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

	Coursework 1														Coursework 2								
Suggested Score →	1	3	2	3	1	3	2	2	2	1	3	2			3	3	2	2	2	3	5	3	2
Student Name ↓	10 or more strategies created	Strategies interpreted	Game achieved	Tournament achieved	Display statistics	File input/output	Interpret other colleagues files	User interface for running	User interface for stats	Runs from command line	Knowledge of all code used	Functions, classes, comments			Strategies achieved with gangs	Strategies achieved with spy	Statistics displayed with gangs	Statistics displayed with spy	Answer to Q1	Answer to Q2	Templates, threading, exceptions	Knowledge of all code used	Functions, classes, comments

Suggested guidance on marking:

CW1:

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

- o   3 marks for file read in correctly and used appropriately with error handling
- Interpretation of other colleagues' files: **2**
  - o   1 mark for reading in friends' files
  - o   2 marks for reading any other colleagues' files
- User interface for running: **2**
  - o   1 mark for allowing user choice at execution (menu)
  - o   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**
  - o   1 mark for displaying choice relating to which statistics to show from a game
  - o   2 marks for displaying choice relating to which statistics to show from a tournament
- Rerun from command line: **1**
  - o   1 mark for allowing the program to be run without the IDE
- Knowledge of all code used: **3**
  - o   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**
  - o   1 mark for functions present
  - o   2 marks for functions (or methods) and classes present

CW2:

- Strategies achieved with gangs: **3**
  - o   1 mark for a game achieved
  - o   2 marks for a tournament achieved
  - o   3 marks for a tournament achieved and all strategies compared
- Strategies achieved with spy: **3**
  - o   1 marks for a game achieved with spy influencing outcome
  - o   2 marks for a tournament achieved with spy influencing outcome
  - o   3 marks for a tournament achieved with spy influencing outcome and leadership choice
- Statistics displayed with gangs: **2**
  - o   1 mark for statistics displayed relating to a game
  - o   2 marks for statistics displayed relating to a tournament
- Statistics displayed with spy: **2**
  - o   1 mark for statistics displayed relating to a game
  - o   2 marks for statistics displayed relating to a tournament
- Answer to question 1: **2**
  - o   1 mark for identifying best combination of strategies within a game/tournament
  - o   2 marks for identifying best combination of strategies across colleagues' games/tournaments
- Answer to question 2: **3**
  - o   1 mark for identifying which strategies are better when leader changes choice
  - o   2 marks for identifying if it is better for the leader to always change their choice
  - o   3 marks for identifying if it is best for the leader to always change and what strategy works best in such a scenario
- Templates, threading, exceptions: **5**
  - o   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**
  - o   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**
  - o   1 mark for polymorphism present
  - o   2 marks for polymorphism and operator overloading present
  - o   3 marks for polymorphism, operator overloading and lambda functions present