Inf1b Assignment Part I - Results 2020

This is a brief summary of the overall results for the first part of the assignment of the Inf1B coursework. This part is not for credit and marks are based on autograder results which run a set of unit tests checking correctness and robustness of submitted code.

Participation

In total, 81.86 % of the registered students on the course have submitted code to the CodeGrade.

17.78 % of those submissions did not compile on their own or with the basic tests so they could not actually be tested. Without looking at each of those individually, it is difficult to say if they were a serious attempt or simply a test submission to try out CodeGrade access. (When putting your final grade together at the end of the course we will, of course, look at each submission individually!)

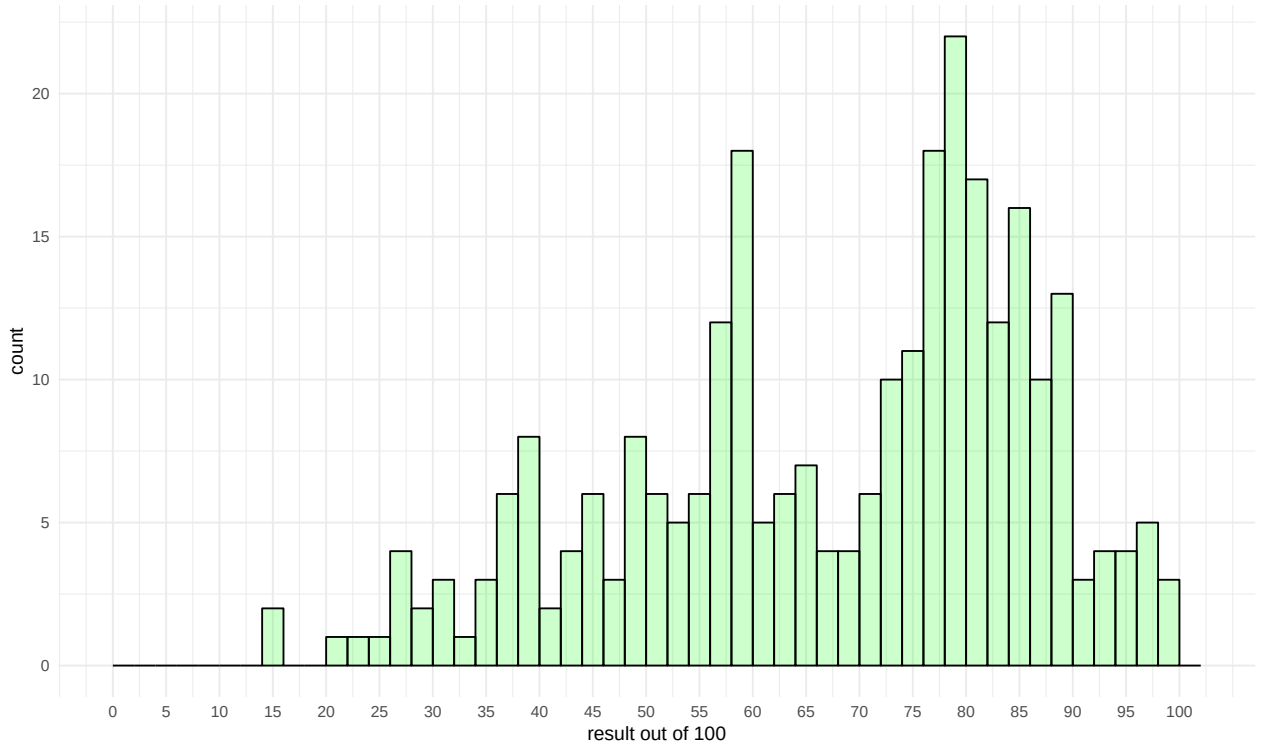
A participation rate which only considers submissions that compiled goes down to 67.3 %.

Result Overview

The average auto test result is 56.58 % if considering all submissions and 67.74 % if only considering submissions that compile.

Total result of the auto tests for all compiling submissions

```
plotResultHisto(resultData.accepted, TOTAL_SCORE, 2, 5)
```



