Grading Policy

Grading will be based on the correctness and efficiency of algorithms. Below are some details of the grading policy. We used two different test cases for testing the correctness of your programs. The test cases and the expected results can be found in Sakai.

- Correct implementation and execution: 60%
    - Compiles on thunder: 10%
    - Each test case : 25%
        - Standard scheme: 10%
            - Runs without run-time errors and exceptions: 2%
            - Finds and prints a tree: 3%
            - Finds the minimum spanning tree: 5%
        - Fibonacci heap scheme: 15%
            - Runs efficiently (in 60 seconds on thunder) without run-time errors and exceptions: 3%
            - Finds and prints a tree: 4%
            - Finds the minimum spanning tree: 8%
- Comments and readability: 15%
- Report: 25%
    - Run times for different schemes and graph sizes: 10%
    - Interpretation of results: 10%
    - Program structure: 5%