372120	3.00	[P5]2)jeu.cc z, score_, y, x, co_ [L2] Mobile.cc 15,21, 33, 82	Good job, check if tfaiseur, tparticule & tchaine really need to be static as you will have only one copy of jeu	1.00			9.00

372146	4.00	[P5]2)jeu.cc x,y,a,d,r,xy_p,c,...	Try to choose better name for you variable, otherwise, good job	1.00			10.00
372218	5.00	OK	Code modulaire et bien organisé, Bon travail dans l'ensemble. Warning: Essayer de limiter l'usage des getters ! Warning 2: les fonctions doivent commencer en minuscule	1.00			9.00
372270	4.00	Warning [L2] tools.cc 87,103, mobile.cc 43, [P2] mobile.cc 41, jeu.cc 53	Generally good work, try to avoid using too many static variables in implementation files (.cc)	1.00			10.00
372441	3.00	[L1]jeu.cc 35, 221,94,99,135 [L2]mobile.cc 16,49,75, 16	Try to keep the indentation type constant trough the code (2 or 4 spaces), otherwise very good job on the code	1.00	-1.00	to grade / undeclared	8.00
372466	5.00	Warning [L1] jeu.h, mobile.h, chaine.h public/private ne s'indente pas	Super! Le code est facile à lire et l'architecture est bien pensé. Continuez comme ça!	1.00			11.00
372571	4.00	[L1] jeu.h 25-45, mobile.h, chaine.h, tools.h	Good job, nice style	1.00			8.00
372655	4.00	[L1]jeu.cc:257, inconsistency for bracket for if	Good job. Always externalized methods and use a consistant style for bracket	1.00			7.00
372702	4.00	warning: too many comments warning: the first letter of class jeu must be a capital letter warning: constexpr must be defined at the top of the file tool.h [P2] jeu.cc 83-126, 135-201 two functions with more than 40 lines	Try to segment the functions a bit more. The simulation entities should not be defined as local variables (Jeu::lecture). Otherwise, good work.	1.00			9.00
373153	5.00	warning: inconsistent bracket style tools.cc 12, mobile.cc 109 and style depends on the instruction (bad practice)	It is preferred to handle faiseurs, chaine and particule as attributes of class Jeu. Clean and well structured code.	1.00			10.00
373365	5.00	Warning [L1] mobile.h 73,75	Very good work!	1.00			11.00
373377	4.00	[L1] tools.cc 17, 34, 37, mobile.cc 73, jeu.cc 117, 118, 137, 145, 165 warning: only type definition has their first letter as a capital. Not functions.	Jeu.cc is a bit heavy. You could use stringstream more and relay some verification to mobile and chaine using methods. Good structure and clear code.	1.00	-1.00	delayed re-upload	9.00
373798	4.00	[L1] chaine.cc:44, 66, 67,79, jeu.cc:93,106,...	Good work. Be really carefull with your indentation, it goes in all directions	1.00			9.00
373819	2.00	[L1]jeu.cc:17, 180-197,202-244,mobile.cc:57,..., [L2]mobile.cc:55, jeu.cc:189,222,236, tools.h:31, [P2] Jeu::readConfiguration, Jeu::validate_faiseurs, Jeu::validate_chaine	Well done, be carefull with your style	1.00			7.00

374041	3.00	[L1] chaine.cc 16-27 jeu.cc: 128-156, 193-243, 267-328, jeu.h: 19,37, mobile.cc etc, ... [P1] jeu.cc: decodage_faiseurs warning: decodage_dots [P5] warning: jeu.cc 341	Le code est dur à lire car l'indentation n'est pas du tout constante voir pas respectée dans la plupart des fichiers. Il est impératif que vous changiez ça pour le rendu 2. Autrement c'est un bon début mais essayé d'être un peu plus propre.	1.00			9.00
374171	4.00	[L1]jeu.cc 99,mobile.h15,26,39,46,mobile.cc 31-42,... Warning : [L2]mobile.cc 6,115,131	Code ok, be careful to not create "useless" instances of your entity.	1.00			10.00
374240	5.00	Warning [L1] mobile.cc 40,72, Warning [L2] tools.h 60, tools.cc 25,61	Beware of method externalizations. The only accepted exception is constructors and getters if they fit on a single line. Otherwise, good work!	1.00			9.00
374252	5.00	OK	Très bon travail, il gagnerait à être un petit plus modularisé et un peu plus commenté mais globalement excellent travail. Warning: Essayer de limiter l'usage des getters !	1.00			11.00
374396	3.00	[L1]Indentation des keywords public et private, [L2] tools.cc 38, 56, 61; jeu.cc 25, 28, 166, 176	Code assez inhomogène, quelques modules sont très clairs et bien écrits (mobile, chaine). Le module Jeu et tools sont difficiles à comprendre (manque de commentaires et dépassement des 87 lignes. Mais bon travail quand même dans l'ensemble	1.00			9.00
374853	5.00	warning: jeu.cc52: reverse the verification in the if to have: if (not condition) instruction, rather than if (condition) continue, else instruction. 109: put the if condition in the while rather than having if (condition) break.	Very Good !	1.00			10.00
374959	4.00	[L1]jeu.cc 99,mobile.h15,26,39,46,mobile.cc 31-42,... Warning : [L2]mobile.cc 6,115,131	Code ok, be careful to not create "useless" instances of your entity.	1.00			10.00
374966	2.00	[P2]jeu.cc, lire_fichier, [L2]jeu.cc 14,30,141,152,... [L1]jeu.cc 48,mobile.cc 12,47,66,65,...	Lots of good idea. Try to splt the fonction lecture_fichier into smaller ones, it is difficult to read. Don't forget to split the long line of code.	1.00		to grade	8.00
374967	5.00	OK	Super! Le code est très clair, un plaisir à corriger. Bien joué!	1.00			11.00
375037	5.00	ok	Good work. be carefull with the model, file_reader should be in jeu	1.00			7.00

