

## comp10002 Assignment 2 Feedback: oshacklock

### Program Presentation

Including: layout and style, readability, adherence to coding expectations, general care and appearance.

Some subset of the following lines will be retained by the marker.

- Stage 0 initial allocation, +4.
- Stage 1 initial allocation, +2.
- Stage 2 initial allocation, +1.

#### *Deductions*

Some subset of the following lines will be retained by the marker. Marks in each section won't go below zero.

- use of magic numbers, -0.5;

*Additions (included in total mark only if marks lost within this first section)*

- comment at end that says "algorithms are fun", +0.5;
- overall care and presentation, +0.5;

#### *Other Comments from Marker*

Brilliant! To see where you lost or gained marks, read through the commented pdfs of your code and test results

### Structure and Approach

Including: decomposition in to functions, development of data structures and declaration of them at the appropriate locations, choice of parameters to functions, use of appropriate `struct` and `typedef` declarations, choice of algorithms or methods, overall flow and high-level readability.

Some subset of the following lines will be retained by the marker.

- Stage 0 initial allocation, +2.
- Stage 1 initial allocation, +3.
- Stage 2 initial allocation, +1.

#### *Deductions*

Some subset of the following lines will be retained by the marker. Marks in each section won't go below zero.

#### *Other comments from marker:*

Superbly done. To see where you gained marks, read through the commented pdfs of your code and test results

## Program Execution

Including: compilation, execution on test data, output presentation and readability.

Programs that do not compile in the test environment will lose all marks in this section. Be sure to *verify* your submission and **check the output** before you say "finished" to yourself.

Some subset of the following lines will be retained by the marker.

- Stage 0 initial allocation, +2.
- Stage 1 initial allocation, +3.
- Stage 2 initial allocation, +2.

### *Deductions*

Some subset of the following lines will be retained by the marker. Marks in each section won't go below zero.

## Late Penalty

If you make a late submission without having prior agreement from Alistair, one of these lines might also be retained. Overall marks won't go below zero.

## Academic Honesty

The following deductions will be applied to your overall mark if necessary. Overall marks won't go below zero.

## Overall Mark: 20.0

*Overall comments from marker:*

Effectively perfect. Best submission I've marked yet. You demonstrated a good understanding of how to implement the content taught throughout the semester in what was quite a difficult assignment. Your consideration and use of structs was especially skillful, you clearly understood the value and usefulness of them. Your commenting throughout was impressive. I feel that you presented your code to a high standard. The `/*****/` lines are a good touch in my opinion. Your code was structured nicely, with a good level of thought clearly put into it. When put up against the tests, your program held up superbly well! Excellent job with this, clearly work was put in to perfect your program's output. Overall you ought to be extremely proud of your program - you're now a skilled C coder!

*Assignment Marker: Luis*

*Subject Coordinator: Alistair Moffat, ammoffat@unimelb.edu.au*