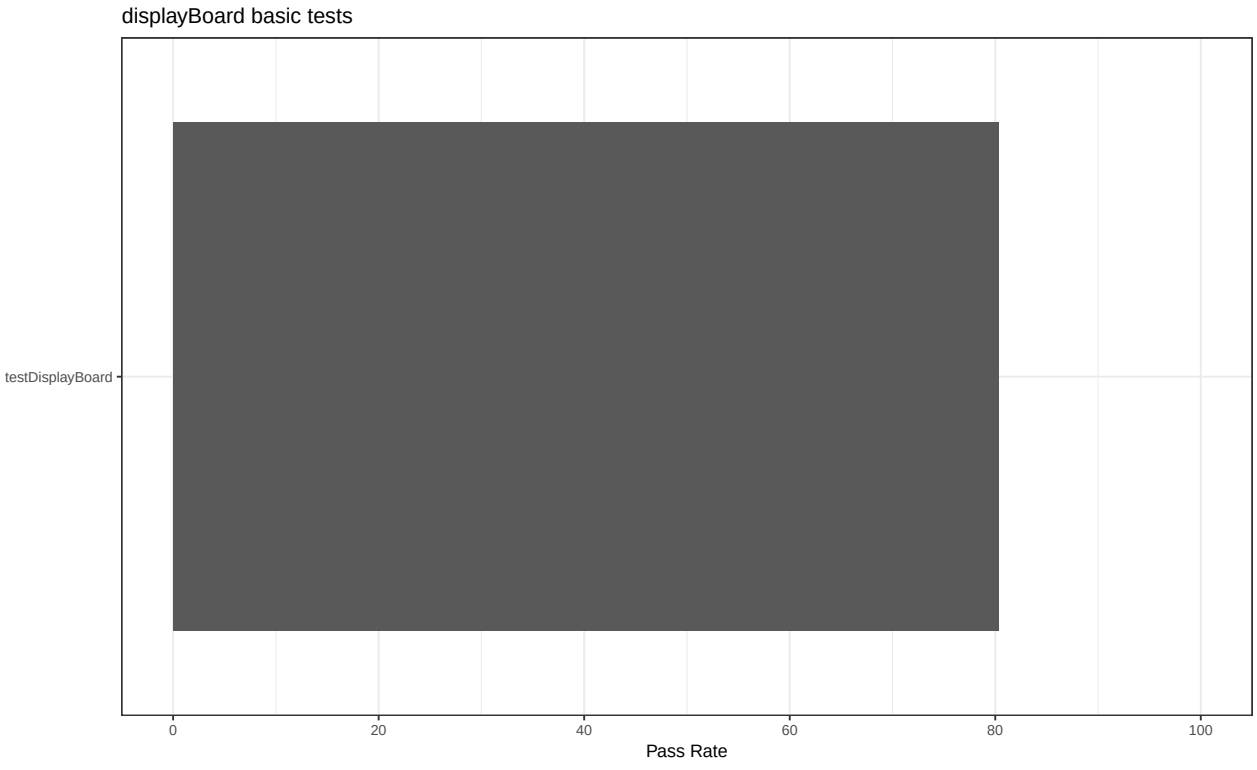
General Advice

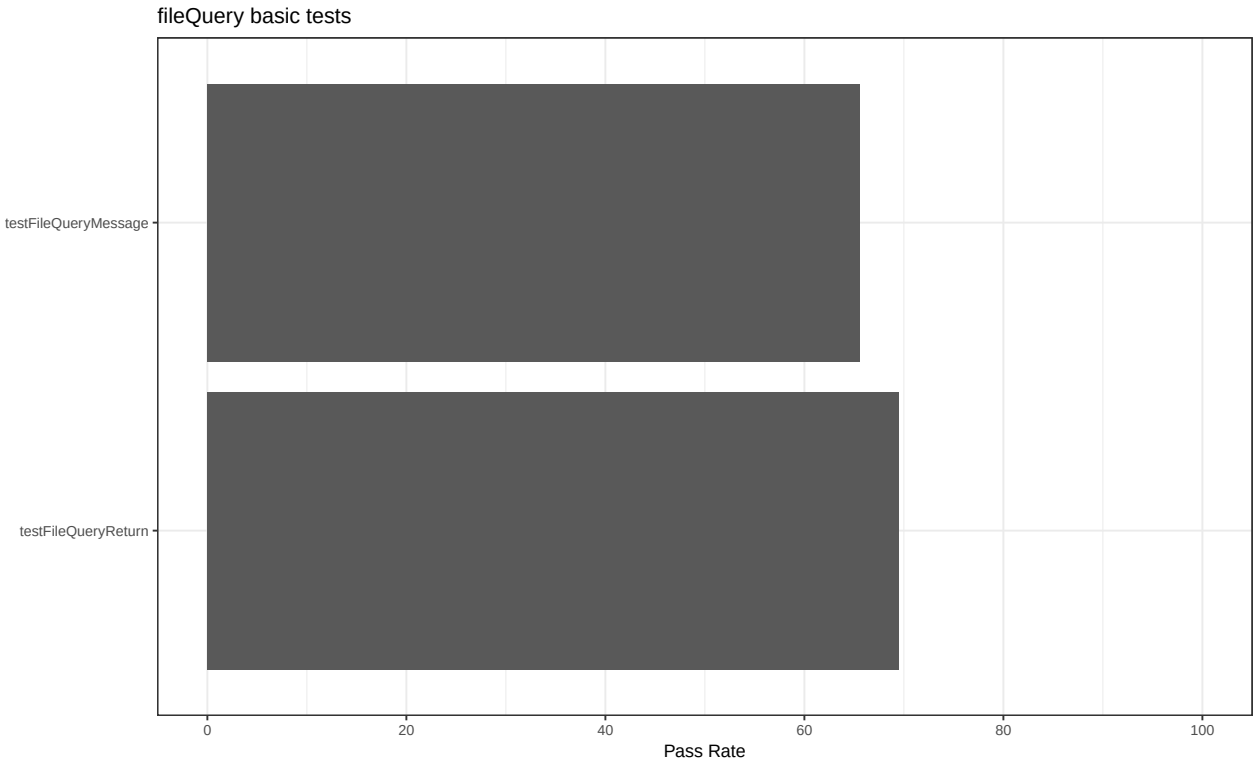
- For this part of the programming assignment, sample solutions and advanced unit tests are released together with this report.
- Review your results and ask any follow up questions you might have during the tutorials in the coming week. They are dedicated for exactly that! Make sure you bring your code as well as your error messages.
- For the coming assignments, start as early as possible to work on them so you can make continuous progress.
- Make sure you come to the lecture where new parts of the coursework are introduced so you can get a good overview.
- Future assignment will be for credit, so make sure you work on your own and don't share code or text with fellow students. Please review the policy about academic misconduct if in doubt.

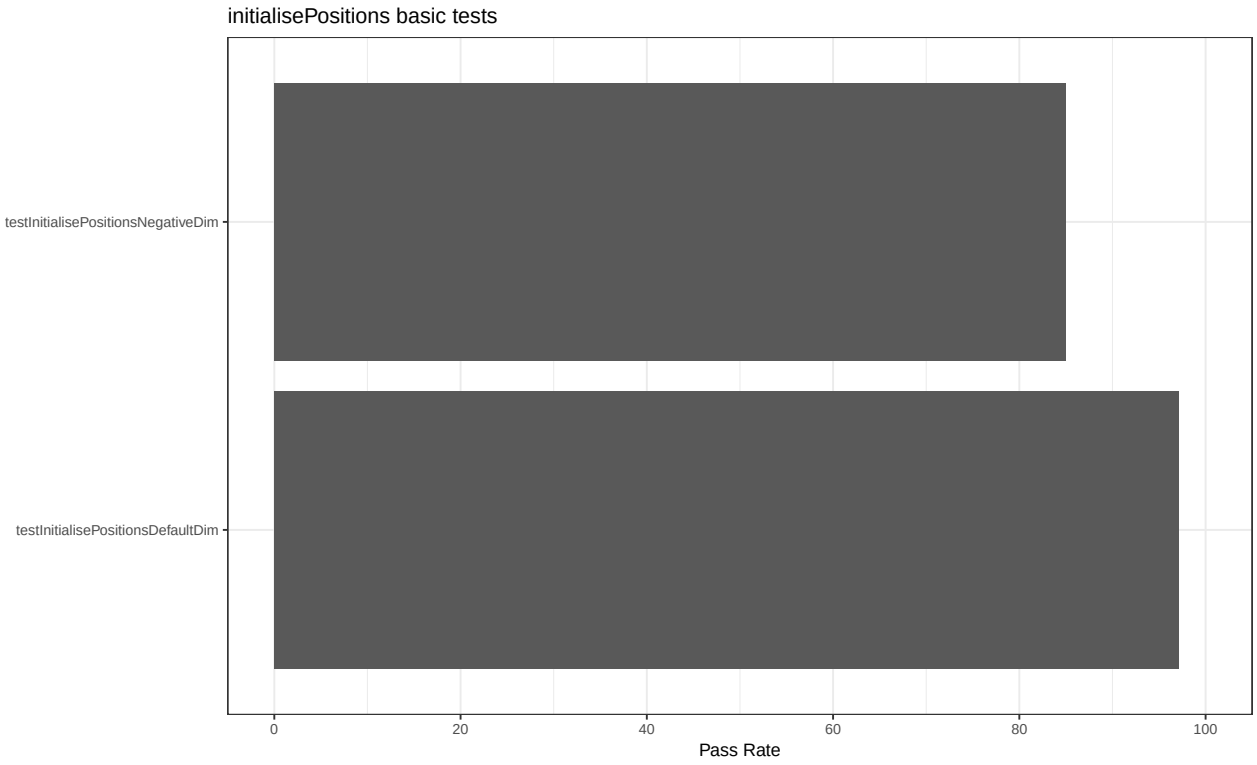
Individual Test Overview

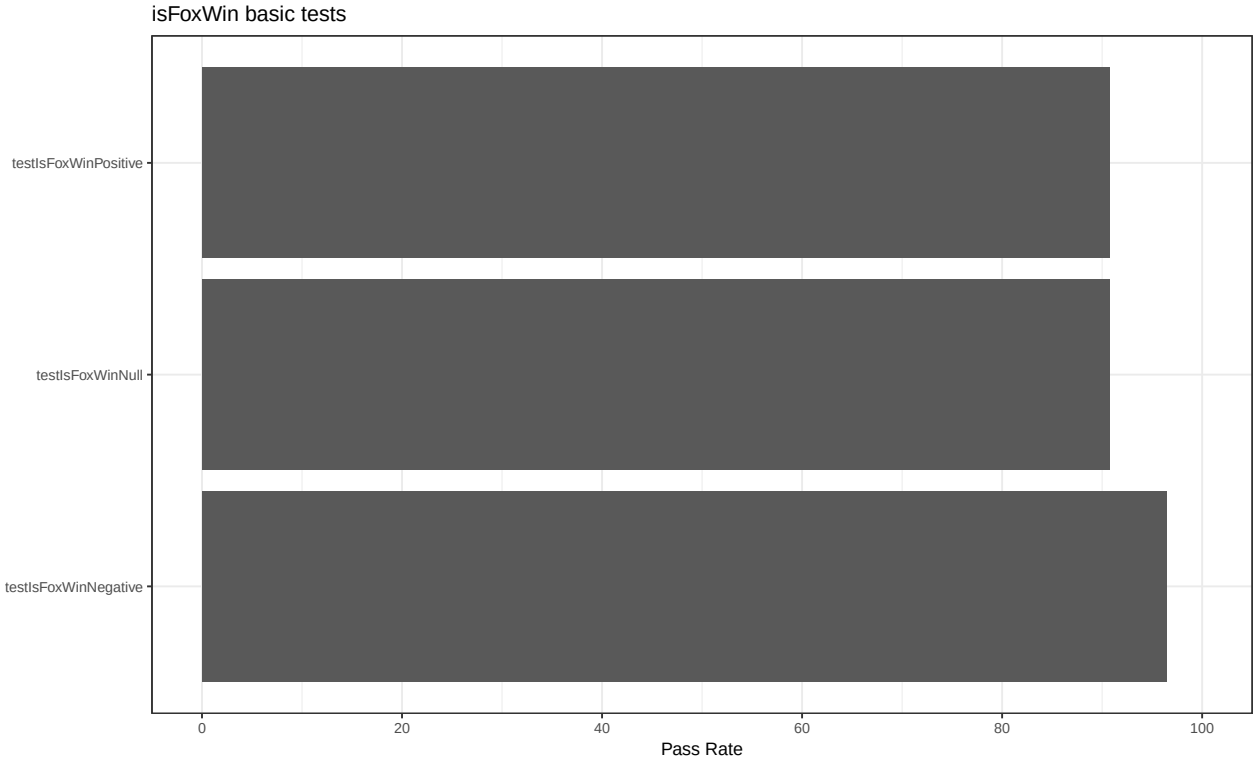
The following section will present the pass rate for individual tests across all submissions. This, of course, can only be done for submissions which actually executed the tests after they compiled successfully. Graphs are grouped by test function and test type (basic, advanced).

