IF184401 Design & Analysis of Algorithms (G) - Quiz 2 Grade MM Irfan Subakti & Muhammad Afdal Abdallah 2nd Semester 2022/2023

		Name		Explanation	Implement ation	Explanation	Analysis/ evaluation		Conclusi on	i Explanation	Decla- ration (Valid/ NV)		Email M	anner		File- name			Original		Final
No	Student ID		Design										Subject	Body	Signa- ture	Title	Late (min)	Final Remark	Grade (Number)	Final Grade (Number)	Grade (Char)
			20%		50%		25%		5%			2%	2%	2%	2%	2%			100%		1
																		No submission found. Default grade: 61. You			
1	05111940000011	Nouvelli Cornelia Muhammad Abror	0	No submission.	0	No submission.	0	No submission. The report could be	0	No submission. No conclusion in the	0	0	0	0	0	0	0	can do better!	-10	61	вс
2	5025201028	Al Qushoyyi	20	Nice puzzle game.	50	Excellent!	23	better.	3	report.	1	1	1	0	0	1	0	Excellent!	92	92	A
	3023201020	Ai Qusiloyyi	20	Great use of minmax	30	Executivity	25	The report could be		No conclusion in the				_	-	_		EXCENCIA	32	32	
3	5025201029	Beryl	20	algorithm in checker.	50	Excellent!	23	better.	3	report.	1	1	1	1	1	1	0	Excellent!	96	96	Α
	3023201023	Mohammad		Great use of minmax	30	Executive.	20	The report could be		No conclusion in the	-	-	-	_	-		Ŭ	Excellent:	30	30	
4	5025201030	Nouval Bachrezi	20	algorithm in checker.	50	Excellent!	23	better.	3	report.	1	1	1	1	1	1	0	Excellent!	96	96	Α
								The report could be		No conclusion in the											
5	5025201038	Cholid Junoto	20	Nice puzzle game.	50	Excellent!	23	better.	3	report.	1	1	1	0	0	1	0	Excellent!	92	92	Α
		Khariza Azmi		1 3				The report could be		No conclusion in the											
6	5025201044	Alfajira Hisyam	20	Nice puzzle game.	50	Excellent!	23	better.	3	report.	1	1	1	0	0	1	0	Excellent!	92	92	Α
		Gaudhiwaa		Simple yet useful Dijkstra's																	
7	5025201066	Hendrasto	20	implementation	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
Ė				Nice algorithm					<u> </u>												
				implementation in a																	1
8	5025201068	Ravin Pradhitya	20	popular game.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
		Yehezkiel		Simple yet impactful																	
9	5025201086	Wiradhika	20	project.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	0	0	1	0	Excellent!	96	96	Α
		Luthfiyyah Hanifah																			
10	5025201090	Amari	20	Nice maze game.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	0	0	1	0	Excellent!	96	96	Α
		Marsyavero								No conclusion in the											
11	5025201122	Charisyah Putra	20	Nice tic tac toe game.	50	Excellent!	25	Excellent!	3	report.	1	1	1	1	1	1	0	Excellent!	98	98	Α
		David Fischer								No conclusion in the											
12	5025201123	Simanjuntak	20	Nice tic tac toe game.	50	Excellent!	25	Excellent!	3	report.	1	1	1	1	1	1	0	Excellent!	98	98	Α
		Ezekiel Mashal								No conclusion in the											i
13	5025201140	Wicaksono	20	Nice tic tac toe game.	50	Excellent!	25	Excellent!	3	report.	1	1	1	1	1	1	0	Excellent!	98	98	Α
		Selfira Ayu																No submission found. Default grade: 61. You			
14	5025201174	Sheehan	0	No submission.	0	No submission.	0	No submission.	0	No submission.	0	0	0	0	0	0	0	can do better!	-10	61	ВС
				Nice algorithm										1							i I
1	500500000	Azzura Ferliani	2.5	implementation in a					_		_	_	_			_	_	5 II II	465	465	1 . 1
15	5025201190	Ramadhani	20	popular game.	50	Excellent! The program could	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
		Sultan				have a better								1							1 L
16	5025201193	Muhammad Praja	20	Nice maze game.	45	interface.	23	Great analysis.	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	93	93	Α
		Antonio Taifan																			
17	5025201219	Montana	20	Great system flow.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
18	5025201257	Sastiara Maulikh	20	Nice maze game.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	0	0	1	0	Excellent!	96	96	Α
				Nice algorithm																	1
		Rachel Anggieuli		implementation in a			1 .														1
19	5025201263	Amalia Pasorong	20	popular game.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
		l				The program could															1
		Muhammad Andi		Great approach on the		have a better				No conclusion in the	1	1		١.		١.					1 . L
20	5025201264	Akbar Ramadhan	20	problem.	45	interface.	25	Excellent!	3	report.	1	1	1	1	0	1	0	Excellent!	91	91	Α
24	F02F24402C	Keysa Anadea	20	Great snake game		Eventle with	25	Free Handl	_	Nice conductor	_	_				١.		Supplied 1	100	100	1 . 1
21	5025211028	Aqiva Ajie	20	using BFS.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α