375057	5.00	Ok	Super! Bon respect des conventions, l'architecture est claire. Vous pourriez presque extraire une classe de jeu pour le parsing de fichier étant donné qu'il y a un bon nombre de méthodes liées à cette tâche.	1.00			11.00
375406	5.00	OK	Parfait, code très bien organisé, Il est possible d'inclure quelques commentaires	1.00			11.00
375451	5.00	Warning [L2] mobile.cc 49	Gloablement le code est soigné. La fonction skip_comm se répète un peu, juste filtrer les commentaires avant de parse une ligne serait plus simple.	1.00		to grade	11.00
375485	5.00	warning: The brace style should be consistent throughout your code: mobile.cc Faiseurs::collisions_faiseurs, chaine.cc Chaines::collisions_articulations	Very good work overall!	1.00			10.00
375540	5.00	OK	Good work!	1.00			10.00
375643	4.00	[L1] tools.cc 21, 65, 88 jeu.cc 178-180 inconsistent brace style	Very good overall! Your coding style is a little dense and hard to read at times.	1.00			9.00
375661	3.00	[L1] chaine.cc 16-27 jeu.cc: 128-156, 193-243, 267-328, jeu.h: 19,37, mobile.cc etc, ... [P1] jeu.cc: decodage_faiseurs warning: decodage_dots [P5] warning: jeu.cc 341	Le code est dur à lire car l'indentation n'est pas du tout constante voir pas respectée dans la plupart des fichiers. Il est impératif que vous changiez ça pour le rendu 2. Autrement c'est un bon début mais essayé d'être un peu plus propre.	1.00			9.00
375828	5.00	warning: keep the same style (writeName or write_name)	Very clean implementation and respect of the conventions	1.00			11.00
376118	5.00	OK	Code modulaire et bien organisé, Bon travail dans l'ensemble. Warning: Essayer de limiter l'usage des getters ! Warning 2: les fonctions doivent commencer en minuscule	1.00			9.00
378422	4.00	[L1] jeu.h 25-45, mobile.h, chaine.h, tools.h	Good job, nice style	1.00			8.00
378440	5.00	warning: [L1]mobile.cc57,[L14]jeu.cc52,[L22]mobile.cc133,you should write your name and the filename at the begining of each file, including the .cc files	Nice going, warning the prototype: "decodageMode" has no definition	1.00		to ignore	11.00
378475	5.00	Warning [L1] mobile.h 73,75	Very good work!	1.00			11.00

378494	3.00	[L1]Indentation des keywords public et private, [L2] tools.cc 38, 56, 61; jeu.cc 25, 28, 166, 176	Code assez inhomogène, quelques modules sont très clairs et bien écrits (mobile, chaine). Le module Jeu et tools sont difficiles à comprendre (manque de commentaires et dépassement des 87 lignes. Mais bon travail quand même dans l'ensemble	1.00			9.00
378541	4.00	Warning [L2] tools.cc 87,103, mobile.cc 43, [P2] mobile.cc 41, jeu.cc 53	Generally good work, try to avoid using too many static variables in implementation files (.cc)	1.00			10.00
378559	5.00	warning we don t indent the public private	il vous manque des modules dans votre code	1.00			10.00
378649	3.00	warning: chaine.h 27 indentation fault. [L2] chaine.h 22, chaine.cc 6-10, 18-19, jeu.cc 23-25, 38-40, 42, 164, 203, 208, 226,... [P2] jeu.h lire_fichier, lire_particules, lire_faiseurs, lire_articulations	Throw, try and catch structure is good but makes your methods longer and creates [P2] violations. Use auto formatter, it makes the code more consistent. Very good module structure and encapsulation.	1.00			8.00
378799	5.00	I have almost nothing to say: filename, authors, version and date go before the directive #ifndef	excellent, warning: the prototype "articulationHorsArene" has no definition	1.00		1 hour 36 mins late	11.00
378861	5.00	I have almost nothing to say: filename, authors, version and date go before the directive #ifndef	excellent, warning: the prototype "articulationHorsArene" has no definition	1.00		1 hour 36 mins late	11.00
379174	5.00	All good !	Very good project!	1.00	-0.50	delayed re-upload and missing sciper.txt	10.50
379287	5.00	Warning [L2] mobile.cc 49	Gloablement le code est soigné. La fonction skip_comm se répète un peu, juste filtrer les commentaires avant de parse une ligne serait plus simple.	1.00		to ignore	11.00
379370	5.00	warning: [L1]mobile.cc57,[L14]jeu.cc52,[L22]mobile.cc133,you should write your name and the filename at the begining of each file, including the .cc files	Nice going, warning the prototype: "decodageMode" has no definition	1.00		to grade	11.00
379382	5.00	Warning: Style d'accolade consistant pour les constructeurs mais différents du reste des méthodes et fonctions	Bon code, bon usage des commentaires, faites attention aux accolades mais Bon travail	1.00		to grade	11.00
379674	5.00	OK	Good initiative to add tests! Beware of the externalization of method definitions, getters are tolerated in the .h only if they fit on a single line. Overall good work	1.00	-0.50	missing file sciper.txt	9.50

379679	5.00	warning: the brace style should be consistent throughout your code: mobile.cc Faiseurs::collisions_faiseurs, chaine.cc Chaines::collisions_articulations	Very good work overall!	1.00			10.00
379683	4.00	[L2]in projet.cc there is more than 87 char 7 times	good job overall	1.00			9.00
379792	4.00	[L1] jeu.cc 20, 22, 33, 36, 39, 40..., mobile.h 34-37	Bon travail dans l'ensemble, il faut reprendre tools.h et externaliser la définition des méthodes. Le code gagnerait à être plus modulaire.	1.00			7.00
379816	3.00	[L1]chaine.cc:40,78, jeu.cc:156,167,193,204,232,243,282,285, mobile.cc:66,73,tools.cc:14, [L2]mobile.cc:53, jeu.cc:303,304, chaine.h:32	Good work, be carefull with your writing style (Don't reinvent the wheel, you can use the function atan2)	1.00			9.00
379829	2.00	[P2]jeu.cc, lire_fichier, [L2]jeu.cc 14,30,141,152,... [L1]jeu.cc 48,mobile.cc 12,47,66,65,...	Lots of good idea. Try to splt the fonction lecture_fichier into smaller ones, it is difficult to read. Don't forget to split the long line of code.	1.00		to ignore	8.00
379830	5.00	[P5] etape should use an enum	Good job. Don't use magic numbers	1.00			10.00
379998	4.00	[L22]mobile.cc84-85,90-91,tools.cc14,21,38,49,56	well done	1.00			9.00
380030	5.00	Perfect! warning: put more space between your functions in cc files so that it is a bit more readable (ex: jeu.cc fonctions parseLine and toList etc.)	Very Good ! Respect of all the programming convention and readable !	1.00	-0.50	missing file sciper.txt	10.50
380044	5.00	Perfect!	Very good overall	1.00		to grade	11.00
380130	4.00	[L1] jeu.cc 20, 22, 33, 36, 39, 40..., mobile.h 34-37	Bon travail dans l'ensemble, il faut reprendre tools.h et externaliser la définition des méthodes. Le code gagnerait à être plus modulaire.	1.00			7.00
380141	5.00	All good !	Good job !	1.00			11.00
380396	5.00	[P5] etape should use an enum	Good job. Don't use magic numbers	1.00			10.00
380402	4.00	[L1] tools.cc 17, 34, 37, mobile.cc 73, jeu.cc 117, 118, 137, 145, 165 warning: only type definition has their first letter as a capital. Not functions.	Jeu.cc is a bit heavy. You could use sstream more and relay some verification to mobile and chaine using methods. Good structure and clear code.	1.00	-1.00	delayed re-upload	9.00
380465	5.00	All good !	Good job !	1.00			11.00
381052	5.00	All good ! warning: tools.cc line 116: put the second if as a second condition in the first one since nothing is been done in the other cases it is more logical.	Good job !	1.00			11.00
381561	4.00	[L1]jeu.cc 101, mobile.cc 231, chaine.cc 28-34, warning [L2]mobile.cc 28,132	Nice effort on the clarity of the code. Really easy to read.	1.00		to grade	7.00