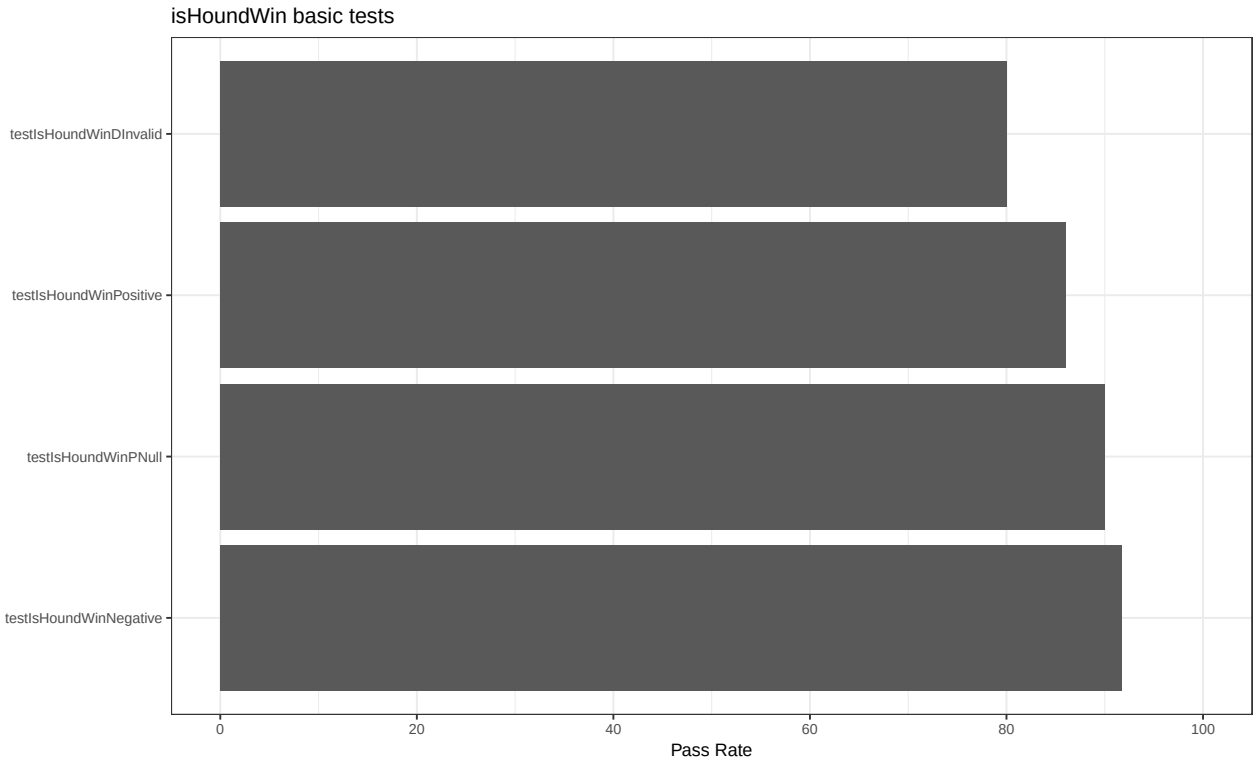
```
for (type in test.types) {
   for (group in test.groups) {
     plotTestBars(testData, group, type)
   }
}
```

