

Homework Submission Guidelines

Redeemer University College

Computer Science Department

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1 Introduction

The purpose of this document is to provide students with basic guidelines for submitting Computer Science assignments at Redeemer University College.

1.1 Tips for Doing Well in CS Assignments

Here are some general tips that may help you do well in computer science assignments.

- Start early!
- Read the entire assignment carefully before starting
- Test your program thoroughly
- Document your code

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Once the coding portion of an assignment is complete you will need to make a report.

2.1 Logging the Program Output

Most computer science assignments will require that you submit a log of the actual input and output of your completed program. This can be accomplished in several ways.

If you are using the Eclipse Integrated Development Environment, your runtime output should appear in a separate console window near the bottom of the screen. To copy this output, right-click inside the window, choose “Select All” and then select ‘Copy’. The output may now be copied into a wordprocessor such as OpenOffice to include with your submission.

If you are running your program from the command line you may use the `script` command. When you are ready to log your program output, simply type:

```
script logfile
```

where `logfile` is the name of the logfile. Start logging before running your program and all your subsequent output text will be logged to the log file you have specified. To append to an existing log file use:

```
script -a logfile
```

To end your logging session simply type `exit`. If you are running `script` from within an X-Windows console you should be aware that any colours that appear may cause strange control characters to appear in the log file. This can be avoided by using a simple console window such as a plain `xterm` window.

If your program uses a Graphical User Interface (GUI) then your homework submission should include a figure illustrating your GUI. To capture a screenshot of your GUI from within the Linux desktop, press `ALT+PrintScreen`.

2.2 Homework Submission Requirements

All submitted homework must include the following:

- Well documented source code in the required format
- Sample input and output logs
- Software structure and development notes. All object-oriented programs must include a class structure diagram
- All pages must be *stapled*. Your name, the date, and assignment number should be clearly printed at the top

It is helpful if the source code and logfiles are included in your final document using a monospaced Courier-like font so that your indentation and spacing are retained. Documentation and programming style will account for up to 30% of each assignment's grade.

2.2.1 Electronic Code Submission

If you are submitting a Java program, you should also electronically submit your source code using the "Submit" option from the "Tools" menu in BlueJ.

2.3 General Grading Scheme

Although each assignment is unique, the following table indicates the general grading scheme that is usually followed:

Requirement	% Usually Deducted
Missing algorithm development	10-20
Inadequate commenting	20
Names are not meaningful	10
Indentation does not indicate program structure	5
Program will not compile	50
Program produces incorrect results	25-75
Missing runtime output	30
Algorithm inefficient or difficult to follow	10
Use of unnamed constants	5

2.4 Deadlines

The due dates are given with each assignment. A late program earns at most 75% full credit.

2.5 Academic Policy

Students may discuss aspects of the assignments with each other, but *all students must do their own work*. Please read the Policy on Academic Integrity found in the Academic Calendar. The policy applies to you whether or not you have read it. Any student who violates this policy and commits a breach of academic integrity will be treated in accordance with the policy.