382002	3.00	[L2]jeu.cc:114,190,207,234,jeu.h:37, tools.cc:35, [P2] jeu.cc:71-244	mettre en oeuvre le principe d'abstraction pour la fonction de lecture (> 80 lignes!); revoir le cours sur static pour éviter les variables globales; externaliser la définition des méthodes ; inutile d'ajouter des point-virgules en fin de bloc (projet.cc) ; warning convention nom de type : doit commencer par une majuscule, nom de variable: 100% en minuscule. le choix de "Vector" comme nom de type n'est pas idéal.	1.00	-0.50	delayed re-upload	5.50
382019	5.00	Perfect!	Very good overall	1.00		to ignore	11.00
382026	5.00	ok	good job but be aware of public attributes	1.00			8.00
382951	5.00	Warning [L1] jeu.h, mobile.h, chaine.h public/private ne s'indente pas	Bon travail! Le code est clair et lisible. Dommage pour le minuscule pépin de public/private.	1.00			11.00
383577	5.00	good work	Some methods in jeu.h should be private. Avoid mixing french and english (ex: tools.cc 16-20). Great implementation and structure. Well done!	1.00			11.00
385947	5.00	warning we don't indent the public/private	il vous manque des modules dans votre code	1.00			10.00
389146	5.00	Warning [L1] jeu.h 22-45 double indentation, chaine.cc 71-72	Good work!	1.00			11.00
390357	4.00	[L1] mobile.cpp 17,59,152,178,tools.cpp 39,48,etc.	Apart from the indentation errors when aligning parameters on several lines, good work!	1.00		to grade	10.00
390436	5.00	ok	Good job	1.00			11.00
390505	5.00	warning we dont indent public/private	good job	1.00	-1.00	to ignore /undeclared	9.00
390521	4.00	[L1]jeu.cc 101, mobile.cc 231, chaine.cc 28-34, warning [L2]mobile.cc 28,132	Nice effort on the clarity of the code. Really easy to read.	1.00		to ignore	7.00
390523	5.00	Warning [L1] chaine.cc: different brace style than the rest of the files	Beware of global variables, especially extern declarations in headers, as well as method externalization. Otherwise generally good work	1.00		to grade	8.00
390579	3.00	[L1] faiseur.cc 148, tools.cc 59, 60, 66 [L2] tools.cc 46,48 faiseur.cc 124, 127, 141, 144, 151 particule.cc 6 particule.h 19	Good, be careful with your coding style and check your architecture.	1.00			8.00
390621	4.00	[L1] indentation des public/private keywords, problème d'indentation dans mobile.h	Code fonctionnel mais assez fouilli par moment les indentations ne sont pas toujours cohérentes. Warning: essayer de limiter l'usage des getters	1.00		to ignore	7.00

390635	5.00	arning we dont indent public private	good job	1.00	-1.00	to grade / undeclared	9.00
390643	5.00	OK	Very good work!	1.00			11.00
390719	3.00	[L1] tools.cc 26-27, projet.cc 27, mobile.cc 155 [P2] mobile.cc Faiseur::lecture, Jeu::decodage_ligne are both 41 lines long. Warning: lines longer than 87 char tools.cc 117 and mobile.cc 100	Good, but please remove irrelevant comments and debugging code in the future. It makes reading and understanding your code more difficult.	1.00			7.00
390746	5.00	Perfect! warning: put more space between your functions in cc files so that it is a bit more readable (ex: jeu.cc functions parseLine and toList etc.)	Very Good ! Respect of all the programming convention and readable !	1.00	-0.50	missing file sciper.txt	10.50
390819	4.00	[L1]projet.cc 8-9,43,47,52,59,...	Except for the architecture warning, good job	1.00			10.00
390865	5.00	All good !	Very well done	1.00			10.00
390880	5.00	Ok	Super! Bon respect des conventions, l'architecture est claire. Vous pourriez presque extraire une classe de jeu pour le parsing de fichier étant donné qu'il y a un bon nombre de méthodes liées à cette tâche.	1.00			11.00
390942	5.00	OK	Super! Le code est très clair, un plaisir à corriger. Bien joué!	1.00			11.00
390957	4.00	[L2] mobile.h 63, mobile.cc 253, jeu.h 23-26, jeu.cc 50, 66, 101, 133	Very good overall!	1.00			10.00
390958	4.00	[L1]chaîne.cc28-29[L14]mobile.cc36-45,107,tools.cc26,31,35,46,50-52,55,56,warning: the doubles like org_x, org_y should become an S2d org, [L2]chaîne.cc38,39,jeu.h19, you must add some comment at the begining of your .cc and .h : authors, module name, date, ...	Good. Don't hesitate to get inspiration from the exercise codes - it could simplify lireFichier	1.00		to ignore	9.00
390962	5.00	[L1]mobile.cc:13	Good work, interressing use of cin	1.00			11.00

390977	3.00	[L1] chaine.cc 52, 54, 71, 73 mobile.cc 104, 127, 130, 133, etc, ... [P5] projet.cc: 35-37, 39, 42, 43, 48; mobile.cc: 39-42	Le code à beaucoup de points qui devront être améliorés: - L'architecture général devrait être revu (voir commentaire d'avant). - Les noms de fonctions ou de variables doivent être claire, éviter des noms comme nombre, etc, ... - Attentionaux magic numbers, comme les indices du tableau dans projet. - Une indentation constante, mieux vaut décomposer une fonction si elle est trop longue que de changer le style juste pour passer sous les 40 lignes.	1.00			7.00
390999	3.00	[L1] faiseur.cc 148, tools.cc 59, 60, 66 [L2] tools.cc 46,48 faiseur.cc 124, 127, 141, 144, 151 particule.cc 6 particule.h 19	Good, be careful with your coding style and check your architecture.	1.00			8.00
391023	5.00	warning: tools.cc13 "double x(0); double y(0);" should be written in 2 lines or rewritten: "double x(0), y(0);", [L1]chaine.h19,jeu.cc44,jeu.h21,mobile.h53,75 be carefull to the destructor symbol	That is coming along nicely, good work! Warning: avoid including a folder in your submission	1.00			10.00
391025	5.00	warning: tools.cc13 "double x(0); double y(0);" should be written in 2 lines or rewritten: "double x(0), y(0);", [L1]chaine.h19,jeu.cc44,jeu.h21,mobile.h53,75 be carefull to the destructor symbol	That is coming along nicely, good work! Warning: avoid including a folder in your submission	1.00			10.00
391047	4.00	the whole code in jeu.cc is indented	good job	1.00			10.00
391053	5.00	good work	Some methods in jeu.h should be private. Avoid mixing french and english (ex: tools.cc 16-20). Great implementation and structure. Well done!	1.00			11.00
391195	4.00	[L1] tools.cc 21, 65, 88 jeu.cc 178-180 inconsistent brace style	Very good overall! Your coding style is a little dense and hard to read at times.	1.00			9.00
391244	5.00	OK	Très bon travail, il gagnerait à être un petit plus modularisé et un peu plus commenté mais globalement excellent travail. Warning: Essayer de limiter l'usage des getters !	1.00			11.00