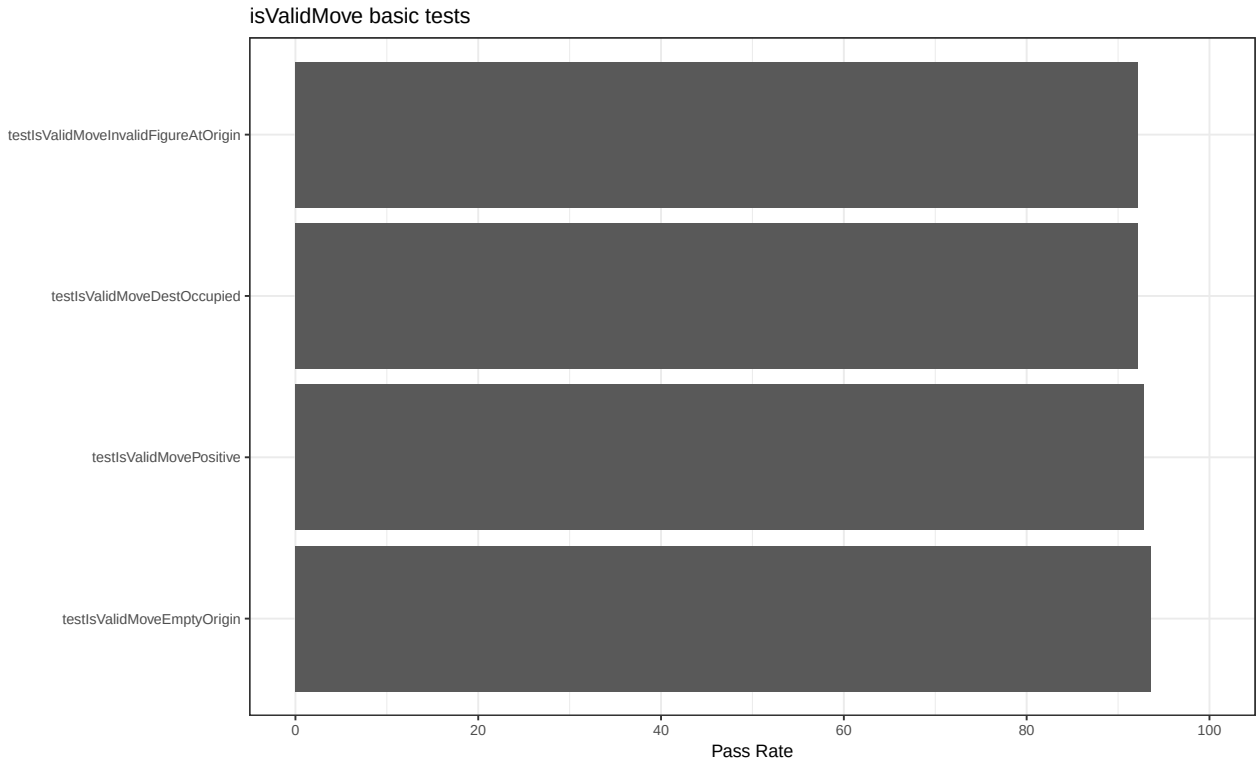


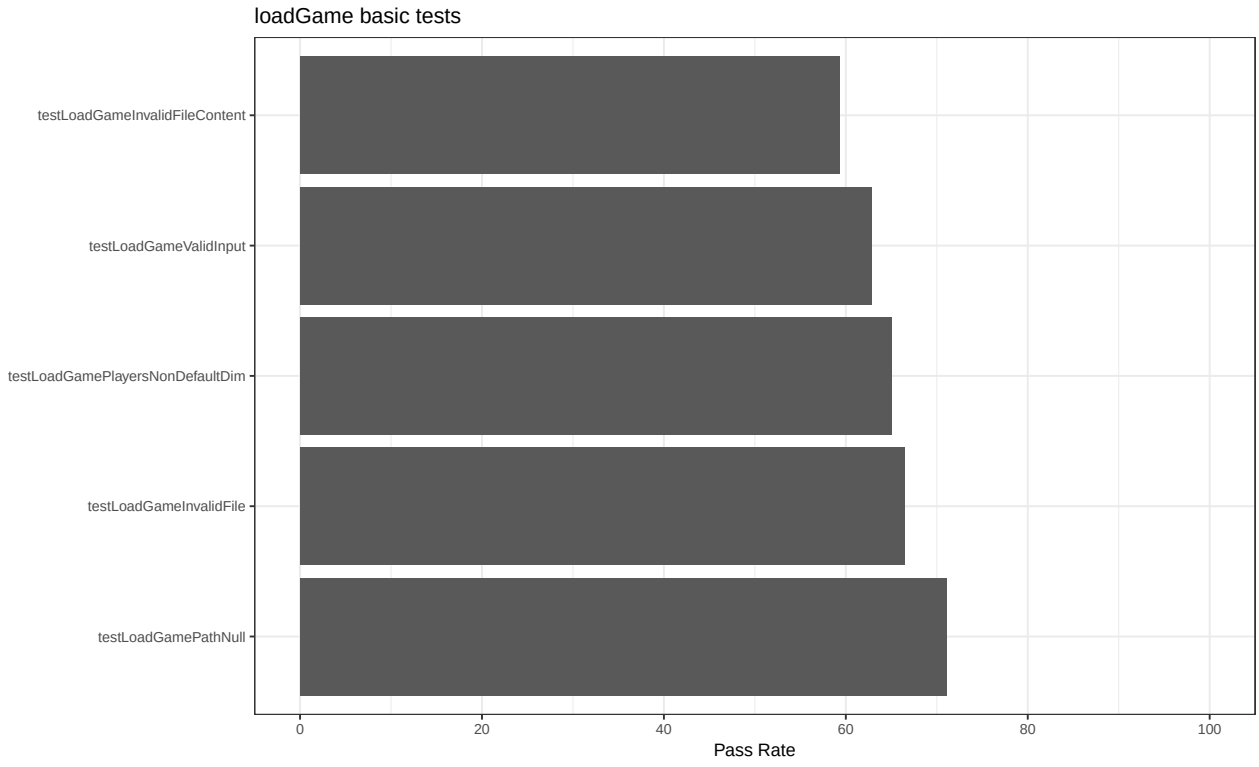

fileQuery basic tests
testFileQueryMessage
testFileQueryReturn
0
20
40
60
80
100
Pass Rate

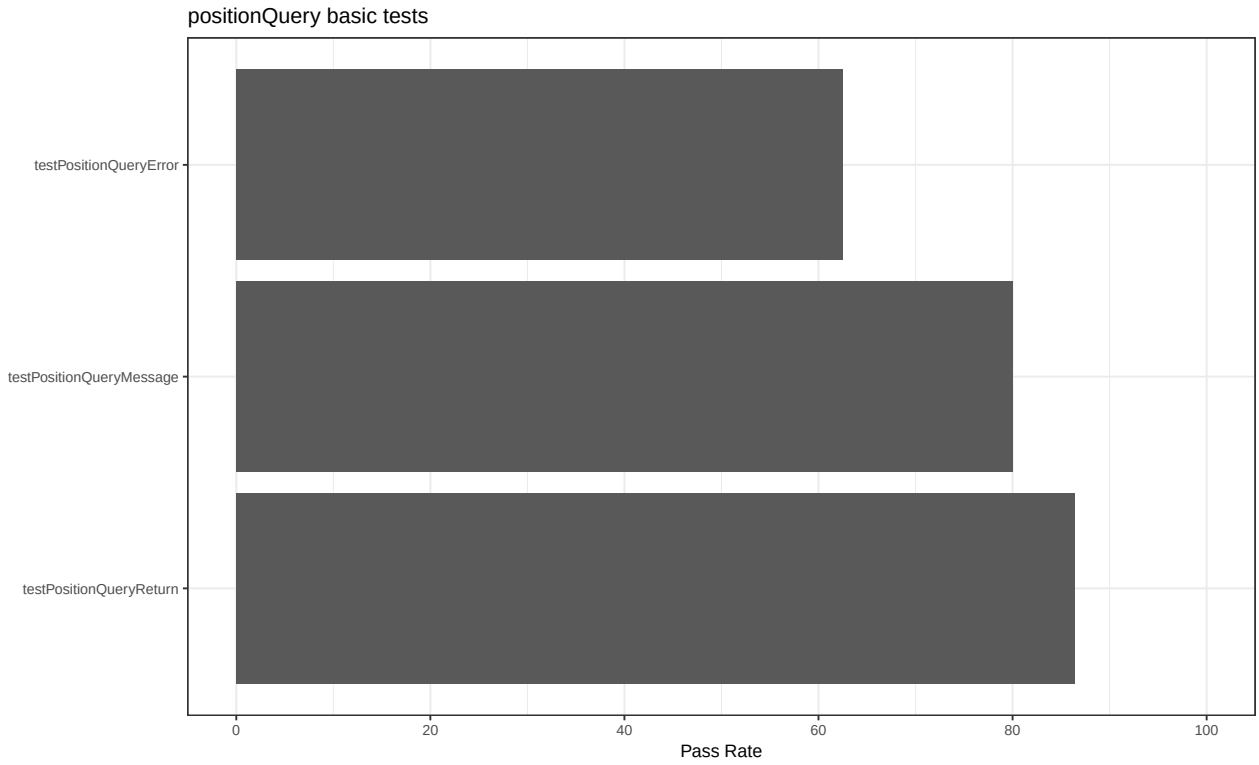

initialisePositions basic tests
testInitialisePositionsNegativeDim
testInitialisePositionsDefaultDim
0
20
40
60
80
100
Pass Rate

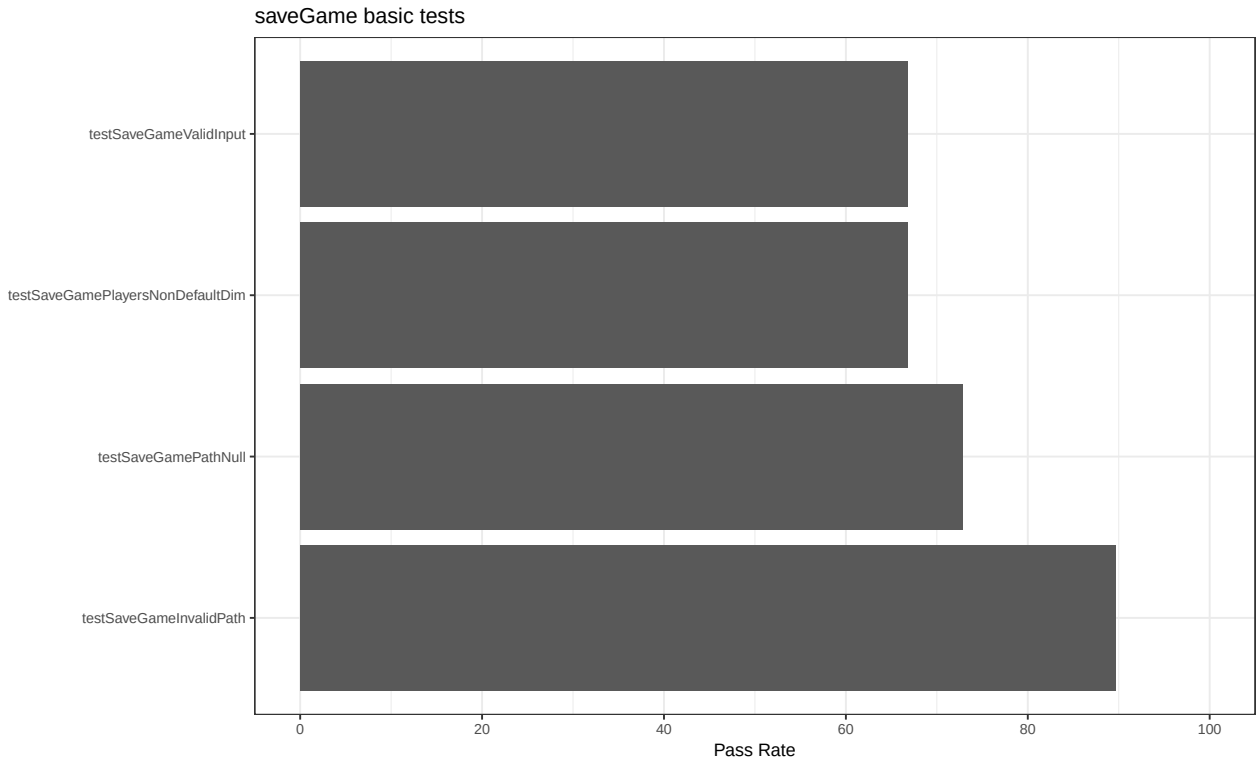

isFoxWin basic tests
testIsFoxWinPositive
testIsFoxWinNull
testIsFoxWinNegative
0
20
40
60
80
100
Pass Rate

