

✓ You finished this assignment

Grade received 74%



Go to next item

Sudoku assignment [001]

[Instructions](#)

1. Submit your document addressing the tasks in assignment here.

Midterm Submission

[Midterm Submission](#)

Solution by 200312082

Overall assignment evaluation

Task 1: See assignment sheet

- | | |
|---|--|
| <input type="radio"/> 0 points | No attempt |
| <input type="radio"/> 1 point | Attempted |
| <input type="radio"/> 2 points | Something that returns a vector or uses a loop |
| <input type="radio"/> 3 points | Returns correct vector |
| <input checked="" type="radio"/> 4 points | Returns correct vector and uses a loop |

Task 2: See assignment sheet

- | | |
|---|--|
| <input type="radio"/> 0 points | No attempt |
| <input type="radio"/> 1 point | Attempted |
| <input type="radio"/> 2 points | Values copied from vector to queue |
| <input type="radio"/> 3 points | Above and attempts to permute the element values of queue |
| <input checked="" type="radio"/> 4 points | Above and correctly permutes element values of queue |
| <input type="radio"/> 5 points | Above and correctly copies element values of queue into a vector |

Task 3: See assignment sheet

- | | |
|--------------------------------|------------|
| <input type="radio"/> 0 points | No attempt |
| <input type="radio"/> 1 point | Attempted |

<input type="radio"/> 2 points	Correct thing returned
<input checked="" type="radio"/> 3 points	Correct thing returned and calls PermuteVector

Task 4: See assignment sheet

<input type="radio"/> 0 points	No attempt
<input type="radio"/> 1 point	Attempted
<input type="radio"/> 2 points	Attempted method to inspect elements of stack
<input type="radio"/> 3 points	Attempted method to compare item with elements of stack
<input checked="" type="radio"/> 4 points	Correct comparison of an element of stack with item
<input type="radio"/> 5 points	A stack returned if item found or false returned if not found
<input type="radio"/> 6 points	Correct stack returned if item is found and false otherwise

Task 5: See assignment sheet

<input type="radio"/> 0 points	No attempt
<input type="radio"/> 1 point	Attempted
<input type="radio"/> 2 points	Creates stack of numbers
<input checked="" type="radio"/> 3 points	Calls SearchStack correctly for at least one element of puzzle
<input type="radio"/> 4 points	Correct thing returned with appropriate calling of SearchStack

Task 6: See assignment sheet

<input type="radio"/> 0 points	No attempt
<input type="radio"/> 1 point	Attempted
<input type="radio"/> 2 points	Attempted and stack of numbers created
<input type="radio"/> 2 points	Attempted method to search at least one sub-grid
<input type="radio"/> 3 points	Attempted method to search at least one sub-grid and stack of numbers created
<input type="radio"/> 3 points	Correct method to search at least one sub-grid

<input type="radio"/> 4 points	Correct method to search at least one sub-grid and stack of numbers created
<input checked="" type="radio"/> 4 points	Correct if condition with function call
<input type="radio"/> 5 points	Correct if condition with function call and stack of numbers created
<input type="radio"/> 5 points	All sub-grids searched with correct values returned
<input type="radio"/> 6 points	All sub-grids searched with correct values returned and stack of numbers created - everything correct

Task 7: See assignment sheet	
<input type="radio"/> 0 points	No attempt
<input type="radio"/> 1 point	Attempted
<input type="radio"/> 2 points	Rough method for data structure outlined
<input type="radio"/> 3 points	Comprehensible method for data structure outlined with attempt at describing operations
<input type="radio"/> 4 points	Comprehensible method for data structure and comprehensible description of operations
<input checked="" type="radio"/> 5 points	Good construction of data structure and comprehensible implementation of operations
<input type="radio"/> 6 points	Excellent answer describing every facet of data structure and implementation of operations

Task 8: See assignment sheet	
<input type="radio"/> 0 points	No attempt
<input type="radio"/> 1 point	Attempted
<input type="radio"/> 2 points	Correct use of MakeVector
<input type="radio"/> 3 points	Above and attempted loop over permutations

<input type="radio"/> 4 points	Above and correct loop over permutations and call of PermuteRow
<input checked="" type="radio"/> 5 points	Above and call of CheckGrids and ColChecks
<input type="radio"/> 6 points	Above and correct thing returned

Task 9 part a:

<input type="radio"/> 0 points	No attempt
<input type="radio"/> 1 point	Correct identification of one limitation
<input type="radio"/> 2 points	Vague algorithmic method of assigning elements blank characters
<input checked="" type="radio"/> 3 points	Method that will definitely produce blank characters
<input type="radio"/> 4 points	Method that will produce the correct number of blank characters

Task 9 part b:

<input type="radio"/> 0 points	No attempt
<input type="radio"/> 0.5 points	Attempted
<input type="radio"/> 1 point	Correct identification of one limitation
<input checked="" type="radio"/> 2 points	Correct identification of at most 2 limitations
<input type="radio"/> 3 points	Correct identification of at most 3 limitations
<input type="radio"/> 4 points	Correct identification of 4 or more limitations
<input type="radio"/> 5 points	Advanced observations and limitations going beyond what is expected of the course
<input type="radio"/> 6 points	Excellent work expected of a graduate