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## SCALE FOR PROJECT RUBIK (/PROJECTS/RUBIK)

#### **Introduction**

We ask you for the good progress of this evaluation to respect the following rules:

- Be courteous, polite, respectful and constructive in all situations during this exchange. The bond of trust between the community 42 and you depends on it.
- Highlight to the person (or group) noted the possible malfunctions of work done, and take the time to discuss and discuss.
- Accept that there may sometimes be differences of interpretation on the subject's requests or the scope of the features. Stay open-minded about the other's vision (is he or she right or wrong?), And write down the most honestly possible. The pedagogy of 42 only makes sense if the peer-evaluation is done seriously.

#### **Guidelines**

- You should only evaluate what is on the student / group's rendering GiT repository
- Make sure that the GiT repository is the one corresponding to the student or group and the project.
- Meticulously verify that no malicious alias has been used to mislead you and have you evaluate anything other than the content of the official repository.
- Any meaningful script facilitating the evaluation provided by one of the two parties must be rigorously checked by the other party to avoid unpleasant surprises.

- If the correcting student has not yet done this project, it is mandatory for this student to read the subject in full before starting this defense.
- Use the flags available on this scale to report an empty rendering, non-functional, a cheat case, etc. In this case, the evaluation is completed and the final grade is 0 (or -42 in the special case of cheating). However, except cheating, you are encouraged to continue to exchange around the work done (or not done precisely) to identify the problems that led to this situation and avoid them for the next rendering.

### **Attachments**

Subject (https://cdn.intra.42.fr/pdf/pdf/3538/rubik.en.pdf)

# preliminaries

#### **Preliminary instructions**

First check the following:

- There is a rendering (in the deposit git)
- No cheating, the student must be able to explain his code.
- Author file, external libraries used to justify ...

If an element of this list is not respected, the notation stops there. Use the appropriate flag. You are encouraged to continue discussing the project, but the scale is not applied.



 $\times_{\mathsf{No.}}$ 

# **Mandatory part**

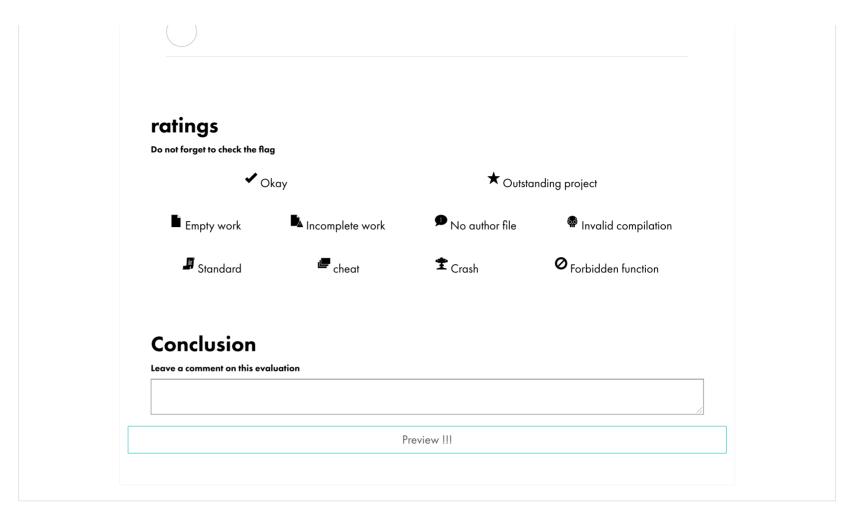
Simple problems

**Error management** 

,		
∀ Yes	× <sub>No.</sub>	
Simple position		
Try the program with simple mixes, up to 4-5 seconds)? If the answer to any of these ques	movements only. Is the result correct? Is it displayed within tions is no, the defense stops there.	n a reasonable time (2-3
⊗ Yes	$ imes_{No.}$	
Position a little more complex		
,	netween 5 and 20 movements. Is the result correct? Is it dis these questions is no, the defense stops there.	played within a reasonab
⊗ Yes	$ imes_{No.}$	
Random position		
Try the program with random mixes, larger t seconds)? If the answer to any of these ques	nan 20 moves. Is the result correct? Is it displayed within a tions is no, the defense stops there.	reasonable time (2-3
⊗ <sub>Yes</sub>	$ imes_{No.}$	
Performance		
For mixtures of sizes greater than thirty move within 2-3 seconds, including display?	ments, the program is it able to solve on average in less th	an 150 movements and st
If the answer is no, then put 0 to this questio Add 1 point for each 20 gained moves.	1.	

Distance-20			
U R2 FBR B2 R B2 RU U2 L 'D' FR R2 'L B2 U2 F2 This position, called Superflip is part positions which always require at least 20 moves to be resolved ( "Distance-20"). Does the program solve this Cube in a number of moves comparable to the results of the previous questions? Try other mixtures of this type (http://www.cube20.org/distance20s/).			
	× <sub>No.</sub>		
bonus Bonus game			
Program bonus			
The bonus ladder is at the free judgment of the marker. A really hardcore bonusexample, among the super-class bonuses, which should be worth a lot of pointous and the super-class bonuses, which should be worth a lot of pointous and really near that goes down to the borders of what is possible (and it's really very very very good and clearly deserves a big bonus). A choice between several resolution algorithms, even the automatic selections. A program that accepts other n-size puzzles or odd shapes (2x2x2, 4x4x4,  In the bonuses really less hardcore but nevertheless useful, we can for example and a subdivision of the answer into stages "humanly understandable"	ts if they are correctly made: ws the resolution in a piecemeal fashion) n average less than 30 movements, always in seconds, of the best of these algorithms as appropriate Megaminx, Square-1)		
Rate it from 0 (failed) through 5 (excellent)			
Bonus answer			
Find a Rubik's Cube and demonstrate your agility. The more impressive it is, the better. Hint: Under 30-40 seconds, it's VERY impressive. But it's not just speed in life, be creative! And talk to each other :-)			

Rate it from 0 (failed) through 5 (excellent)



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