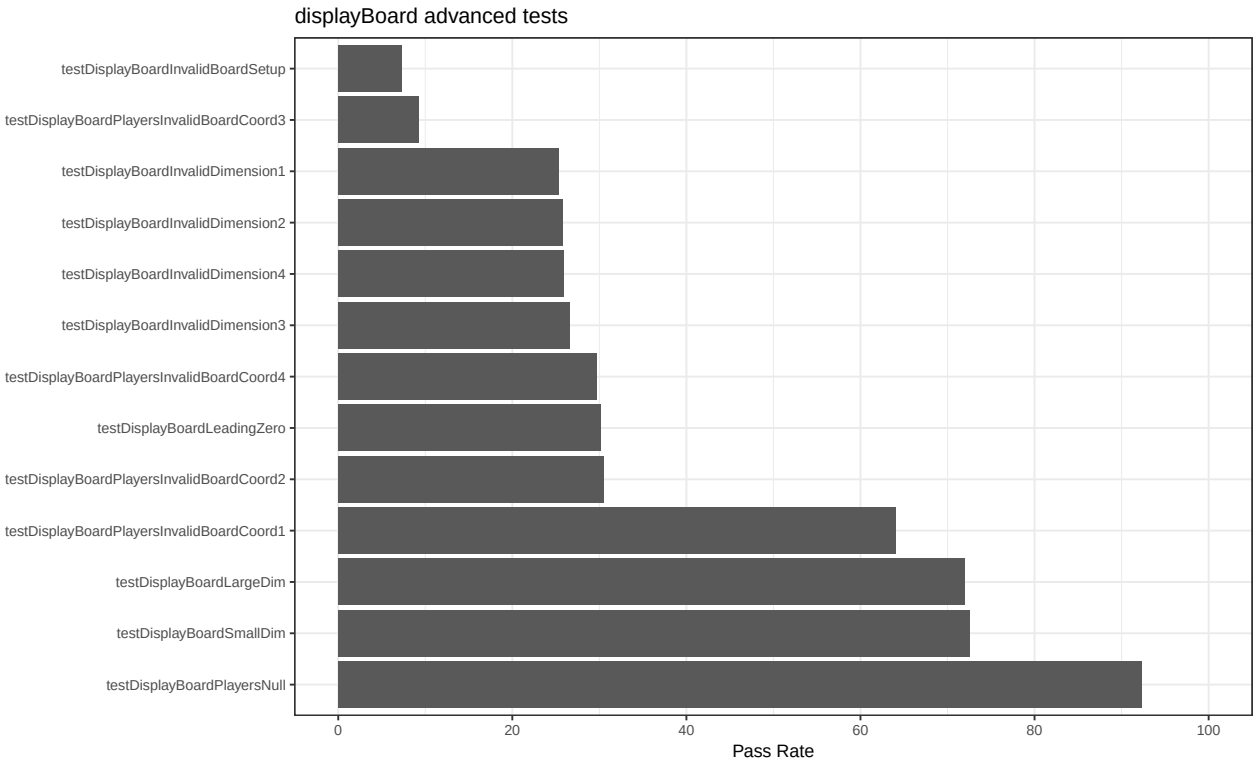

isHoundWin basic tests
testIsHoundWinDInvalid
testIsHoundWinPositive
testIsHoundWinPNull
testIsHoundWinNegative
0
20
40
60
80
100
Pass Rate

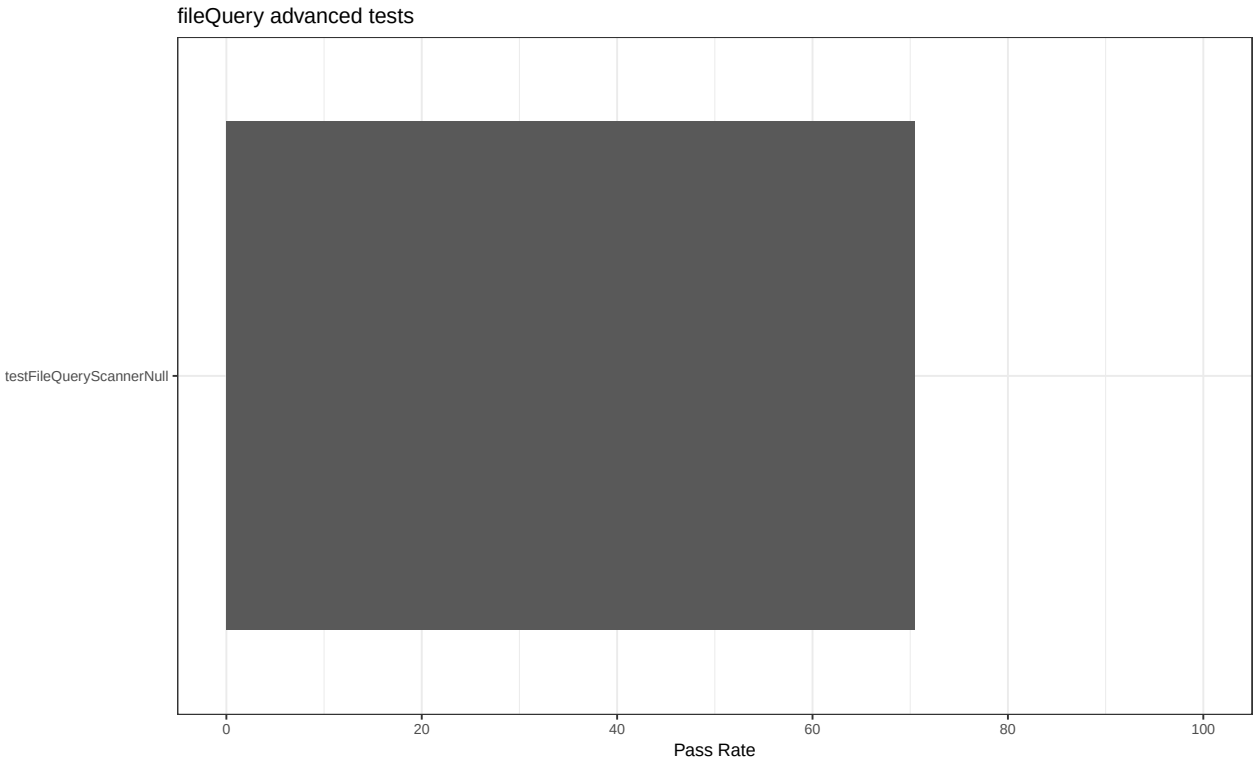

isValidMove basic tests
testIsValidMoveInvalidFigureAtOrigin
testIsValidMoveDestOccupied
testIsValidMovePositive
testIsValidMoveEmptyOrigin
0
20
40
60
80
100
Pass Rate