391267	2.00	[L1]jeu.cc:17, 180-197,202-244,mobile.cc:57,..., [L2]mobile.cc:55, jeu.cc:189,222,236, tools.h:31, [P2] Jeu::readConfiguration, Jeu::validate_faiseurs, Jeu::validate_chaine	Well done, be carefull with your style	1.00			7.00
391277	4.00	the whole code in jeu.cc is indented	good job	1.00			10.00
391282	4.00	warning: use one style among both writeName or write_name (ex: mobile.h 38 Nouvelle_a is not valid) [L2] projet.cc 15, mobile.h 14, 36, mobile.cc 63, jeu.cc 298, chaine.cc 31, 37 more than 87 characters	Use less comments and longer names, but the overall code and structure are well done.	1.00			10.00
391316	5.00	ok	Good job	1.00			11.00
391384	5.00	warning: chaine.h 18-23, jeu.cc 178 indentation fault warning: implementation in.h of constructor with only an initialisation list are allowed only if they stand on a single line (mobile.h Faiseur() and Particule())	Avoid single letter names. Overall code and structure are well done.	1.00			11.00
391453	4.00	[L1] Missing indentations mobile.cc lines 55-157, the namespace block should be indented	Very good, well structured code!	1.00			10.00
391500	3.00	[L1]jeu.cc 35, 221,94,99,135 [L2]mobile.cc 16,49,75, 16	Try to keep the indentation type constant trough the code (2 or 4 spaces), otherwise very good job on the code	1.00	-1.00	to ignore / undeclared	8.00
391571	5.00	All good !	Very good project	1.00			11.00
391707	5.00	Warning [L1] projet.cc: 10-16	C'est du bon travail, le code est claire et facile à lire. Attention à ne pas utiliser using namespace dans un header. C'est une pratique à éviter car toute personne qui utilise ce .h importera sans le savoir ce namespace.	1.00		to grade	10.00
391832	5.00	All good !	Very good project	1.00			11.00
391844	4.00	[L2]tools.cpp36, jeu.cpp199,120,112,102,84...	Good, be careful on the use of AI, make sure to understand what it gives you ;)	1.00			8.00
391892	4.00	we don't indent the public/private	good job	1.00			10.00
391903	5.00	OK	Parfait, code très bien organisé, Il est possible d'inclure quelques commentaires	1.00			11.00

391962	4.00	[L1]jeu.cc48-50,52-57,78,82-86,jeu.h17-21,24-30, mobile.cc17-18 the indentation should be the same in all modules, warning: filename, authors, version and date should be written at the beginning of the code (line1), [L2]jeu.h17	Well done! Warning: respect the specifications : epsilon_zero == 0.5 != 0	1.00			9.00
392008	4.00	warning: use one style among both writeName or write_name (ex: mobile.h 38 Nouvelle_a is not valid) [L2] projet.cc 15, mobile.h 14, 36, mobile.cc 63, jeu.cc 298, chaine.cc 31, 37 more than 87 characters	Use less comments and longer names, but the overall code and structure are well done.	1.00			10.00
392028	5.00	[P1]jeu.cc:35	Warning: avoid to have folder in your submission, wrong orthography addFaisuerElement, please add both your names at the beginning of files. Otherwise good work. (For the makefile, please use module technique with .o files)	1.00			11.00
392033	5.00	Good	Good job overall! Implementing arene as an attribute of jeu would make more sense.	1.00		to grade	9.00
392048	5.00	Warning [L1] jeu.cc 20, Warning [L2] mobile.cc 78,107	Good work, beware of public static attributes	1.00			10.00
392082	3.00	[L2] mobile.cc:43, mobile.h:34, [P2] jeu.cc:14, fileReader.cc:132,202, [P5]fileReader.cc (everywhere)	Good work, Please only put the necessary files in your submissions, no test or old files. fileReader is way too complicated, use example from exercices	1.00			6.00

392098	2.00	[L1] chaine.h 8-14; jeu.cc: 39,44,47,51,98; mobile.cc: 125-127, mobile.h: 11-25,29-36,... [P1] 2 fonctions > 40 lignes: jeu.cc:read_particule_arti_data [P5] jeu.cc: 19,21,22,37,40,45,52,...,96	Bon début néanmoins le code peut s'améliorer sur plusieurs aspects: - Avoir un style d'indentation constante, éviter de le changer pour raccourcir une fonction. Attention on indente pas public et private . - Certaines fonctions ont beaucoup d'indentations imbriqués comme InputConfig, c'est souvent un signe que la fonction devrait être davantage décomposé. - Attention aux magic numbers même comme les différents états de lectures, utilisez des enums. - Les symboles devrait avoir des noms explicites. La fonctionnalité de ARTI, READ_DATA, etc, ... n'est pas claire. Petite astuces en plus, on peut définir des macros à paramètres pour éviter d'avoir une variable value hardcodé.	1.00		to ignore	7.00
392100	5.00	great, warning: the type of state should be "ReadState" instead of unsigned	perfect, a class "jeu" could be useful to structure to module "jeu"	1.00			11.00
392115	5.00	Ok	Bonne architecture mise à part le main dans jeu. Le code est lisible et bien écrit. Deux trois nitpick: les static de préférence devrait être mis dans un namespace non-nommé. Normalement les case d'un switch ne sont pas indenté.	1.00			10.00
392117	3.00	[L1] mobile.cc 50 - 66 (double indentation), 64, 159 (style inconsistent avec le reste) ; [L2] mobile.h 31, mobile.cc 125, 161, 243, jeu.h 48, 66	Code fonctionnel, assez bien organisé. Dommage que stylistiquement, il y ait des erreurs. Faites attention aux attributs publics, vous pouvez un peu plus modulariser le code et aussi rajouter quelques commentaires	1.00		to ignore	6.00
392131	5.00	warning: jeu.cc52: reverse the verification in the if to have: if (not condition) instruction, rather than if (condition) continue, else instruction. 109: put the if condition in the while rather than having if (condition) break.	Very Good !	1.00			10.00
392304	5.00	warning: jeu.cc 144 indentation fault	There is two vectors for faiseurs (class Jeu and static in jeu.cc). Very clean code otherwise, good job	1.00	-1.00	to ignore / undeclared	10.00

