

Username

CODE CORRECTNESS AND APPROACH:		
Q1: comp10001go_score_group:	Test case correctness (max = <input type="text" value="1.5"/> )  Approach: <input type="text" value="1.5"/> = Sound/general/appropriate approach, and use of data structures; <input type="text" value="0.75"/> = Over-complicated/overly simplistic approach; <input type="text" value="0"/> = No real attempt made	1.4   1.25
Q2: comp10001go_valid_groups:	Test case correctness (max = <input type="text" value="0.5"/> )  Approach: <input type="text" value="0.5"/> = Sound/general/appropriate approach, and use of data structures; <input type="text" value="0.25"/> = Over-complicated/overly simplistic approach; <input type="text" value="0"/> = No real attempt made	0.5   0.25
Q3: comp10001go_play:	Competition rank (max = <input type="text" value="2"/> )  Approach: <input type="text" value="1"/> = Sound/general/appropriate approach, and use of data structures; <input type="text" value="0.5"/> = Over-complicated/overly simplistic approach; <input type="text" value="0"/> = No real attempt made	1.8   1.0
Q4: comp10001go_group:	Approach: <input type="text" value="1"/> = Sound/general/appropriate approach, and use of data structures; <input type="text" value="0.5"/> = Over-complicated/overly simplistic approach; <input type="text" value="0"/> = No real attempt made	1.0
Q5: comp10001go_best_partitions (BONUS):	Test case correctness (max = <input type="text" value="1"/> )	0.0
STYLISTICS AND COMMENTING:		
Adherence to style guide (–comments) + appropriate naming of variables and structure of code:		
	<input type="text" value="1"/> Excellent <input type="text" value="0.5"/> Patchy <input type="text" value="0"/> Lacking	1.0
Commenting:	<input type="text" value="1"/> Helpful, insightful and succinct <input type="text" value="0.5"/> Somewhat helpful, but sometimes sparse/overly verbose <input type="text" value="0"/> No comments, randomly sprinkled and unhelpful, or too verbose	1.0
TOTAL (/ <input type="text" value="10"/> ):		9.2

Question No.	Line(s)	Comment
Q1	all	Very good solution! Good comments and use of helper functions.
Q1	29	This should simply be <code>if valid_run[0] :</code> (same for quite a few other lines)
Q1	66-69	This could be <code>if count &lt; 2:</code>
Q1	all	In general, good code which could be cleaned up a tiny bit.
Q2	all	Almost correct! Your <code>comp10001go_score_group</code> implementation returns an incorrect value for singleton cards, the code gives the right answer by the wrong method.
Q2	all	Good docstring and clear code.
Q3	all	This is a good approach! Well commented and docstringed.
Q4	all	A very good approach again!
general	all	Your coding style is very good. Your variable names are very descriptive and your use of <code>if</code> blocks and loops is appropriate.
general	all	Well done!
general	all	Excellent comments and docstrings throughout.