Nim lab grading

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 and test move-instruction
- 5 Implement and test 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