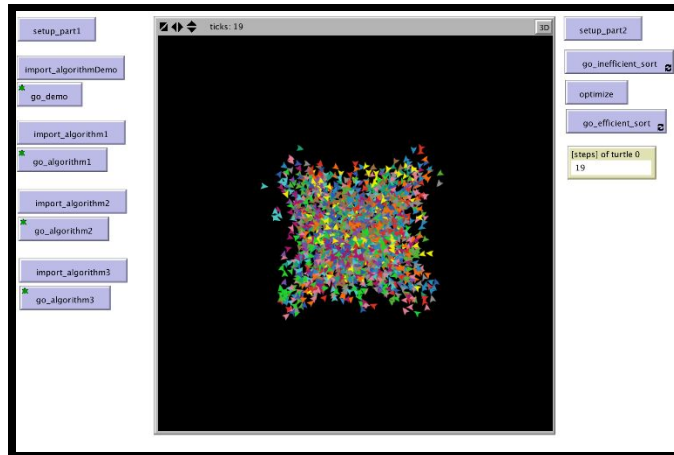# CS108L Computer Science for All
Module 6 (Part 2) Intro
Algorithms Part 2

Part 2 ColorSort Model Overview:

In Part 2, we will sort turtles 2 ways: efficiently and inefficiently.

Sort inefficiently: On each tick, we ask turtles to move towards another turtle that has the same color. So every time through, we are creating a set of turtles with the same color.

Optimize: Next, we'll optimize how they sort. Let's make that set of turtles with the same color just once. Then we don't have to do it every time!

Sort efficiently: Last, we'll sort efficiently, using the set of turtles we created at the start.

Module 6: Algorithms Grading Rubric (20 Points Total)		
Done	Points	Task
	1	A: ● Submit a NetLogo source code with the file name: M6P2.*firstname.lastname*.nlogo. ● The first few lines of your program are comments including your name, the date, your school, and the assignment title.
	2	B: ● The code in the Code tab of your program is appropriately documented with "in-line" comments.
	2	C:

		● The Info tab of your code contains a description of your program.
	5	D: ● Your Inefficient Sort sorts the turtles.
	5	E: ● Your Optimize procedure creates the agentset of turtles with the same color.
	5	F: ● Your Efficient Sort uses the agentset to speed up the sorting.
	1	G: ● (Extra Credit) Following the structure of the other images, create a procedure and button to import_ec_algorithm.png. Create a procedure called go_ec_algorithm that destroys all the green patches of ec_algorithm.png when its button is clicked.