# MATH0011 project instructions and marking criteria 2023

## Groups

If you are taking MATH0006 Algebra 2, you must complete the project with your Algebra 2 minigroup. If you are not taking Algebra 2 please try to form teams of three people for the projects. If you're having trouble finding people to work with you can email me for help: m.towers@ucl.ac.uk.

# Project notebooks

Project notebooks can be found in the Projects folder of your CoCalc account. If you need a fresh copy of the project file you can get a copy from one of your minigroup members, or ask me.

Each project has its own Jupyter Notebook file containing four exercises and space for you to write code to solve these exercises.

It's OK to create new code cells or text cells in the notebook if you want.

You must put the student numbers of all minigroup group members in the space given at the top of the notebook. Don't put their names - marking is supposed to be anonymous. You do not need to indicate who contributed what to the project.

### **Imports**

You are free to import any modules we used in MATH0011, including numpy, matplotlib, sympy, math, scipy, and random, or any modules mentioned in the project notebooks, but you cannot import any other modules. Ask me first if you want to break this rule.

## Submitting your project

The deadline for submitting the project is **1800 GMT Friday February 24th 2023**. Only one file should be submitted per minigroup. Download the notebook file following the instructions at the end of the project notebook and submit it using the appropriate link on the MATH0011 Moodle page.

You must submit a Jupyter notebook file (the extension will be .ipynb) so that I can run your code. Don't save the project in any other format.

# Plagiarism

If you got help from resources other than the course notebooks and lectures, you must clearly indicate this in the project notebook.

Anything you submit must be the work of your minigroup, except where you've indicated clearly that it isn't. Please see the UCL Plagiarism page for details, and contact me before the deadline if you have any questions about what is acceptable.

#### Advice

- Read the marking criteria below to find out what you need to do to get full marks.
- Back up your work especially if you are working on the project notebook outside CoCalc.
- Most exercises can be solved in around 10 lines of Python. It is OK to write more than this if you need to, but you may be missing an easier way to solve the problem.
- None of the projects require writing code that runs for more than a few seconds on a typical laptop computer. If your code takes longer then you are doing something wrong. Try to find the problem and improve it, and ask me for advice if you are stuck.

#### Marking criteria

The project is worth 15% of your overall MATH0011 mark. It is marked out of 10.

- 5 marks for the mathematical content,
- 5 for the quality of the code you write.

You get one mark out of 10 for the whole project. Below there is a description of what your project needs to do to get full marks.

#### Mathematical content: 5 marks

- Output produced is mathematically correct and answers all parts of all exercises fully.
- Mathematical formulas and requirements are correctly interpreted and translated into Python code.

## Code quality: 5 marks

• Code runs without errors.

- Code is efficient (the amount of time it takes is reasonable for what it is trying to compute).
- Code is concise and not unnecessarily complicated.
- Any diagrams or plots are clear and easy to understand.
- Variables and functions have descriptive names where appropriate, and explanatory comments are included if necessary.

Here are some examples of how to comment your code

```
def mean(1):
"""
Input: a list of numbers
Output: the arithmetic mean of those numbers
"""
return sum(1) / len(1)
```

The docstring (the part in triple quotes) adequately explains what the function does, so there is no need to add more explanation. The next function contains comments (using the # symbol) that help to make it easier for humans to understand what it does: