#### Practical 4 Feedback

Joe Matthews, Lee Fawcett

Newcastle University

April 27th, 2015

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- Multiple stars mean multiple things went wrong

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- Good use of annotation also (even though there weren't marks for this- still a very good habit to get in to, mainly because it stops exhausted markers getting confused about what you're doing)
- Lots of people managed to nail the tricky "rolling a double" component

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- An error preventing a helper function being called at all received a 5 mark deduction, less serious errors lost 2.

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- If it was drawn on square 3 (i.e. you got the community chest card telling you to take a chance card), then current would go to 0, which doesn't exist (it should be square 40) (3 marks lost)
- If it was drawn on square 34 (again from a community chest card) then this would move to the "Go To Jail" square. Some people dealt with this by putting the square 31 check at the end of their code (4 marks lost)
- If it was drawn on square 37 then this would move to square 34, meaning a community chest card would then need to be drawn. Some people dealt with this by putting the chance card if statement first in their code (2 marks lost)

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 For the utility chance card (number 8), a lot of people only looked at the chance squares in their "if' statements, but you could also get this from a community chest square (people dealt with this either by listing all the squares, or just using "≤" and "≥" in their if statements instead of equals) (3 marks were lost for this)

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- Similarly some students (who may not have played Monopoly before) got confused with "moving to the nearest utility", setting their dividing point to be square 21 (the midway point between the utilities) when in fact you can only move forward to the next utility (3 marks dropped again)

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- Another common issue with rolling doubles was people overspecifying, e.g. to account for the case where one of the first two rolls wasn't a double, people were still including that the third roll not be a double in their if statement, which is unnecessary and can/will lead to errors if for instance rolls 1 and 3 were doubles since this case isn't included in the code.

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- Many people attempted an efficient function involving the "apply" function to obtain their roll totals, however a few were perhaps unaware of exactly how "apply" works which led to some errors
- Half marks (4 out of a possible 8) were awarded if the code was mostly correct but not working properly

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- 5 marks for labelling the graph and adding the baseline probability (2 marks were deducted if only one of these were present)
- Similarly, 5 marks for using the "or" operator for card selection and for using else statements for the utility chance card (2 marks deducted if one of these was missing)

• Any specific errors not included on here should have a written explanation on your script (or it should be fairly easy to see what's gone wrong)

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- Refer to the model solutions for how to improve your code
- Anything not clear regarding your marks feel free to drop me an email j.matthews2@ncl.ac.uk, or just ask in the practical (or just harrass Lee)