392439	3.00	[L1] tools.cc 26-27, projet.cc 27, mobile.cc 155 [P2] mobile.cc Faiseur::lecture, Jeu::decodage_ligne are both 41 lines long. Warning: lines longer than 87 char tools.cc 117 and mobile.cc 100	Good, but please remove irrelevant comments and debugging code in the future. It makes reading and understanding your code more difficult.	1.00			7.00
392445	5.00	warning: keep the same style (writeName or write_name)	Very clean implementation and respect of the conventions	1.00			11.00
392658	5.00	warnings : [L1]jeu.h20 please use the same brace style for every class and struct, [L2]jeu.cc51	Well done, your efforts are clearly visible. Continue this way!	1.00			11.00
392660	4.00	[L14]tools.h18-19,[L17]mobile.h19-29,35-42,47-60,jeu.h18-44,chaîne.h19-28,[L22]mobile.cc128, warning: static is misused for the attributes of jeu	That's good, continue this way!, warning: avoid to put unexpected files in your submission (.o, executable, ...)	1.00			9.00
392675	5.00	ok	good job but it's better to change board by jeu	1.00			10.00
392688	4.00	[L1] mobile.h 16, mobile.cc 63, tools.cc 22-34; general: double indentation of class attributes/methods	Generally good work, make sure to only use jeu.h in projet.cc and stick to a consistent brace style	1.00			8.00
392691	3.00	[L1]chaîne.cc:40,78, jeu.cc:156,167,193,204,232,243,282,285, mobile.cc:66,73,tools.cc:14, [L2]mobile.cc:53, jeu.cc:303,304, chaîne.h:32	Good work, be carefull with your writing style (Don't reinvent the wheel, you can use the function atan2)	1.00			9.00
392698	5.00	ok	Well done, easy to read	1.00			11.00
392759	3.00	[L2] jeu.cc 16, mobile.cc 11,12,14,52,58,... [P5]2)chaîne.cc compteur1,2,3, i1,2,3, jeu.h repetition	No need to use for(auto...) if the indices are needed anyway. Otherwise, good work.	1.00			9.00
392815	4.00	[L2]tools.cpp36, jeu.cpp199,120,112,102,84...	Good, be careful on the use of AI, make sure to understand what it gives you ;)	1.00			8.00
392831	5.00	good style, easy to read	WARNING: no attributes are initialized. Your program works by sheer luck (if ever). Otherwise good work	1.00			11.00
392843	4.00	Warning [L1] general: no need to indent #pragma regions, [L2] tools.h 106-109, tools.cc 23,64, etc.	Overall good work, just beware of line lengths. projet.h not necessary if it is empty.	1.00			10.00
392848	5.00	warning: chaîne.h 18-23, jeu.cc 178 indentation fault warning: implementation in.h of constructor with only an initialisation list are allowed only if they stand on a single line (mobile.h Faiseur() and Particule())	Avoid single letter names. Overall code and structure are well done.	1.00			11.00

392906	4.00	[L1]chaîne.cc28-29[L14]mobile.cc36-45,107,tools.cc26,31,35,46,50-52,55,56,warning: the doubles like org_x, org_y should become an S2d org, [L2]chaîne.cc38,39,jeu.h19, you must add some comment at the begining of your .cc and .h : authors, module name, date, ...	Good. Don't hesitate to get inspiration from the exercise codes - it could simplify lireFichier	1.00		to grade	9.00
392937	5.00	Warning [L1] jeu.h, mobile.h, chaîne.h public/private ne s'indente pas	Bon travail! Le code est clair et lisible. Dommage pour le minuscule pépin de public/private.	1.00			11.00
392941	5.00	Warning [L1] chaîne.cc: different brace style than the rest of the files	Beware of global variables, especially extern declarations in headers, as well as method externalization. Otherwise generally good work	1.00		to ignore	8.00
393001	5.00	All good ! warning: tools.cc line 116: put the second if as a second condition in the first one since nothing is been done in the other cases it is more logical.	Good job !	1.00			11.00
393004	4.00	warning: too many comments warning: the first letter of class jeu must be a capital letter warning: constexpr must be defined at the top of the file tool.h [P2] jeu.cc 83-126, 135-201 two functions with more than 40 lines	Try to segment the functions a bit more. The simulation entities should not be defined as local variables (Jeu::lecture). Otherwise, good work.	1.00			9.00
393159	5.00	All good ! warning: think of putting more space between your functions so that it is more readable (ex: in jeu.cc decodage_particule line 152 and decodage_nb_faiseur)	Very well done	1.00		to ignore	10.00
393165	5.00	All good !	Very well done	1.00			10.00
393197	4.00	[P5] jeu.cc 82-85, 92-94, 106	Super! Le code est très lisible et l'architecture est bonne. Faites tout de même attention aux magic numbers. Votre manière de passer des array pour créer les différentes entités rend le code pas très clair à ces endroits.	1.00			10.00
393209	4.00	[L2] jeu.cc 19-26,44, 46-49 Warning: jeu.cc 157, 201 not a valid indentation style	Good work, but please remove all text files from your submission in the future.	1.00			9.00

