

COS126 Programming Assignments

All programming assignments need

1. Name, login, precept and program info in header of **every** file submitted.
2. Commented code, descriptive variable names, spacing for readability.
3. readme.txt completely filled out for that particular assignment in **plain text** format.
4. EXACTLY CORRECT FILE NAMES - watch upper and lower case!!!
5. To be submitted in a timely fashion. They are due at the posted times.
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. Make a new folder or directory for each assignment.
3. Write an outline or pseudo-code first on paper. Use these as comments.
4. Work in small steps - compile and run to CHECK AS YOU GO!!!
5. Debug carefully. Test with different inputs, not just the sample ones provided.

Most importantly

- Read the assignment before the first precept each week. Do preliminary coding before the second precept.
- START EARLY. If you feel lost, COME FOR HELP.
- Programming improves with practice. The precept worksheets often list recommended exercises - Do them!
- When we explain assignments in precept, it is often rushed. Office hours are (usually) more relaxed and we can go through the steps in detail.
- Use Piazza for general questions.
- You may attend any preceptor's office hours.
- There are undergraduate lab TA's in Friend 017 most evenings plus Saturday afternoons. The schedule is on the course website.
- Collaboration Policy bottom line: YOU MAY NOT SHOW YOUR CODE TO ANYBODY TAKING COS126 NOW or IN THE FUTURE.

We're off and running!