

COS126 Programming Assignments

All programming assignments need

1. Name, login, precept in comments at the top of every file submitted.
2. Commented code, descriptive variable names, spacing for readability.
3. readme.txt completely filled out for that particular assignment.
4. **EXACTLY CORRECT FILE NAMES** - watch upper and lower case!!!
5. To be submitted in a timely fashion. They are due at 11 pm.
6. To be your **OWN** work. **DO NOT LOOK** at anyone else's code for **ANY** reason.

Getting started

1. Read **BOTH** the **ASSIGNMENT** and the **CHECKLIST** carefully.
2. Write an outline or pseudo-code first on paper. Use these as comments.
3. The checklist usually includes preparation steps (e.g., links to files to download).
4. Work in small steps - compile and run to **CHECK AS YOU GO!!!**
5. Debug carefully.
6. Test with different inputs.

Most importantly

- Read the assignment before precept.
- **START EARLY.** If you feel lost, **COME FOR HELP.**
- When I explain assignments in precept, it is often rushed. Office hours are (usually) more relaxed and we can go through the steps in detail. At the very least, send me an email with your questions.
- I check my email during the evenings. But never on Saturdays
- If my office hours are not convenient for you, you may attend office hours for any of the preceptors.
- There are undergraduate lab TA's in Friend 017 or 016 most evenings.
(Friend 017 is the PC cluster, 016 is the Mac cluster)

We're off and running!

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