

Marking Scheme for CSC8501 (2017/18) CW 1 & 2

[illegible]

Suggested guidance on marking:

CW1:

- 10 or more strategies created: **1**
 - 1 mark for 10 or more
- Strategies interpreted: **3**
 - 1 mark for partial interpretation but no execution
 - 2 marks for partial interpretation and partial execution
 - 3 marks for full interpretation and full execution
- Game achieved: **2**
 - 1 mark for partial game
 - 2 marks for full game
- Tournament achieved: **3**
 - 1 mark for partial tournament (not all strategies tested)
 - 2 marks for full tournament (all strategies tested, but not against each other)
 - 3 marks for complete tournament (all strategies tested against all strategies)
- Display statistics: **1**
 - 1 mark if statistics displayed showing results of game/tournament
- File input/output: **3**
 - 1 mark for file read in
 - 2 marks for file read in with appropriate data structure and execution

- 3 marks for file read in correctly and used appropriately with error handling
- Interpretation of other colleagues' files: **2**
 - 1 mark for reading in friends' files
 - 2 marks for reading any other colleagues' files
- User interface for running: **2**
 - 1 mark for allowing user choice at execution (menu)
 - 2 marks for allowing user choice at execution (menu) and while allowing user choice for parameters (e.g., number of games, strategies)
- User interface for statistics **2**
 - 1 mark for displaying choice relating to which statistics to show from a game
 - 2 marks for displaying choice relating to which statistics to show from a tournament
- Rerun from command line: **1**
 - 1 mark for allowing the program to be run without the IDE
- Knowledge of all code used: **3**
 - 1 mark dropped for each time student does not know what the code does when asked (up to maximum of 3)
- Functions, classes and comments: **2**
 - 1 mark for functions present
 - 2 marks for functions (or methods) and classes present

CW2:

- Strategies achieved with gangs: **3**
 - 1 mark for a game achieved
 - 2 marks for a tournament achieved
 - 3 marks for a tournament achieved and all strategies compared
- Strategies achieved with spy: **3**
 - 1 marks for a game achieved with spy influencing outcome
 - 2 marks for a tournament achieved with spy influencing outcome
 - 3 marks for a tournament achieved with spy influencing outcome and leadership choice
- Statistics displayed with gangs: **2**
 - 1 mark for statistics displayed relating to a game
 - 2 marks for statistics displayed relating to a tournament
- Statistics displayed with spy: **2**
 - 1 mark for statistics displayed relating to a game
 - 2 marks for statistics displayed relating to a tournament
- Answer to question 1: **2**
 - 1 mark for identifying best combination of strategies within a game/tournament
 - 2 marks for identifying best combination of strategies across colleagues' games/tournaments
- Answer to question 2: **3**
 - 1 mark for identifying which strategies are better when leader changes choice
 - 2 marks for identifying if it is better for the leader to always change their choice
- Templates, threading, exceptions: **5**
 - 3 marks for threading (3 marks if used appropriately, 1 mark if used inappropriately – i.e., no need for it), 1 mark for templates and 1 mark for exception handling
- Knowledge of all code used: **3**
 - 1 mark dropped for each time student does not know what the code does when asked (up to maximum of 3)
- Functions, classes and comments: **2**
 - 1 mark for polymorphism present
 - 2 marks for polymorphism and operator overloading present
 - 3 marks for polymorphism, operator overloading and lambda functions present