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| 1212989 | A.C.Laijal | Your achievement is quite limited having only implemented Greedy. Your report is quite well presented with some design and algorithm description. Your GUI is nicely laid out with clear information and you showed some screen dumps in your report to verify testing. Obviously you found the assignment demanding. | 45 |

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| 634574 | M. Holland | Your report, although brief, is quite well written with a clear design and implementation description. Your program functionality is OK although obviously suffering from a lack of optimization of the data grid since the Greedy algorithm should be extremely fast if this were the case. Your GUI is tidy with clear graphics and text. Sound use of object orientation design and also I was pleased to see you used events to update the GUI. A good effort overall. | 64 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 113166 | Z. Chen | Your report is poor and is mainly a repeat of the handout describing the theory behind ACO. There is no discussion of testing or evaluation. No use of inheritance in the design of multiple solvers. Your program seems to work although your GUI doesn’t allow me to verify on standard datasets. Also you did not implement greedy which was part of the specification. No use was made of multi threading which is essential for large datasets in order for the GUI to be useable after initiating a solver. Not clear how you have represented your city grid. Seems it’s just an unsorted 2D array which is grossly inefficient.  The mark includes a 10% penalty for late submission. | 29 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1206791 | C. Yan | Your report lacks detail. There is no mention of testing or evaluation. At least you have included screen dumps. You have implemented the 3 methods. Your implementation of greedy seems very inefficient. You obviously haven’t been using an optimized data structure for storing the city grid. It doesn’t look like you are running the solver in a separate thread as the GUI hangs after the solver is started. Your design is OK and good use of inheritance in the solver project. Overall, a fair attempt but your implementation could be much improved.  The mark included a 10% penalty for late submission. | 41 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1206792 | Y. Shen | Your report lacks detail about design and testing. I was unable to verify your functionality as you didn’t provide the txt files from which to load the data. Why didn’t you use the standard TSP file format? From your screen shots, it seems your program works OK. Reasonable attempt at an explanation of the different solver algorithms from your pseudo code. No use of inheritance for the different solver objects. You have a lot if unnecessary repetition of code. Your coding requires more commenting for readability. A fair attempt overall.  The mark included a 10% penalty for late submission. | 43 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1202636 | B. Cao | Your report lacks detail about design and testing. There is no discussion about an evaluation of the solver algorithms implemented. There are some design diagrams but they appear to be screenshots from Visual Studio. Why does your GUI only allow 2 datasets to be tested? No use of multithreading. It seems you have implemented 2 solvers but no use of inheritance. You have not implemented Greedy which was a requirement of the specification.  The mark included a 5% penalty for late submission. | 45 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 587554 | M. Li | Your report lacks detail about the design, implementation and testing/evaluation. There is a long section of pseudo code which is not very helpful. It is not clear exactly what algorithms you have implemented. Your GUI is very basic and gives little information about the route, such as the optimum route and he length of the best route found. Also you have not implemented the solver within a separate thread as I recommended. No implementation of Greedy has been provide which was part of the requirement specification. It would have been helpful if your GUI allowed the user to input any TSP dataset for comparison,  The mark included a 5% penalty for late submission. | 42 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1020922 | S. Albuasais | Your achievements are rather modest and you obviously have found this a tough exercise. It seems you haven’t got a separate solver class. Your code for the implementation of the Greedy algorithm is in the GUI project. A good effort t with your report given your limited achievement. It would have been nice (and not too difficult) to display the route length found by Greedy on your GUI. That way, I would have been able to verify your implementation. | 44 |