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Progress - 90%

Doeling Scratch Advanced Instructions

PA



[Code] Execution	[Code Execution Issues] - The code does not compile or throws runtime errors	[Code Runtime Side Effects] - The code runs, but has side- effects such as warnings, print statements that were used for debugging, etc	- Code runs perfectly without any errors or warnings
[Code] Output	[Incorrect Code Output] - Output is irrelevant or incorrect - Output is incomplete	N/A	- Output perfectly aligns with the requirements of the prompt
[Code] Performance	[Major Code Performance Issues] - The code implementation is extremely inefficient. Ex: takes an O(n^3) brute force approach when it's possible to fulfill the request in O(nlogn)	[Minor Code Performance Issues] - The code implementation is moderately efficient with room for further optimization. Ex: O(n^2) was used when O(nlogn) is possible	- The code implementation is well-optimized, utilizing efficient algorithms and data structures wherever possible
[Code]	- [Major Code Readability Issues] The code is difficult to read because of poor formatting such as missing indentation, poor markdown, excessive white space, or no whitespace (minified code), etc; OR - [Misleading Code Variable Names] Variable/class/method names are not indicative of their function. Ex: a misleading variable name such as Seven array = [1, 3, 5, 7]	- [Minor Code Readability Issues] The code can be formatted better in some areas, but it's still readable OR - [Poor Code Variable Names] Variable/class/method names don't follow the general naming conventions of the	- The code is well organized and uses consistent formatting, making it highly readable AND - Variable/class/method names are meaningfully chosen and are reflective of their nurrose
Readability	`even_array = [1, 3, 5, 7]`	respective language	their purpose

Need Help? Finish Back

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