Jonathan Alderson Assignment 3 Marking Routine

Marking.
All code is checked to make sure it compiles.
We see if the code runs on whatever triangle the student has.
We also try with a sliver triangle as a difficult case; namely: (10, 0), (20, 4), (15, 66)
Code neatness and explanation of report is also assessed.

Report

Report unclear. Badly formatted. (½ Mark)

Limited explanation that does not show understanding of the question. (½ Mark)

Code

Minor

Bad programming practices that lead to errors in some circumstances. (½ Mark)

Magic numbers that rely on assumptions. (½ Mark)

Very poorly organized code. (½ Mark)

Lack of comments. (½ Mark)

Major
If looping over pixels, looping over all pixels inefficiently instead of using a bounding box of the triangle. (1 Mark)

If stepping para metrically, size Does Not Depend On Size of Triangles. (1 Mark)

Triangle breaks on certain configurations. (1 mark)

Compilation

Code does not compile. (4 marks)

The way I mark. Half marks get rounded down.

2 minors, 1 mark penalty.
4 minors, a 2 mark penalty.
And so on.