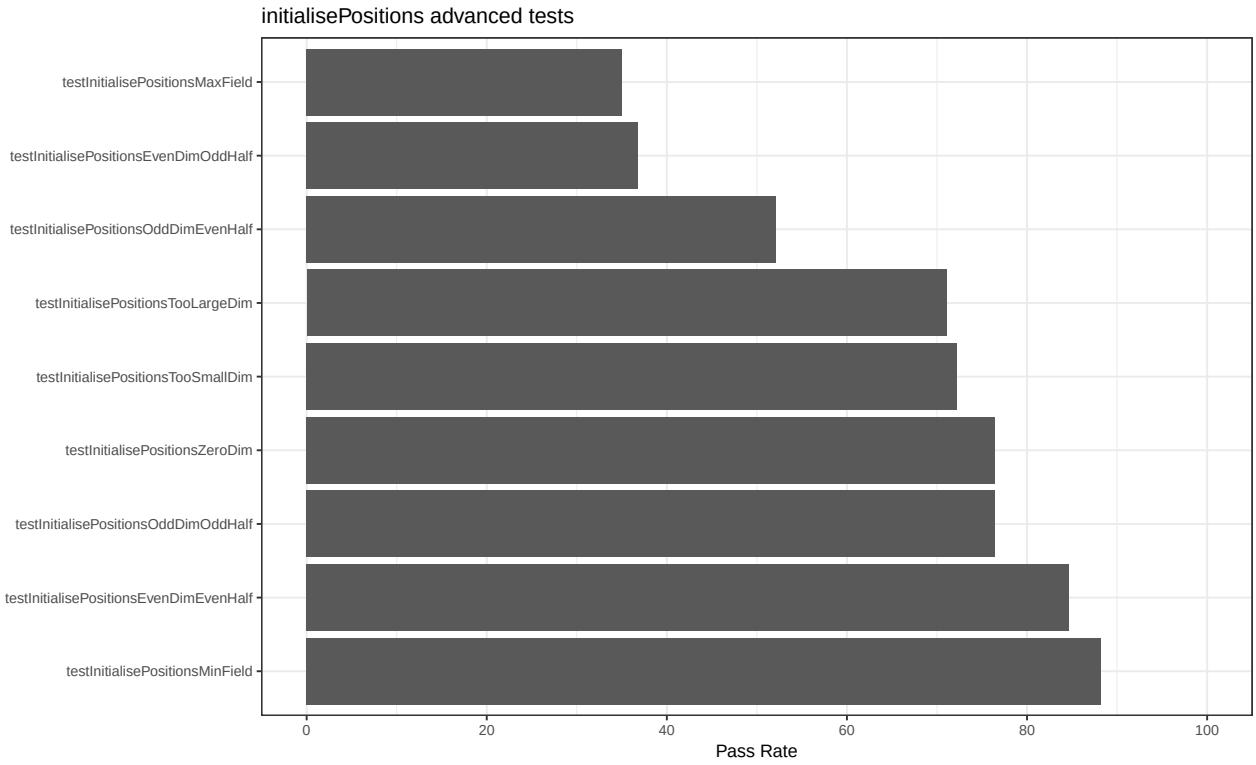

loadGame basic tests
testLoadGameInvalidFileContent
testLoadGameValidInput
testLoadGamePlayersNonDefaultDim
testLoadGameInvalidFile
testLoadGamePathNull
0
20
40
60
80
100
Pass Rate

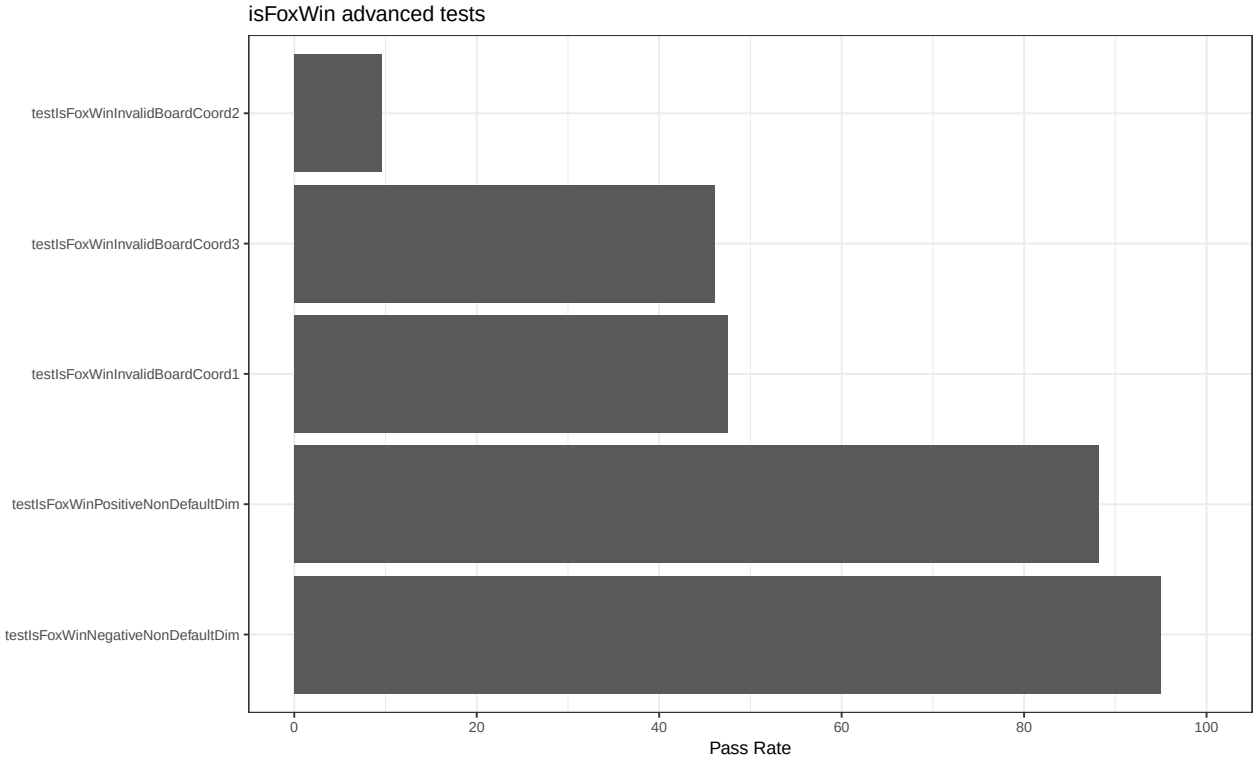

positionQuery basic tests
testPositionQueryError
testPositionQueryMessage
testPositionQueryReturn
0
20
40
60
80
100
Pass Rate

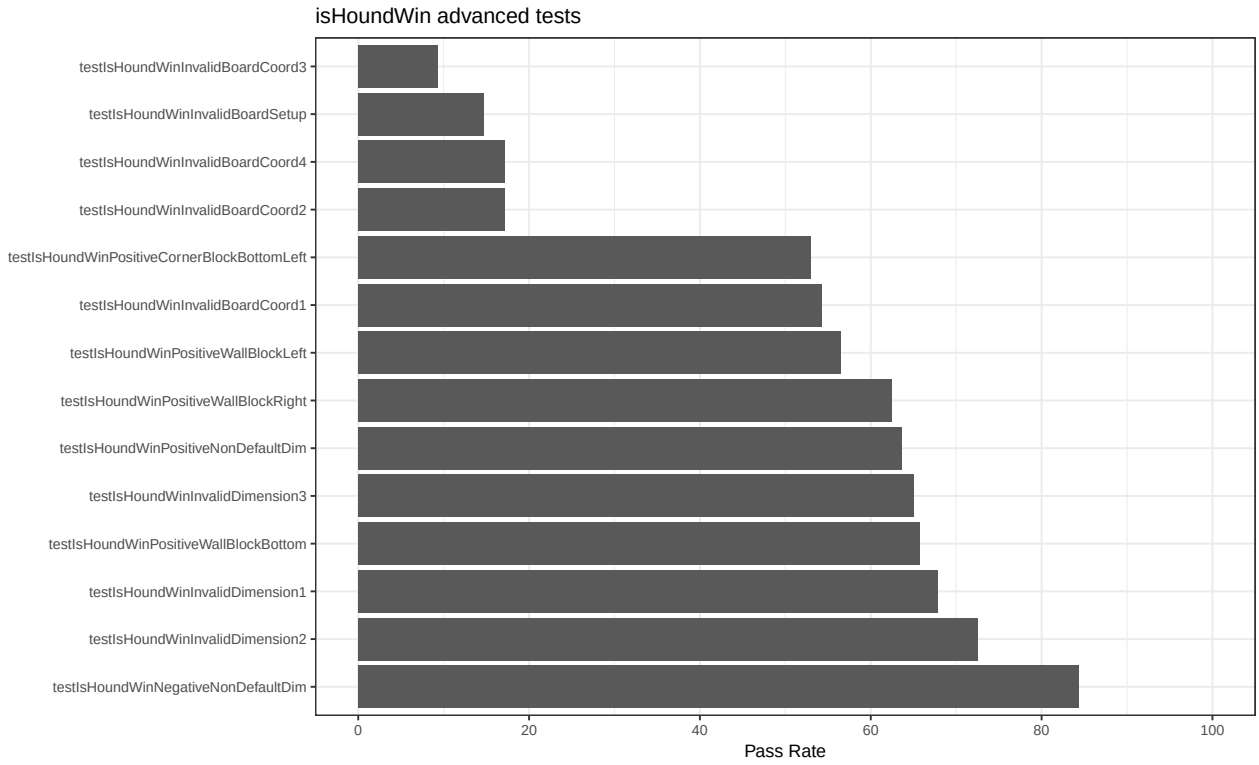

saveGame basic tests
testSaveGameValidInput
testSaveGamePlayersNonDefaultDim
testSaveGamePathNull
testSaveGameInvalidPath
0
20
40
60
80
100
Pass Rate