393327	4.00	[L2] chaine.h 14, chaine.cc 23, mobile.cc 61, tools.h 65	Bon travail dans l'ensemble mais faites attention à bien externaliser la définition des méthodes et constructeurs dans le .cc. Warning: Essayer de limiter l'usage des getters !	1.00	-0.50	delayed	6.50
393403	5.00	ok	Very good	1.00			11.00
393444	5.00	ok	good job but be aware of public attributes	1.00			8.00
393557	4.00	[L14]tools.h18-19,[L17]mobile.h19-29,35-42,47-60,jeu.h18-44,chaîne.h19-28,[L22]mobile.cc128, warning: static is misused for the attributes of jeu	That's good, continue this way!, warning: avoid to put unexpected files in your submission (.o, executable, ...)	1.00			9.00
393767	4.00	[L1]tools.h25,[L14]mobile.cc114-116,chaîne.cc23-24,[L17]tools.h18,27-29,mobile.h32-39,43-60,64-90,cahine.h32-48,[L18]tools.cc15-107[P5]jeu.h20 NBO,NB1,NB2 could be replaced by more explicit names	Good. Reorganize the architecture and namespaces, and add spaces around control instructions and operators to improve your code and its readability. warning: avoid to add folder in your submission	1.00			7.00
393801	5.00	OK	Bon code, assez bien organisé. Essayer d'éviter d'utiliser beaucoup de variables statiques.	1.00			11.00
393805	5.00	warning: jeu.cc 144 indentation fault	There is two vectors for faiseurs (class Jeu and static in jeu.cc). Very clean code otherwise, good job	1.00	-1.00	to grade / undeclared	10.00
393872	5.00	Warning [L1] jeu.cc 20, Warning [L2] mobile.cc 78,107	Good work, beware of public static attributes	1.00			10.00
394056	4.00	[L1]tools.cc148,158,[L14]chaîne.cc30-32,[L17]mobile.h9,18,26,36,43,48,chaîne.h9,14,19,28,jeu.h13,tools.h9,23,39,49-57, Warning: jeu.cc85 should be separated in 2 lines,[L2]chaîne.cc33, filename, authors, version & date should be written at the beginning of every codefile	Good, your comments are useful, but they shouldn't just copy the specifications - they should also explain your choices. For example, why do you have the testing boolean?	1.00			8.00
394083	3.00	[L2] jeu.cc 16, mobile.cc 11,12,14,52,58,... [P5]2)chaîne.cc compteur1,2,3, i1,2,3, jeu.h repetition	No need to use for(auto...) if the indices are needed anyway. Otherwise, good work.	1.00			9.00
394109	4.00	[P5] jeu.cc 82-85, 92-94, 106	Super! Le code est très lisible et l'architecture est bonne. Faites tout de même attention aux magic numbers. Votre manière de passer des array pour créer les différentes entités rend le code pas très clair à ces endroits.	1.00			10.00
394640	5.00	OK	Very good work!	1.00			11.00

395169	4.00	[L2] chaine.h 14, chaine.cc 23, mobile.cc 61, tools.h 65	Bon travail dans l'ensemble mais faites attention à bien externaliser la définition des méthodes et constructeurs dans le .cc. Warning: Essayer de limiter l'usage des getters !	1.00	-0.50	delayed	6.50
396846	4.00	[L1]tools.h25,[L14]mobile.cc114-116,chaîne.cc23-24,[L17]tools.h18,27-29,mobile.h32-39,43-60,64-90,cahine.h32-48,[L18]tools.cc15-107[P5]jeu.h20 NBO,NB1,NB2 could be replaced by more explicit names	Good. Reorganize the architecture and namespaces, and add spaces around control instructions and operators to improve your code and its readability. warning: avoid to add folder in your submission	1.00			7.00
396854	3.00	[P5]2]jeu.cc z, score_, y, x, co_ [L2] Mobile.cc 15,21, 33, 82	Good job, check if tfaiseur, tparticule & tchaîne really need to be static as you will have only one copy of jeu	1.00			9.00
396857	5.00	Warning [L1] jeu.h 22-45 double indentation, chaîne.cc 71-72	Good work!	1.00			11.00
396958	3.00	[L1] jeu.cc 64-72 [L2] mobile.cc 68, 121, 146, 157, 160, 162, 164	Very good overall!	1.00			9.00
396972	4.00	[L1] jeu.cc 45, 66, 87, mobile.h 88, mobile.cc 79, 91, 102	Avoid single letter names. Beware that operator[] usually return a reference and would break the encapsulation if defined normally (used const&, thus it is ok). Good structure and original input.	1.00			10.00
396973	5.00	OK	Bon code, assez bien organisé. Essayer d'éviter d'utiliser beaucoup de variables statiques.	1.00			11.00
397170	4.00	[L1] chaîne.cc:44, 66, 67,79, jeu.cc:93,106,...	Good work. Be really carefull with your indentation, it goes in all directions	1.00			9.00
397263	4.00	L2 :there is more than 87 char 11times	Very good overall! nevertheless some strange instructions such as "(void)arena" have to be corrected => removed the parameter if it is not used in the function/method	1.00		to grade; updated by RB	9.00
397425	5.00	OK	NOTE : enum are actually integer with name. enum++ will gives the following "state" of the enum. Otherwise, very good job	1.00		to ignore	10.00
397438	3.00	[L2] mobile.cc:43, mobile.h:34, [P2] jeu.cc:14, fileReader.cc:132,202, [P5]fileReader.cc (everywhere)	Good work, Please only put the necessary files in your submissions, no test or old files. fileReader is way too complicated, use example from exercices	1.00			6.00
397463	4.00	[P2] read_file dépasse les 80 lignes	Good job	1.00	-1.00	to ignore / undeclared	9.00

397539	5.00	[L1] jeu.cc 30,233,236,251,.. mobile.cc 18, 22, 26, 30.. chaine.h 14, 18-28, ...	Good! Please be careful with the way you indent your code, there are many errors. Also, if the function name is clear enough you don't have to add a comment.	1.00		to grade	10.00
397544	4.00	[L1]mobile.cc 20,41,50,58,...	Very good code and complete surcharge of S2d operator. You could also use polymorphism to store all your mobile into the same vector. However, stay constant in the indentation style of the "if".	1.00	-1.00	to grade / undeclared	9.00
397617	4.00	[L1]jeu.h 23-42,...	Good job on the project	1.00		to ignore	9.00
397627	5.00	good style, easy to read	WARNING: no attributes are initialized. Your program works by sheer luck (if ever). Otherwise good work	1.00			11.00
397657	5.00	great, warning: the type of state should be "ReadState" instead of unsigned	perfect, a class "jeu" could be useful to structure to module "jeu"	1.00			11.00
397660	3.00	[L1] Missing indentations in all functions of mobile.cc [L2] Long instructions should be aligned in a readable way jeu.cc 212,302,338,370	Good. Try to indent your code in a more consistent way, you don't need to call a setter within the constructor (although it could be useful if you check the validity of the attribute) and delegate tasks specific to the particules and faiseurs to mobile, idem for chaine.	1.00			7.00
397725	4.00	[L2]jeu.cc10,mobile.cc37,120,mobile.h33,tools.cc75, warning: [P5]the name chaine_1 is not clear	Very good, continue like this! Warning: don't delete the extension .pdf, respect the specifications : epsilon_zero == 0.5 != 0	1.00			10.00
397896	4.00	[P2] read_file dépasse les 80 lignes	Good job	1.00	-1.00	to grade / undeclared	9.00
397955	3.00	[L1] jeu.cc 64-72 [L2] mobile.cc 68, 121, 146, 157, 160, 162, 164	Very good overall!	1.00			9.00
397956	5.00	warning: mobile.h 49, mobile.cc 91 indentation fault	jeu.h and jeu.cc are easier to handle with a class Jeu. It would be better to relay some verifications to modules from lower levels (with instance and methods from the defined classes) Very good code overall.	1.00			11.00

