Wednesday: White Board Interview Practice

Start Assignment

Due No due date **Points** 12 **Submitting** a text entry box

Take time this morning and split into groups of 5. You will be practicing for white board interviews that will be touched on more during your project period. Pick one of you to take the mock white board interview, set a toy problem for them to go through, and at the end use the rubric below to grade and give feedback.

White boarding interview practice

Criteria	Ratings						Pts
Problem solving Problem solving	3 Pts Full marks The student clarifies the sca a natural first step by asking questions and stating their assumptions. They are able outline a solution beyond the most naïve, and implement covering the vast majority of cases. If hints are required, candidate understands their importance quickly, and moton.	g e to e it, if the	2 Pts Half marks The student di solution withou problem much asking questio concieve of an a naïve solutio think of a bette with minimal h able to comple assistance.	at giving the thought, or ns. They dimplement on, but can er approach ints, and are	1 Pts Low rating The student is unable to arrive at a solution beyond the most basic, naïve approach, even with significant help and hints.	0 Pts No marks	3 pts
Quality Code fluency	3 Pts Full marks The student codes fluently and naturally. Thought is translated into code without any apparent difficulty. They may use placeholders to abstract away functionality then come back to fill them in. When reading code, the student is able to understand the full behavior of the code quickly.	to write but do demon familia chose character construction are abundants	tudent is able the basic code, these not the strate strong that it with their that language's the cteristics and that code, they to stand the that language of	of basic lang constructs is demonstrate chooses nor non-descript names wher They are un	ir thoughts ttle knowledge guage ed. The student asensical or cive variable a writing code. able to behaviour of d code with	0 Pts No marks	3 pts

Criteria	Ratings				
Criteria Quality System design	3 Pts Full marks The student is able to break down a complex system into elegantly structured components, and thoroughly describe the interaction model, the interface and the behaviour. For simple code, functions are used appropriately to minimise	2 Pts Half marks The student adopts a reactive approach to code or system organisation, thinking only one step ahead at a time. Their finished output has the appearance of being bolted together, rather than being	1 Pts Low rating The student does not seek to break out their code into reusable components, and doesn't understand the value of doing so. The candidate is unable to describe the interaction of system components with any precision. The	0 Pts No marks	Pts 3 pts
	complexity.The code keeps open the possibility of future needs without significant refactoring.	coherently designed. Abstractions exist, but are leaky, rigid or resistant to change.	candidate does not demonstrate any understanding of separation of concerns.		σμι

Criteria	Ratings				
Criteria Quality Computer science knowledge	3 Pts Full marks The student is able to pick an appropriate data structure or algorithm for a task, and has a strong understanding of their relative merits. The student's knowledge goes beyond the basics, and there is a demonstrated familiarity with concepts like heaps, priority queues, tries, or more exotic constructs.	2 Pts Half marks The student understands and can describe the characteristics of common algorithms. The student is aware that certain data structures are better for certain tasks, but has difficulty articulating why.	1 Pts Low rating The student has heard of common data structures, but cannot describe which ones are appropriate for the task at hand, or when they might be useful. For example, the student cannot explain the difference between the behavior of an O(n) solution and an O(n²) solution, even if they are able to define them.	0 Pts No marks	Pts 3 pts

Total points: 12