

## Assignment Submission Checklist

*A huge thanks to Sam Redmond for putting this together!*

This handy checklist is designed to help make sure your code is fully ready to go before you submit it. Before you go to Paperless and turn in your final version of the assignment, take a few minutes to work through this checklist.

### Functionality Checks

- I've read the assignment handout and I'm 100% certain that I understand what's being asked of me and what it is that I need to do.
- For each part of the assignment, I've thought of at least one edge case that could cause problems (and, hopefully, more than one!)
- For each part of the assignment, I've tested it at least once on typical inputs to make sure that it works well in the common case.
- For each part of the assignment, I've tested it on at least one edge case (and, hopefully, more!) to make sure that it works well on unusual inputs.
- I fully, completely, and unambiguously understand what every line of code I've written does, why it's there, and why it's necessary.

### Style Checks

- I've read the CS106B Style Guide ([available online](#)) at least once in its entirety and asked questions to my section leader about any parts I don't understand.
- Each of my functions, conceptually, performs a single task.
- The dense parts of my code are commented, and those comments describe what the code accomplishes rather than merely restating the logic in plain English.
- Every function I've written has a comment preceding it that explains what the function does, what its parameters are, and what its return value (if any) means.
- I've updated the comments at the top of each of the files I've edited with an explanation about what the code in that file does and anything unusual that a reader should keep an eye out for.
- For each container class I've used (`Vector`, `Map`, etc.), I can justify why I chose that particular container type rather than another container type.
- The code I've written does not use any global variables.
- All of my variables and functions have names that clearly and unambiguously describe them.

### Final Submission Checks

- I've auto-indented my code in Qt Creator.
- I've handled all the TODOs in the code and removed any comments from the starter files describing what I need to do.
- I've removed all `cout` statements left in the code that I used for debugging purposes.
- I've removed all commented-out blocks of code that are no longer necessary.