397957	3.00	warning: [L1] , tools.h 40, 48 + on indente pas private et public [L2] chaine.cc 11, chaine.h 17, tools.cc 32, 113, 127, 128, ... [P1] jeu.cc lecture	Globalement le code est bon et lisible. Attention aux quelques erreurs de style comme les lignes trop longues. La fonction lecture de jeu.cc pourrait être décomposé davantage. Beau travail!	1.00			9.00
398078	2.00	[L1] chaine.h 8-14; jeu.cc: 39,44,47,51,98; mobile.cc: 125-127, mobile.h: 11-25,29-36,... [P1] 2 fonctions > 40 lignes: jeu.cc:read_particule_arti_data [P5] jeu.cc: 19,21,22,37,40,45,52,...,96	Bon début néanmoins le code peut s'améliorer sur plusieurs aspects: - Avoir un style d'indentation constante, éviter de le changer pour raccourcir une fonction. Attention on indente pas public et private . - Certaines fonctions ont beaucoup d'indentations imbriqués comme InputConfig, c'est souvent un signe que la fonction devrait être davantage décomposé. - Attention aux magic numbers même comme les différents états de lectures, utilisez des enums. - Les symboles devrait avoir des noms explicites. La fonctionnalité de ARTI, READ_DATA, etc, ... n'est pas claire. Petite astuces en plus, on peut définir des macros à paramètres pour éviter d'avoir une variable value hardcodé.	1.00		to grade	7.00
398104	5.00	OK	NOTE : enum are actually integer with name. enum++ will gives the following "state" of the enum. Otherwise, very good job	1.00		to grade	10.00
398129	4.00	[L1] mobile.h 16, mobile.cc 63, tools.cc 22-34; general: double indentation of class attributes/methods	Generally good work, make sure to only use jeu.h in projet.cc and stick to a consistent brace style	1.00			8.00
398188	4.00	we don't indent the public/private	good job	1.00			10.00
398275	5.00	ok	Very good	1.00			11.00
398328	5.00	Warning [L1] jeu.h, mobile.h, chaine.h public/private ne s'indente pas	Super! Le code est facile à lire et l'architecture est bien pensé. Continuez comme ça!	1.00			11.00
398445	5.00	All good !	Very good project!	1.00	-0.50	delayed re-upload and missing sciper.txt	10.50
398462	4.00	[L22]mobile.cc84-85,90-91,tools.cc14,21,38,49,56	well done	1.00			9.00

398468	4.00	[L1]tools.cc148,158,[L14]chaine.cc30-32,[L17]mobile.h9,18,26,36,43,48,chaine.h9,14,19,28,jeu.h13,tools.h9,23,39,49-57, Warning: jeu.cc85 should be separated in 2 lines,[L2]chaine.cc33, filename, authors, version & date should be written at the beginning of every codefile	Good, your comments are useful, but they shouldn't just copy the specifications - they should also explain your choices. For example, why do you have the testing boolean?	1.00			8.00
398534	4.00	L2 :there is more than 87 char 11times	Very good overall! nevertheless some strange instructions such as "(void)arena" have to be corrected => removed the parameter if it is not used in the function/method	1.00		to ignore	9.00
398599	4.00	[L2] mobile.cc: 75, 103; jeu.cc 153-157, 172-174; chaine.h: 17:	Code fonctionnel, assez bien organisé. Dommage qze stylistiquement, il y ait quelques imprécisions. Les commentaires devraient aussi respecter la limite des 87 caractères.	1.00			10.00
398616	3.00	[L1] mobile.cc 50 - 66 (double indentation), 64, 159 (style inconsistent avec le reste) ; [L2] mobile.h 31, mobile.cc 125, 161, 243, jeu.h 48, 66	Code fonctionnel, assez bien organisé. Dommage que stylistiquement, il y ait des erreurs. Faites attention aux attributs publics, vous pouvez un peu plus modulariser le code et aussi rajouter quelques commentaires	1.00		to grade	6.00
398685	4.00	Warning [L1] general: no need to indent #pragma regions, [L2] tools.h 106-109, tools.cc 23,64, etc.	Overall good work, just beware of line lengths. projet.h not necessary if it is empty.	1.00			10.00
398690	5.00	ok	Very good	1.00			11.00
398744	3.00	[L1] Missing indentations in all functions of mobile.cc [L2] Long instructions should be aligned in a readable way jeu.cc 212,302,338,370	Good. Try to indent your code in a more consistent way. You don't need to call a setter within the constructor (although it could be useful if you check the validity of the attribute) and delegate tasks specific to the particules and faiseurs to mobile, idem for chaine.	1.00			7.00
398766	5.00	[L1] Warning: jeu.cc 220, 222 Il faut éviter d'écrire les instructions après les accolades	Très bien, globalement code organisé mais il gagnerait à être plus modulaire	1.00			11.00
398883	5.00	Warning [L1] projet.cc: 10-16	C'est du bon travail, le code est claire et facile à lire. Attention à ne pas utiliser using namespace dans un header. C'est une pratique à éviter car toute personne qui utilise ce .h importera sans le savoir ce namespace.	1.00		to ignore	10.00
398927	4.00	[P5]2)jeu.cc x,y,a,d,r,xy_p,c,...	Try to choose better name for you variable, otherwise, good job	1.00			10.00

398947	4.00	[L2] mobile.h 63, mobile.cc 253, jeu.h 23-26, jeu.cc 50, 66, 101, 133	Very good overall!	1.00			10.00
398948	4.00	[L2] mobile.cc: 75, 103; jeu.cc 153-157, 172-174; chaine.h: 17:	Code fonctionnel, assez bien organisé. Dommage qze stylistiquement, il y ait quelques imprécisions. Les commentaires devraient aussi respecter la limite des 87 caractères.	1.00			10.00
398973	4.00	[L2]jeu.cc10,mobile.cc37,120,mobile.h33,tools.cc75, warning: [P5]the name chaine_1 is not clear	Very good, continue like this! Warning: don't delete the extension .pdf, respect the specifications : epsilon_zero == 0.5 != 0	1.00			10.00
399010	5.00	Warning: Style d'accolade consistant pour les constructeurs mais différents du reste des méthodes et fonctions	Bon code, bon usage des commentaires, faites attention aux accolades mais Bon travail	1.00		to ignore	11.00
399187	3.00	[L1] chaine.cc 52, 54, 71, 73 mobile.cc 104, 127, 130, 133, etc, ... [P5] projet.cc: 35-37, 39, 42, 43, 48; mobile.cc: 39-42	Le code à beaucoup de points qui devront être améliorés: - L'architecture général devrait être revu (voir commentaire d'avant). - Les noms de fonctions ou de variables doivent être claire, éviter des noms comme nombre, etc, ... - Attentionaux magic numbers, comme les indices du tableau dans projet. - Une indentation constante, mieux vaut décomposer une fonction si elle est trop longue que de changer le style juste pour passer sous les 40 lignes.	1.00			7.00
399191	5.00	[P1]jeu.cc:35	Warning: avoid to have folder in your submission, wrong orthography addFaisuerElement, please add both your names at the beginning of files. Otherwise good work. (For the makefile, please use module technique with .o files)	1.00			11.00
399215	4.00	[L1]chaine.h9,13,mobile.cc26-44, mobile.h11,14,etc.;	Good ! Think of reviewing your project with an assistant to prevent errors in the following steps. The function lecture should be modified for example. Also don't put "using namespace std" in header files.	1.00	-1.00	to ignore / undeclared	8.00
399217	5.00	ok	Very good	1.00			11.00

