Appendix C: Marking Scheme for Assignment 1: Maximum Score = 20

Basic	Lee-M	loore .	Αl	gori	ithm:
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Score	0	2	4
1	The algorithm does not route a single 2-point net correctly.	The implementation routes a single 2-point net correctly <i>most of the time</i> .	The implementation routes a single 2-point net correctly

A* Algorithm:

Score	0	1	2)
Description	A* Algorithm not implemented, or it doesn't work properly for many benchmark circuits	The A* algorithm works <i>most</i> of the time.	The A* algorithm is implemented correctly

Multiple Sinks:

Score	0	2	(4)
1	The algorithm does not appear to handle multiple sink nets well.	The algorithm handles multiple sinks in a relatively basic way.	The algorithm handles multiple sinks an in intelligent way.

Graphics:	thank	401 For	tre	yaAbe	video	S_
Score	0	1		V 2		
Description	No graphics.	solution (or a s	The graphics only show the final solution (or a small number of intermediate solutions)		The graphics clear rogress of the a rogresses.	

Code Quality:

Score	0	1	2	$ \hat{3}\rangle$
Description	Code is lacking in structure and comments.	Code is of sufficient "academic code" quality, including some comments.	Code is of good "academic code" quality including extensive comments. Code is well structured.	Code is of industrial quality, including evidence of unit tests and/ or extensive system tests.

Report (maximum 3 pages):

Score	1	2	(3)
Description	Report is unclear or difficult to read and/or understand	Report describes most aspects of marking scheme clearly. The English has grammar/clarity errors that would not be acceptable in a major IEEE or ACM journal or conference.	Report describes all aspects of marking scheme clearly. The English is of a professional standard that would be acceptable in a major IEEE or ACM journal or conference.

Initiative: (be sure to identify any extensions in your report):

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Score	0	1	2	
1	Assignment implemented	The implementation contains one or more straightforward	The implementation goes beyond what is described in the handout in a	
	as in handout.	extensions.	non-trivial way.	

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