	Student ID	Name	Design	Explanation	Implement ation	: Explanation	Analysis/ evaluation		Conclusi on	Explanation	Decla- ration (Valid/ NV)	Email Manne			nner				Original		Final
No												Appro- priate Name	Subject	Body	Signa- ture	Title	Late (min)	Final Remark	Grade (Number)	Final Grade (Number)	Grade (Char)
			20%		50%		25%		5%			2%	2%	2%	2%	2%			100%		
		Alfan Lukeyan		Nice GBFS																	
22	5025211046	Rizki	20	implementation.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
				Nice different		The implementation															
		Akmal Sulthon		approach on snake		could be explained a				No conclusion in the											
23	5025211047	Fathulloh	20	game.	45	little bit more.	25	Excellent!	3	report.	1	1	1	1	1	1	0	Excellent!	93	93	Α
		Heru Dwi				The interface could be				No conclusion in the											
24	5025211055	Kurniawan	20	Nice design.	45	better.	25	Excellent!	3	report.	1	1	1	1	1	1	0	Excellent!	93	93	Α
		Bernisko Fancy		Nice use of DFS in		The interface could be															
25	5025211083	Aljunez P.	20	minesweeper.	45	better.	25	Excellent!	5	Nice conclusion.	1	1	1	0	0	1	0	Excellent!	91	91	Α
		Urdhanaka																			
26	5025211123	Aptanagi	20	Great system flow.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
				Nice DFS																	
				implementation to		The interface could be															
27	5025211150	Jawahirul Wildan	20	solve sudoku.	45	better.	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	95	95	Α
				Nice different		The implementation															
				approach on snake		could be explained a				No conclusion in the											
28	5025211162	Darren Prasetya	20	game.	45	little bit more.	25	Excellent!	3	report.	1	1	1	1	1	1	0	Excellent!	93	93	Α
		Muhammad				The interface could be				No conclusion in the											
29	5025211164	Febriansyah	20	Nice design.	45	better.	25	Excellent!	3	report.	1	1	1	1	1	1	0	Excellent!	93	93	Α
		Mohammad Ahnaf															_				
30	5025211170	Fauzan	20	Great system flow.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
		Akmal Ariq		Nice DFS													_				
31	5025211188	Romadhon	20	implementation.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
	5005044000	Muhammad Rifqi	20	Nice GBFS		e 11 .1	25	5 "	_			_						e 11 11	400	400	
32	5025211228	Fadhilah	20	implementation.	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	Α
								Next time, please													
								include the													
	5025244220	Akhmad Mustofa	20	Alian danian		E II A I	20	explanation of the	_	Niili	_	١.,	١.,	_				Eventle add	01	01	
33	5025211230	Solikin	20	Nice design.	50	Excellent!	20	project.	5	Nice conclusion.	1	1	1	0	0	1	0	Excellent!	91	91	Α
34	5025211255	Ilham Insan Wafi	20	Nice use of BFS and DFS	50	Excellent!	25	Excellent!	5	Nice conclusion.	1	1	1	1	1	1	0	Excellent!	100	100	А
		Minimum	0		0		0		0										-10.00	61.00	ВС
		Maximum	20		50		25		5										100	100	Α
		Average	18.82		45.88		23.03		3.94										90.09	94.26	Α

Grade Distribution									
Category	Amount	Percentage							
Α	32	94%							
AB	0	0%							
В	0	0%							
BC	2	6%							
С	0	0%							
D	0	0%							
E	0	0%							
Total	34	100%							