TEAM NUMBER	TEAM GRADE					
NAME	••••••					
••••••	••••••					
Marks split between team members:	 □ evenly (each member gets the team grade) □ unevenly (each member's grade is moderated by peer review) 					

FEEDBACK FOR AC21009.3 MANCHESTER BABY SIMULATOR + ASSEMBLER

This is intended as a rough guide only. Note that not all aspects carry equal value.

Your simulator program:						out o	f 50
Written in:							
□ C++	□С		□ Other				
The code which you submitted:	□ ran OK / robus	st 😊	□ ran with difficulty		culty	□ would not run 🖯	
Code quality:					•		
	□ Some bugs not	ted	□ Very buggy / not v		not w	orking ☺	
Program structure	□ very good		□ good			□ poor	/3
Comments within code	□ good comments		□ some comments		nts	☐ few/no comments	/2
Functionality:	_						
☐ Less than minimal ☐ Minim	ıal □ Partial		□ Complete			☐ Complete + extensions	
Features:				-		-	
Machine code program is:	□ hard coded	□ fron	n file	□ handles	s multi	ple programs	/4
Display uses:	□ text	□ text	□ text-based graphics □ colour			our	/3
Display content shows:	□ memory	\Box CI		□ PI	□ acc	cumulator	/5
Decode commentary shows:	□ mnemonics	□ bina	inary □ operand □ no		d□ nor	ne 🕾	/3
Display is printed:	□ at start	□ at e	nd	□ after ea	ch cyc	ele (best)	/3
Fetch-execute cycle demonstration:	□ good	\Box OK		□ poor	·		/4
Fetch-execute cycle runs:	□ in one go	□ step	step-by-step ©				/1
Decodes instructions correctly:	□ all	□ mos	st	□ some	□ nor	ne 🕾	/3
Executes instructions correctly:	□ all	□ mos	st	□ some	□ nor	ne 🕾	/3
Runs machine code example OK:	□ yes	□ no		□ partly .			/2
Extensions:							
Extended memory:	□ no	□ register width		□ # o	f addresses	/3	
Extended instruction set:	□ no	□ yes				/2	
Extended addressing mode(s):	□ no	□ yes				/2	
Extra machine code program(s):	□ no	□ yes					/3
High-resolution graphics display:	□ no	□ yes					/2
□ Other useful features noted:							/2

TEAM NUMBER

Your assembler program: □ code integrated with simulator					out of	30
Written in:						
·	□С		□ Otl	ner		
	⊔ C □ ran OK / robus					
<u> </u>		si	□ ran with difficulty		□ would not full ⊘	
Code quality:	— C 1		_ 17-	1 / /	1-: <u>@</u>	
<u></u>	□ Some bugs noted		□ Very buggy / not w		•	/0
	□ very good		□ good		□ poor	/2
	□ good comments		□ some comments		□ few/no comments	/1
Functionality:		_	_	_		
☐ Less than minimal ☐ Minim	al □ Partia	.l	□ Co	mplete	□ Complete + extens	sions
<u>Features:</u>						
Source code program is:	□ hard coded				iple programs ☺	/2
Messages (file handling errors):	□ informative	□ min	imal	□ none ⊗		/2
Translates instructions correctly:	□ all	□ mos	t	□ some □ no	ne 🖯	/3
Translates operands correctly:	□ all	□ mos	st .	□ some □ no	ne 🖯	/3
Saves machine code program:	□ yes	□ no		□ optional		/2
Has symbol table:	□ yes	□ no		□ more than on	ie	/2
Passes:	□ two	□ only	one	8		/1
Handles comments correctly:	□ yes	□ no				/2
Handles labels for jumps/variables:		□ no				/2
Extensions:	•					
Handles errors in source code:	□ yes	□ no				/2
Messages (source code errors):	□ informative		imal	□ none		/2
On-screen information:	□ informative			□ binary □ no	ne optional	/2
Extra assembly language programs:		□ no			no = charam	/2
□ Other useful features noted:	□ y €5					, 2
Your report and demonstration:	C			D	out o	
□ Clear structure / layout □ Some structure				□ Poor structur	e / layout	/ 2
☐ Writing style clear & appropriate	•	onfusing	g	☐ Hard to read		/ 2
e (□ Too long			□ Too short	□ No word count	/ 1
1 88	□ A few errors			□ Poor spelling	, •	/ 2
1 11	□ Adequate desc	-		□ Poor descript		/ 3
= = =	□ Adequate desc	_		□ Poor descript		/ 3
□ Good description of solutions	□ Adequate description			□ Poor descript	tion	/ 2
□ Good demonstration	□ Adequate dem	onstrati	ion	□ Poor demons	stration None	/5
Other comments:						