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#### **CURRENT MAIN QUEST**

• Savoir Relier

Validate the Savoir Relier project.

• See all quests

#### <u>0</u> hkunduru

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C Exam - Beginner FdF Filler ft ls Lem in

# Scale for project <u>Lem in</u> You should correct 1 student in this team

#### Git repository

vogsphere@vgs.42.us.o

#### Introduction

Please respect the following rules:

- Remain polite, courteous, respectful and constructive throughout the correction process. The well-being of the community depends on it.
- Identify with the person (or the group) graded the eventual dysfunctions of the work. Take the time to discuss

and debate the problems you have identified.

- You must consider that there might be some difference in how your peers might have understood the project's instructions and the scope of its functionalities. Always keep an open mind and grade him/her as honestly as possible. The pedagogy is valid only if the peer-evaluation is conducted seriously.

#### Guidelines

- Only grade the work that is in the student or group's GiT repository.
- Double-check that the GiT repository belongs to the student or the group. Ensure that the work is for the relevant project and also check that "git clone" is used in an empty folder.
- Check carefully that no malicious aliases was used to fool you and make you evaluate something other than the content of the official repository.
- To avoid any surprises, carefully check that both the correcting and the corrected students have reviewed the possible scripts used to facilitate the grading.
- If the correcting student has not completed that particular project yet, it is mandatory for this student to read the entire subject prior to starting the defence.
- Use the flags available on this scale to signal an empty repository, non-functioning program, a norm error, cheating etc. In these cases, the grading is over and the final grade is 0 (or -42 in case of cheating). However, with the exception of cheating, you are encouraged to continue to discuss your work (even if you have not finished it) in order to identify any issues that may have caused this failure and avoid repeating the same mistake in the future.

## **Attachments**

#### **Subject**

## **Sections**

## **Mandatory part**

Reminder: Remember that for the duration of the defence, no segfault, nor other unexpected, premature, uncontrolled or unexpected termination of the program, else the final grade is 0. Use the appropriate flag. This rule is active thoughout the whole defence.

#### **Author file**

110,0000 11111
Check that the author file is at the root of the repository and formatted as explained in the subject. If not the defence is finished and final grade is 0.
○ Yes ○ No
Reading on the standard output
The program must be able to read an ant-farm on the standard output. (For example: "/lem-in < ant_farm.txt")
If not, the project is off-topic, the defence is finished and the final grade is 0.
○ Yes ○ No
Error management
The program must manage errors properly on the standard output. Remain open minded when considering the design implemented for that section, and most importantly with regards to the error messages. Don't be picky just make sure it's consistant. Basically, we mean that, if the project displays either something different than "ERROR" or if the choice was made to display nothing as an answer when the ant-farm has no ants, you can accept it.
No rooms
Evaluate the implementation of error management when there is no room.
○ Yes ○ No
No ants
Evaluate the implementation of error management when there is no ant.
○ Yes • No
No mandatory comments
Evaluate the implementation of error management when there is no ##start / ##end room.
○ Yes • No
No possible solution
Evaluate the implementation of error management when there is no possible solution with the given ant-farm.
○ Yes • No

## Comment management

#### **Comments**

The program accepts ant-farms with comments.

O Yes O No

#### **Commands**

The program accepts ant-farms with commands other than ##start ##end.

O Yes O No

### **Output format**

The output format must be observed.

#### Ant-farm composition.

The ant-farm's composition is displayed on the standard output.

O Yes O No

#### **Commands and comments**

Commands and comments are printed on the standard output.

O Yes O No

#### **Ants movements**

The movements are printed with the right format:

- 1 line per turn
- N movements per turn
- A movement is defined as follow "Lx-y" where x is the ant's number and y a room's name

○ Yes ○ No

## Algorithm's accuracy

#### The path is valid

In this section, we'll evaluate the algorithm's accuracy and make sure that the solution works, we're not checking the efficiency of the program (this will be covered in the bonus part). It's up to you to make enough tests with valid ant-farms and check that the output is consistent with the input you used.

Execute the following 3 tests:

- The solution is making the ants properly go from ##start to ##end.

- Ants aren't walking on each other (one ant per room at a specific moment in time)

- At the end all the ants are in the ##end room.

Run the same tests several times to make sure the output is always right.

If at least one fails, no points will be awarded for this section. The defence is finished



#### **Bonus**

#### **Bonuses**

In this section you can evaluate up to 5 operational and well implemented bonuses.

Bonus example:

- A very efficient algorithm
- Graphic visualizer -> if you find it very well made, you can give more than 1 point for it.
   ...

Rate it from 0 (failed) through 5 (excellent)

## **Ratings**

Don't forget to check the flag corresponding to the defense

Ok Empty work Incomplete work No author file Invalid compilation Norme Cheat Crash

## **Conclusion**

Flag Ok Empty work Incomplete work No author file Invalid compilation Norme Cheat Crash
Leave a comment on this correction
* Comment
Finish correction x
Cancel Send

х

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