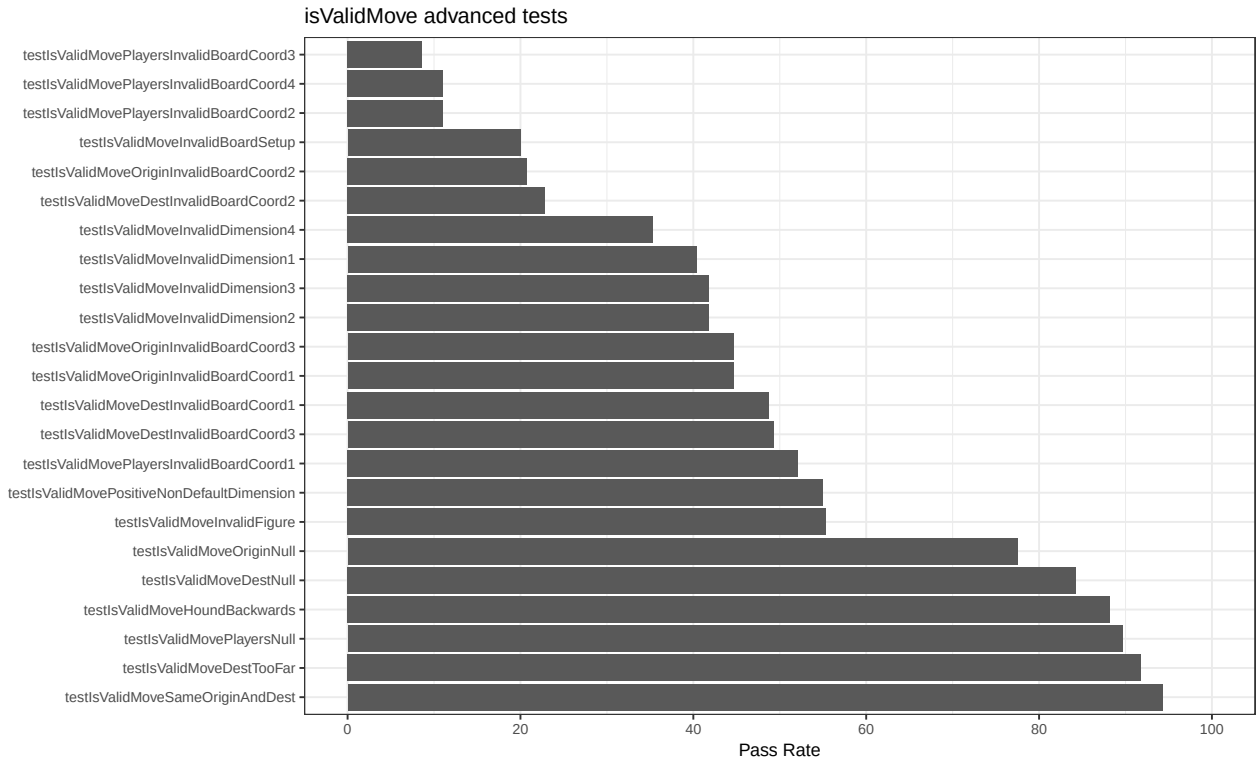

displayBoard advanced tests
testDisplayBoardInvalidBoardSetup
testDisplayBoardPlayersInvalidBoardCoord3
testDisplayBoardInvalidDimension1
testDisplayBoardInvalidDimension2
testDisplayBoardInvalidDimension4
testDisplayBoardInvalidDimension3
testDisplayBoardPlayersInvalidBoardCoord4
testDisplayBoardLeadingZero
testDisplayBoardPlayersInvalidBoardCoord2
testDisplayBoardPlayersInvalidBoardCoord1
testDisplayBoardLargeDim
testDisplayBoardSmallDim
testDisplayBoardPlayersNull
0
20
40
60
80
100
Pass Rate

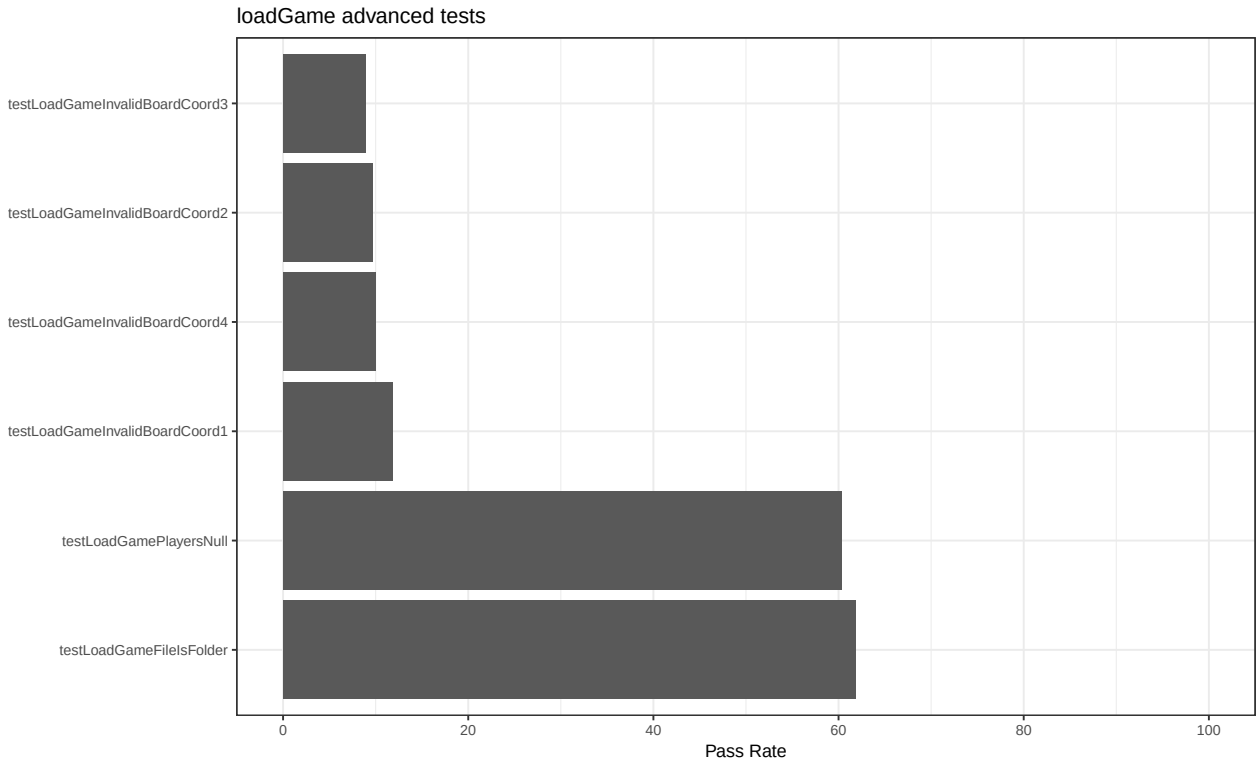

fileQuery advanced tests
testFileQueryScannerNull
0
20
40
60
80
100
Pass Rate


initialisePositions advanced tests
testInitialisePositionsMaxField
testInitialisePositionsEvenDimOddHalf
testInitialisePositionsOddDimEvenHalf
testInitialisePositionsTooLargeDim
testInitialisePositionsTooSmallDim
testInitialisePositionsZeroDim
testInitialisePositionsOddDimOddHalf
testInitialisePositionsEvenDimEvenHalf
testInitialisePositionsMinField
0
20
40
60
80
100
Pass Rate


isFoxWin advanced tests
testIsFoxWinInvalidBoardCoord2
testIsFoxWinInvalidBoardCoord3
testIsFoxWinInvalidBoardCoord1
testIsFoxWinPositiveNonDefaultDim
testIsFoxWinNegativeNonDefaultDim
0
20
40
60
80
100
Pass Rate


isHoundWin advanced tests
testIsHoundWinInvalidBoardCoord3
testIsHoundWinInvalidBoardSetup
testIsHoundWinInvalidBoardCoord4
testIsHoundWinInvalidBoardCoord2
testIsHoundWinPositiveCornerBlockBottomLeft
testIsHoundWinInvalidBoardCoord1
testIsHoundWinPositiveWallBlockLeft
testIsHoundWinPositiveWallBlockRight
testIsHoundWinPositiveNonDefaultDim
testIsHoundWinInvalidDimension3
testIsHoundWinPositiveWallBlockBottom
testIsHoundWinInvalidDimension1
testIsHoundWinInvalidDimension2
testIsHoundWinNegativeNonDefaultDim
0
20
40
60
80
100
Pass Rate