399522	4.00	[L1] jeu.cc 30,233,236,251,.. mobile.cc 18, 22, 26, 30.. chaine.h 14, 18-28, ...	Good! Please be careful with the way you indent your code, there are many errors. Also, if the function name is clear enough you don't have to add a comment.	1.00		to ignore	9.00
399526	4.00	[L1] indentation fault jeu.cc 291-292, mobile.cc 45-47, 116-118, 128	Very good code and complete surcharge of S2d operator (better to externalise +, - ...). warning: keep epsilon_zero as a constexpr.	1.00	-1.00	to grade / undeclared	9.00
399548	5.00	ok	good job but it's better to change board by jeu	1.00			10.00
399554	3.00	warning: [L1] , tools.h 40, 48 + on indente pas private et public [L2] chaine.cc 11, chaine.h 17, tools.cc 32, 113, 127, 128, ... [P1] jeu.cc lecture	Globalement le code est bon et lisible. Attention aux quelques erreurs de style comme les lignes trop longues. La fonction lecture de jeu.cc pourrait être décomposé davantage. Beau travail!	1.00			9.00
399606	4.00	[L1]projet.cc 8-9,43,47,52,59,...	Except for the architecture warning, good job	1.00			10.00
399766	5.00	Good	Good job overall! Implementing arena as an attribute of jeu would make more sense.	1.00		to ignore	9.00
399770	5.00	All good ! warning: think of putting more space between your functions so that it is more readable (ex: in jeu.cc decodage_particule line 152 and decodage_nb_faiseur)	Very well done	1.00		to grade	10.00
399789	5.00	Ok	Bonne architecture mise à part le main dans jeu. Le code est lisible et bien écrit. Deux trois nitpick: les static de préférence devrait être mis dans un namespace non-nommé. Normalement les case d'un switch ne sont pas indenté.	1.00			10.00
399832	5.00	[P5] test_positivite: what is adf ?(wrong prototypes for test_positivite, assemblage and null)	Please put your names and sciper at the top of every files. Otherwise well done, easy to read	1.00			11.00
399844	5.00	[L1]mobile.cc:13	Good work, interressing use of cin	1.00			11.00
399869	5.00	All good !	It's great to have the comments ! Be careful about the public attributes, maybe talk about it with an assistant	1.00			8.00
399876	5.00	All good !	It's great to have the comments ! Be careful about the public attributes, maybe talk about it with an assistant	1.00			8.00
400018	5.00	All good !	Very good project !	1.00			11.00

400037	4.00	[L1] indentation des public/private keywords, problème d'indentation dans mobile.h	Code fonctionnel mais assez fouilli par moment les indentations ne sont pas toujours cohérentes. Warning: essayer de limiter l'usage des getters	1.00		to grade	7.00
400122	5.00	warning: mobile.h 49, mobile.cc 91 indentation fault	jeu.h and jeu.cc are easier to handle with a class Jeu. It would be better to relay some verifications to modules from lower levels (with instance and methods from the defined classes) Very good code overall.	1.00			11.00
400319	5.00	OK	Good work!	1.00			10.00
400326	4.00	[L1] Missing indentations mobile.cc lines 55-157, the namespace block should be indented	Very good, well structured code!	1.00			10.00
400404	5.00	ok	Well done, easy to read	1.00			11.00
400434	5.00	OK	Good initiative to add tests! Beware of the externalization of method definitions, getters are tolerated in the .h only if they fit on a single line. Overall good work	1.00	-0.50	missing file sciper.txt	9.50
400437	4.00	[L1] jeu.cc 45, 66, 87, mobile.h 88, mobile.cc 79, 91, 102	Avoid single letter names. Beware that operator[] usually return a reference and would break the encapsulation if defined normally (used const&, thus it is ok). Good structure and original input.	1.00			10.00
400478	5.00	[P5] test_positivite: what is adf ?(wrong prototypes for test_positivite, assemblage and null)	Please put your names and sciper at the top of every files. Otherwise well done, easy to read	1.00			11.00
400570	4.00	[L1]mobile.cc 20,41,50,58,...	Very good code and complete surcharge of S2d operator. You could also use polymorphism to store all your mobile into the same vector. However, stay constant in the indentation style of the "if".	1.00	-1.00	to ignore /undeclared	9.00
400618	4.00	[L1]jeu.h 23-42,...	Good job on the project	1.00		to grade	9.00
400764	5.00	All good !	Very good project !	1.00			11.00

400846	3.00	[L2]jeu.cc:114,190,207,234,jeu.h:37, tools.cc:35, [P2] jeu.cc:71-244	mettre en oeuvre le principe d'abstraction pour la fonction de lecture (> 80 lignes!); revoir le cours sur static pour éviter les variables globales; externaliser la définition des méthodes ; inutile d'ajouter des point-virgules en fin de bloc (projet.cc) ; warning convention nom de type : doit commencer par une majuscule, nom de variable: 100% en minuscule. le choix de "Vector" comme nom de type n'est pas idéal.	1.00	-0.50	delayed re-upload	5.50
400901	5.00	[L2] jeu.cc 19-26,44, 46-49 Warning: jeu.cc 157, 201 not a valid indentation style	Good work, but please remove all text files from your submission in the future.	1.00			10.00
400973	4.00	[L1]jeu.cc48-50,52-57,78,82-86,jeu.h17-21,24-30,mobile.cc17-18 the indentation should be the same in all modules, warning: filename, authors, version and date should be written at the begining of the code (line1), [L2]jeu.h17	Well done! Warning: respect the specifications : epsilon_zero == 0.5 != 0	1.00			9.00