Nim lab grading

Name: ______________________

___ 20 Writing style

___ 2 Introduction describes the nature of the report, as Strategy-writers’ manual

___ 1 Introduction outlines structure of report (road map)

___ 2 Structure of lab clear and logical

___ 1 Conclusion pulls together paper

___ 2 Structure of Nim-playing programming system well-described

___ 2 ADTs well described

___ 2 Good description of what strategies are (as Scheme objects) and how to add them

___ 2 Paragraphs have clear point, well-organized

___ 1 Provide adequate transition from section to section

___ 5 Spelling, grammar, sentence structure

___ 80 PROGRAMMING TASKS

___ 10 Implement move-instruction

___ 5 Second version of move-instruction

___ 10 Modify computer-move and play-with-turns to include strategies

___ 10 take-all-of-first-nonempty

___ 10 take-one-from-random-pile

___ 10 take-random-from-random-pile

___ 10 optimal (chocolate bar) strategy

___ 10 random mix of strategies

___ 5 Reasonable approach for testing strategies

_____ TOTAL