isValidMove advanced tests
testIsValidMovePlayersInvalidBoardCoord3
testIsValidMovePlayersInvalidBoardCoord4
testIsValidMovePlayersInvalidBoardCoord2
testIsValidMoveInvalidBoardSetup
testIsValidMoveOriginInvalidBoardCoord2
testIsValidMoveDestInvalidBoardCoord2
testIsValidMoveInvalidDimension4
testIsValidMoveInvalidDimension1
testIsValidMoveInvalidDimension3
testIsValidMoveInvalidDimension2
testIsValidMoveOriginInvalidBoardCoord3
testIsValidMoveOriginInvalidBoardCoord1
testIsValidMoveDestInvalidBoardCoord1
testIsValidMoveDestInvalidBoardCoord3
testIsValidMovePlayersInvalidBoardCoord1
testIsValidMovePositiveNonDefaultDimension
testIsValidMoveInvalidFigure
testIsValidMoveOriginNull
testIsValidMoveDestNull
testIsValidMoveHoundBackwards
testIsValidMovePlayersNull
testIsValidMoveDestTooFar
testIsValidMoveSameOriginAndDest
0
20
40
60
80
100
Pass Rate


loadGame advanced tests
testLoadGameInvalidBoardCoord3
testLoadGameInvalidBoardCoord2
testLoadGameInvalidBoardCoord4
testLoadGameInvalidBoardCoord1
testLoadGamePlayersNull
testLoadGameFileIsFolder
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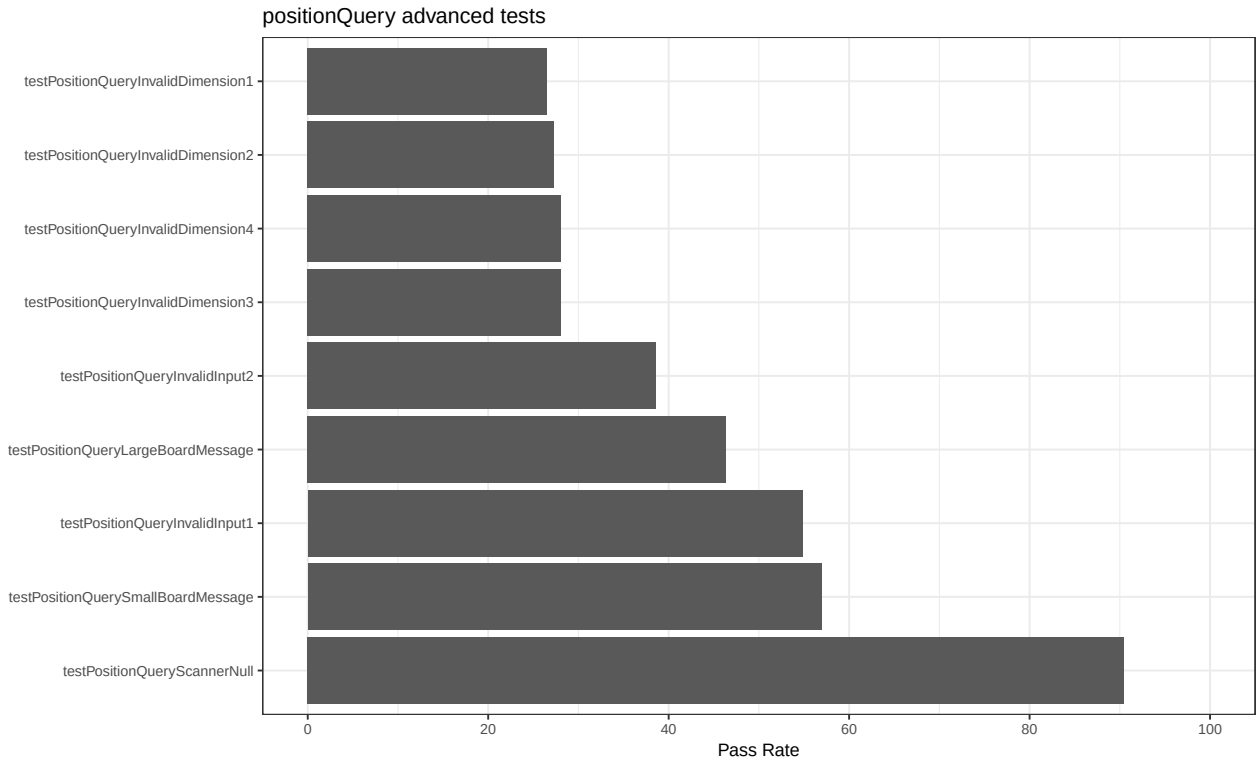
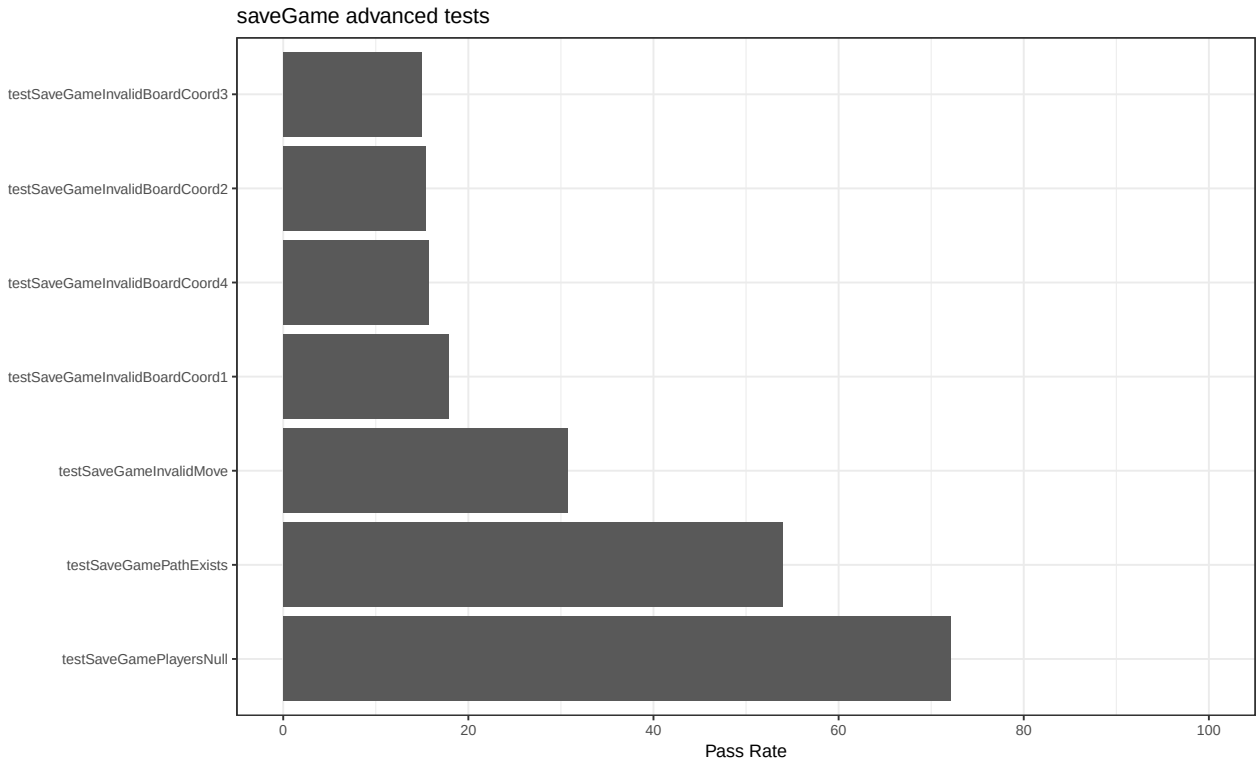
20
40
60
80
100
Pass Rate


positionQuery advanced tests
testPositionQueryInvalidDimension1
testPositionQueryInvalidDimension2
testPositionQueryInvalidDimension4
testPositionQueryInvalidDimension3
testPositionQueryInvalidInput2
testPositionQueryLargeBoardMessage
testPositionQueryInvalidInput1
testPositionQuerySmallBoardMessage
testPositionQueryScannerNull
0
20
40
60
80
100
Pass Rate


saveGame advanced tests
testSaveGameInvalidBoardCoord3
testSaveGameInvalidBoardCoord2
testSaveGameInvalidBoardCoord4
testSaveGameInvalidBoardCoord1
testSaveGameInvalidMove
testSaveGamePathExists
testSaveGamePlayersNull
0
20
40
60
80
100
Pass Rate