Grading Program 1

CS344 – Benjamin Brewster

This document details how to grade Program 1.

How to Get Student Submissions and Upload the Grades

Once you have finished grading the assignment, upload the score to Canvas in this manner:

1) Go to Canvas in your web browser of choice.
2) Click on Assignments on the left menu.
3) Click on Program 1 – stats.
4) In the upper right corner, click on SpeedGrader.
5) Pick the name of the person you're grading, above. Note that you can use the left and right arrows, and the drop down list, to select between students.
6) Once you've chosen a person, check in the upper right that the LATEST version is selected. Read their comments below.
7) Download their file by clicking it in the list on the left. Follow the instructions below to assign a grade (in points).
8) In order to commit the grade to Canvas, come back to this assignment, and enter the point value in the Assessment field on the right, in the middle. Then:
   a. If the student lost points, record the reasons why in the Add a Comment Field.
   b. If the assignment was late by more than an hour past the due date, it will be marked as late. This is our policy from the Syllabus:

   "All assignments that are submitted late by less than 24 hours will have 10% deducted from their grade (e.g. an assignment submitted at 12:01pm, if it was due at 12:00pm, will be worth 90% of its graded value). Assignments submitted late equal to or more than 24 hours, but less than 48 hours, will have 25% deducted from their grade. Assignments may not be submitted late past 48 hours, and will be worth 0 points"

   Once you have generated the final points value, adjust it downwards, if necessary, according to the late percentages given above.

How to run the Grading Tests

Here is the process:

1) Read through the specifications contained in "Program 1.docx", which was attached with this document.
2) Review "stats" (also attached) which is a complete, reference example for the assignment. It scores a grade of 142 points (the max) in functionality, but I believe could use more comments.

3) To test the reference copy of the shell script "stats", place it in a directory on eos-class.engr.oregonstate.edu with the shell script "p1gradingscript" (also attached). Get into a bash shell. Run the following command:

   p1gradingscript

   This will run the test script against the reference copy of "stats", outputting the results on the screen.

4) When you're ready to grade a student's version, download their LATEST submission, rename it to "stats" (as Canvas changes the name of the file), put it in the same directory as "p1gradingscript" (make sure the reference version of "stats" is not in there), and run it like this:

   p1gradingscript > p1grade_studentname

   This will put the tests for the student's version into their own file. You can then examine these results at your leisure to grade it. Look at each step of the students run of the script, and assign points as described in the files.

   Note that the signals trapping section will leave a report at random places in the output. It will either leave a message saying the process was terminated, or no process exists. Either way is fine - the actual test is checking to see whether the temp files have been cleared out (i.e., anything but the file1, file2, file3, file4, file5 and stats files) after the kill command was sent.

Grading Criteria

There are a total of 160 points available for Program 1. My philosophy is that we should grade somewhat generously: give the student the benefit of the doubt, where possible. For comments, you should be seeing lots of them. They should describe where, and what, the student is doing. Grade generously, according to your best judgment. There are a total of 18 points available for comments.

Contact Ben and the group of TAs if you have any questions:
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