Optimal gar

-178	Optimal game playing lab	Name:
20 WRITING STYLE		
3 Introduction presents single	theme, appropriate to project	
4 Writing indicates understan	ding of problem and solution	
2 Structure of project report	clear and logical	
2 Conclusion pulls together p	aper, reiterates theme	
3 Paragraphs have clear point	s, well-organized	
1 Provide adequate transition	from section to section	
5 spelling, grammar, sentence	structure	
General comments on your writing	style:	
50 CODE AND TESTING		
10 original version of substrin	g-value	
30 memoized or dynamic prog	gramming version of substring-value	
10 testing of both versions of	the program.	
This means a clear explanation	on of how all cases are tested, not simply	y a transcript of tests.
30 DATA PRESENTATION AND	PERFORMANCE COMPARISON	
5 collecting adequate data		
10 presenting data in clear gr	aphs	

30 DATA PRESENTATION AND PERFORMANC

____ 5 presenting data in a clear table

____ 10 drawing appropriate conclusions from data, including the graphs' shapes

UP TO 10 EXTRA-CREDIT POINTS: for improved user interface or for clear analytical (rather than exper-

imintal) analysis of running time.

TOTAL