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