



THE ART OF RUSH EVALS



WHY IS IT IMPORTANT?

Whilst doing the evaluation, take note of not just the project results, but also the Pisciners themselves. Take note of observations such as;

- From the start of the Rush, how did the group work as a team?
- What challenges did they face and how did they solve it?
- What are their backgrounds? How did they delegate tasks based on their capabilities?
- Did the most experienced member take lead, or carry the team?
- How attentive and keen were they during the eval?

Having these details in your feedback gives us BOCALs an idea of their character and progress for the Piscine and factors like these are taken into consideration during Cadet Selection. Help us choose your peers who you will potentially be working together with in the future.

GOOD FEEDBACK

Members Overview

took a career break, she was previously doing marketing. She found 42 via Twitter and stopped before the logic test, an email reminding her that it was incomplete just before the Piscine and she decided to try 42. She has self studies a little SQL and python, she is familiar with loops and conditional statements. She's very friendly and talkative, she is currently doing c00 ex05 ft_print_comb.

took a career break as well, she was working under IT and has last coded since University. She found 42 online but is unsure of what platform. I am not familiar with the language she learnt in her Uni but she was able to understand basic syntax and the code during eval. She is a little quiet during the eval but she asked a lot of questions on ways to improvement when given the opportunity.

has just completed AUSMAT in Sunway College. She found 42 via her brother who recommended to try before her degree, I'm unsure if she plans to do both 42 and uni at the same time. She is picking C quickly despite being new to C, she contributed a lot for Rush but she did not 'carry' and worked well with her teammates.

Notes

Everyone worked well, they attempted their Rush individually and discussed as the worked. They were unaware that git pushing to the same repo can be done to alter the contents. Not much can be said as all contributed evenly but I believe contributed slightly more. They received ideas from other groups and was able to implement it after some issues.

RUSH00 was done quite well, passed norme and compiled with flags. All members have attempted C00 and are familiar with basic C syntax. The project was done simultaneously by each member and discussed on what worked on their ends, though this has worked for this project do be wary that realistically that group projects cannot be solo'ed so work on your teamwork to distribute the work. The only issue was the error handling where a negative or zero input for the column still outputs a newline per row where it should not output at all. A basic input check should be done before execution, error messages to what error would be nice. The improvements to be made would be to break your functionality into modules and Keep It Stupid Simple (KISS) for each function. Use comments outside your function scopes and familiarize yourselves with the tools you are using when coding Git being the example. To complete the bonus besides changing the char, use Arguments (ArgC ArgV) to use inputs for your main.

s retired, he was an editor for either magazines, newspapers or others. He joined he joined to try something new as it was recommended by his friend. He has no experience in coding/IT.

is a first year degree Comp Sci student in Sunway, he joined 42KL due to a sem break and was recommended by his girlfriend. He has experience with Python, Java, JavaScript and SQL.

s entering his 3rd for his degree in Mathematics, he joined due to job prospects as he was unsure of the options he had. So he thought programming is a good skill to pick up for jobs.

Notes

RUSH01 passed norm but failed to compile due to the Werror flag as the values that were declared but not assigned were passed into a function. The error handling fails as it gives an error message but does not terminate the program. The program only has a pre-sort which places the tower 4 where the view is 1 and then displays it, there is no brute force. Though this was a tough project, ensure that the specific segments worked before making the whole complete. If the error handle worked and the flags respected there would be some marks at the least. Always ensure the program can be completed before optimization. Lastly to the team as a whole, due to the differing skill levels It was unbalanced but everybody should contribute. Yes there are 2 members with C01 pending but they could work together like building a utility function or give ideas. Otherwise, the general code structure was good and the use of malloc rather than declaring an int array of 16.

The code was done by the others had not complete C01 and were lost on the syntax. They could not explain the code due to this struggle. On Friday upon minutes of the material release gave up and asked if could carry. This is due to both the syntax and the struggle to understand the game and project. tried to explain the material over the weekend as he worked for 8 hours trying to solve it. and felt useless as they could not contribute, they could not share ideas on the matter as well. Since did the RUSH01, the others spent time on their C projects.

felt disappointed in his pace, despite completing C00 he struggles with the syntax. He is unable to read the RUSH01 code, down to the loops, functions and if statements. He has thought to quit several times but returned either to just continue trying

. Only an hour before the evaluation he was able to understand properly what the skyscraper numbers meant, he needed a strong visual representation i.e blocks. I could not gain any sign that he was able to help with the RUSH01 with ideas.

was the same boat as , could not read code and was struggling to explain the RUSH01 code. He uses either Github code or online to help him but he has a habit of memorizing the code rather than understanding how to code. He also could not give ideas for RUSH01.

oloed the project and he worked on the RUSH01 at home. For some reason he could not create a 2D array so he resorted to 1D and assumed the laptop was too old. His coding structure was good as it was simple and the use of malloc was done well. He either did not have time or took too long to complete many major parts of the RUSH01. Silly mistakes of not

returning after error or having a not working function to add 4 to the edges, I think the statement of only 8 hours is accurate. This is first time learning C and I think he has a decent progress.